Faldun attempt 2?

Introduction and basics:

Scene: opens inside a bedroom on main character sleeping, standard bedroom but in time appropriate setting. Window on east wall, curtains half drawn, morning light coming through. Can hear birds chirping as Hero wakes up. Door in south wall leads out. Bed on north wall, 1 block from wall with window.

Directions: Hero wakes up (yawns) gets out of bed, looks out window (another beautiful day out). Player takes control, basic clothing [not armour] hanging off dresser for pickup, message if player try’s to leave without clothes (I should get dressed before leaving). [Prompt and info on equipping gear?] Exit south door [potion or something in dresser for curious?]

Scene: enters kitchen/dining room. Heroes mom at stove making food on west wall, dining table on south west wall, door in south wall near east wall. Windows on east wall, curtains fully to sides, sunny outside.

Directions: hero comes through northern door, turns west and sees his mom (good morning mom, food smells great) mother to son (good morning hero, food will be done soon, take a seat at the table). Player control, walk to table, [use button to sit?] few seconds later hero mom brings food over, gives to hero [added to inventory] mother to hero (eat up, It’s going to be a long day again) [forced open inventory and use item, maybe prompts?] player to mother after eating (thanks for the food, I’m going to get started on work) player exits south door.

Scene: hero exits to outside world, one story house, extend west for logical second bedroom. Cobble path leading south then east, fence out form the house blocking access to back yard [locked gate on west side of house?]

Directions: fence leads player along path east. Pass end of fence onto well-worn dirt path, path continues north and south [block player from going north, prompt says I have to go south for work?] head south along path, walk a distance, each side of path has wood path and farms can be seen [like furrowed dirt, not a weird sideways vista] walk a bit and meet an NPC, is heroes friend, hero to friend (good morning hero friend, how are you doing) friend to hero (oh, good morning hero, I’m fine but I’ve been hearing some bad rumours recently) her to friend (What about?) friend to hero (Remember those rumours about the royal guard being called in to fight some kind of monster army up north?) hero to friend (yea, but didn’t the kingdom dismiss it as training exercises?) friend to hero (That’s what they said but (random name) said his brother from up north had to evacuate because of this rumored monster army, it sounds like the royal guard isn’t managing to take care of things and is being pushed south. Some people have even said they called in the elite operations guys to ride up and help.) Hero to friend (Wow, that’s sounds pretty bad but without seeing anything we can’t be sure if any of this is really true.) friend to hero (I guess your right but it’s still worrying. What if they get pushed all the way here, apparently they are only a day’s ride north) hero to friend (well I’m still not convinced by just rumours, and even then the royal guard should be able to beat whatever it is back.) friend to hero (Makes sense, I just got swept up in it, but I'm still going to keep my dagger by my pillow when I sleep. I've got to get going, I’m working at the [whatever name] farm just north of here, see you another time) hero to friend (see you later than). Heroes’ friend continues walking north along the road, hero walks south to work and screen fades to black.

Several days later

Scene: open again on hero in bed in bedroom, looks same as before but darker lighting, window Is dark, night out [maybe orange hue from fire or sun rise?]

Directions: hero sleeping soundly, suddenly there is a loud crash, light comes from under door form kitchen [some kind of noise], hero wakes up in a rush, falls out of bed, [can you do that in this?] jumps to his feet, player takes control, begins heading towards door, hero to self (I should grab my knife from the dresser, it could be dangerous) player grabs knife and equips it, takes a step towards door. [Hear scream from kitchen] hero to surroundings (MOM, I’M COMING!!). Player goes through door.

Scene: kitchen, things strewn about, debris and pot and pans on ground around counters, pantry fallen forward, chairs strewn about, generally wrecked the place. Basic level enemies in kitchen holding heroes’ mom hostage.

Directions: hero enters, sees monsters with his mom, and yells (NOO! LET HER GO YOU BASTARDS!), monsters to hero (HAHAHA, what are you going to do about it human. Hahaha.) [Write better laughter]. Hero runs at monsters, engage battle mode. Hero wins battle. Mother is dying, hero to mom (Mom, Mom, you’ll be fine, I can still save you!) mom to hero (There’s nothing you can do still hero, leave me and go help other people in town, it’s too late for me) hero to mom (Don’t talk like that, I… I can get a doctor, you’ll be fine) mom to hero (I’m proud of you hero, live long without me) mother dies in heroes arms, hero (NOOOOO!!!) hero sobs for a bit before placing mother on ground covering her with the nearby table cloth. Hero exits house.

Scene: outside heroes’ house, front yard is a mess, fence is broken in random places, cobble walkway is broken apart from heavy beings walking over it. Orange-red glow to the south form fires in town.

Directions: hero exits house onto broken cobble path. Hero to self (dammit, I can’t believe the rumours were true and I couldn’t do anything.) player control, hero walks out to road, to self (I've got to hurry, it looks like the whole town is up in flames) player goes south [if try’s to go north he says (I can’t run away, I have to try to help everyone I can)]. Walk a ways [maybe run if that’s a thing] and

Index of resources used

Characters:

Hero: player character

Heroes mom: NPC: Lives with hero

Heroes friend: NPC: Tells hero about rumours of invasion

Standard mystic old guy: NPC: acts as an introduction to the world, provides back story