1. Our hero wakes up in the “wake up tent.json”, currently there is nothing to do in this room ‘exit’.
2. Enter “tileMap.json” Immediate pause and dialogue opens with the man outside of the tent.
3. **The Mysterious Hunter:** Oi! You just gonna run away without thanking me! I saved your arse from those crazed Beavers. You’re not getting away that easy strange things have been happening around these parts the pond has dried up and the beavers have gone mad. I have managed to catch most of those beavers but I need you to kill them! **Dialogue End**
4. Screen goes black and the character appears in the fenced in area with the beavers.
5. **Quest:** kill 10 beavers and escape the fenced in area using skrypting.
6. Talk to The Mysterious Hunter to turn in quest (Level 2 ding)
7. **The Mysterious Hunter:** Oi! You got them darn beavers well done! It seems like their strange behavior was caused by the pond that dried up south of here. You should go take a look to see if you can find any clues. **Dialogue End**
8. **Quest :** investigate pond (drop down hole in center of dried pond)
9. The character can now openly roam “tilemap.json. Although there is nothing to do and no exits except the hole in the pond.
10. In the room you fall down to “tutorialDungeonRoom1.json” there are 5 doors 1 is blocked. Each door leads to a “tutorialArenaRoom.json” each with a different set of enemies to clear before you can move on to the next room(“tutorialBlood.json”, “tutorialStorm.json”, “tutorialDarkness.json”, “tutorialFlame.json”) where there will be a crystal to activate. Unlocking 4 crystals unblocks the 5th pathway to “tutorialComplete.json”
11. When you enter this room there are five different stones when you interact with one you will get information about a certain divination and be able to select that one. The character can only choose one and as soon as they do the screen goes black.
12. You re-appear in the middle of “tileMap.json”. You now have a talent tree and new abilities
13. One of the paths out of the area is open.
14. To be Continued