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 fade to black for load into town. [Maybe add debris/burning carts and stuff on the road to the village]

Writing part 2

Scene: In town, burning buildings around you, corpses in the streets, road runs north to cross roads, east is immediately blocked by burning debris, going south brings you to another blocked path but there is some loot

Directions: Hero enters town from North, [people controls mode], hero heads south gets loot, heads back up and west, gets attacked by low tier monsters while in town. Goes a ways and comp takes control, hero stops in front of a less on fire house/shop/building [whatever makes sense] hero says to self (This is where [hero friend] lives, if he’s still alive I have to try to help him!), player enters building.

Scene: In hero friends shop/house whatever. Stairs at back of house to second floor, flames spreading through house, debris and fire blocking side doors, large double wide pass through leading to back rooms, collapses when player tries to go through it, store room door in back corner, leads through a burning area to back of house and comes out near stairs up

Directions: As player enters house hear scream, player to self (That sounded like it came from upstairs. someone is still alive, but it sounds like they’re in trouble), hero makes his way through house, heads towards double doorways to get to stairs, as he’s about to go through a burning wood beam collapses and he is blocked from going through, hero to self (shit, that was close, hopefully the way through the store room is still safe), player makes their way to and through the supply room and comes out by the stairs and heads upwards.

Scene: upstairs of house, fire has spread more so upstairs, path forwards turning down a hallway, parts of floor break and fall through when stepped on [two wide to allow exit path], add side room that is enterable, massive hole in floor can see floor below in a sea of fire [or black if not doable], can work your way around edges and breaking floor to reach loot. Further past loot room is goal room, hear another scream just before opening door, inside room roof is partially collapsed and hero friend is trapped, surrounded by 2 or 3 monsters [rendered in game not just battle mode]

Directions: Hero comes up stairs, hears screams again, closer this time, hero makes his way down path, trying not to fall through the floor, first time hero hits a broken spot he hops forward to safety and says to self (The whole floor is collapsing, I’ve gotta be careful or I’ll fall through), hero makes his way down and enters side loot room, hero to self (This is bad, the whole building might come down soon at this rate), hero gets loot and heads back to main hallway eventually reaching goal door, as he goes to open the door he hears a scream from inside and hero bursts into room. Inside room hero finds his friend surrounded by enemies, hero yells (You bastards! Get away from Hero Friend!) Hero charges forward and engages battle mode and fights enemies. After battle [text heavy]: hero kneeling over hero friend, hero friend is wounded and can’t fight, Hero to Friend (Come on, we’ve gotta get out of here before this place comes down on us!) friend to hero (I can’t fight and I can barely walk, leave me here and save yourself.) hero to friend (I’m not leaving you here! I’ll carry you if I have to but we’re both getting out of this together!) Friend to hero (Help me up and let’s go than, we don’t have much time.) movement speed is slower, hero makes his way back through the burning building with more breaking floor and danger than ever.

Scene: Back outside the building, it is thoroughly on fire and collapsed now. [If possible have the upper area or part of it collapse when exiting]. Road continues west, more building on fire goes for about a block before coming out into a town square, lots of human corpses dotted about, as you get towards center you see monsters standing around see larger commander monster facing them.

Directions: Hero exits, walks to middle of street and turns to look back at building, hero to friend (We’ve gotta get out of town, staying here is too dangerous.) friend to hero (I heard the Royal Guard had set up a base west of town, we should head there.) hero continues along road from before west, following along until reaching a town square area filled with corpses, moving west and across the middle-ish area you see a few monsters and one big boss monster. Comp control, you begin walking slowly towards them, hero yells (You bastards! You killed them, you killed everyone!! I’LL DESTROY ALL OF YOU!!) [war shout] hero runs at monsters with weapon drawn. Engage battle mode, hero fights and loses. After battle, hero on his knees injured, about to die, monster commander to hero (You insolent humans still think you stand any chance. We’ll wipe out your entire race and take back this world for ourselves!) Screen begins to fade to black when Royal Guard soldiers charge in, monsters start dyeing and screen fades to black.

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