Proposta Story Alessio

## Game story

A Time Lord E betrayed the Time Lords with evil intentions. He escaped with another time machine (just like Doctor Who, but with evil intentions). The time machine could be another Tardis or a total different item, such as an amulet, which permits him to travel along time and confers him several powers to control the time (to stop it, to slow it down, to make it go faster, and so on…).   
He travels along time to create troubles in each place he visits. His main aim is to kill Doctor Who and his companions baiting them in one of the troubles he creates.   
The story begins with E killing the Doctor and then flashes back to the past, having Clara and Ashildr escaping with the Tardis as main characters. They have to save the world without the help of the Doctor in the first levels of the game. Then there will be the level in which they live the scene in which E is killing the Doctor and they have to save him and after that they could be again a team until the final level, in which they defeat (or are defeated) E.

## Game goals

* To save the world from E’s attacks (Good finals):
  + Convincing E not to be evil anymore and converting him back to Doctor’s side.
  + Killing E.
* To make E take decision over the story which could lead him to victory over the Doctor and his companions (Evil finals):
  + E reaches his goal, killing the Doctor and his companions.
  + E succeeds killing one (or both) the Doctor’s companions, but the Doctor is still alive and could find new companions to stop E (Sequel).

## Level story

* E baits Clara and Ashildr in a specific place during a specific time and tries to kill them while they are away from the Doctor, who cannot help them. The place could be the same of the story of the garden.
* Clara and Ashildr discover that the Doctor is in danger and that E is trying to kill him. They have to find out a way to save the Doctor. The place could be the same of the story of the garden.

## Level goal

* To stop E from making troubles and to save the world from these.
* To make E succeed in killing one of the companions
* To stop E from killing the Doctor and to save the world again from him.

## Gameplay

During the early game levels you control Clara and Ashildr and you have to try saving the world without the Doctor’s help (solving puzzles, defeating enemies, escaping…).   
During the late game levels you can also control the Doctor (if you save him) and you still have to save the world from E’s attacks (and maybe defeating him with the Doctor’s help).   
During the whole game you can control both the Doctor and his companions and E, the enemy. You can choose the way the story goes choosing the character’s decisions. According to the choices made by the player, the story might have a good or a evil final (ending).

# Game Story

After escaping with a time machine, Clara and Ashildr are on their own, trying to save the world without the help of the Doctor, who does not remember anything about Clara. Before going to the place and time of his death, Clara decides to make a long journey to the past trying to find a way to save herself from her fate.

Meanwhile, a Time Lord E betrayed the Time Lords with evil intentions. He escaped with another time machine\* (just like Doctor Who). He travels along time to create troubles in each place he visits. His main aim is to kill Doctor Who and his companions baiting them in one of the troubles he creates.

Clara decides to make a long journey before meeting her fate day, the day in which she will surely die, and she tries to find a way to “fool” her fate and to survive and Ashildr agrees to help her, following her in her journey.

The Doctor keeps traveling on his own, seeking for new companions for his adventures and in one of his travels gets baited by E, who traps him and kills him (Game story beginning).

Clara and Ashildr, who are at the same time and in the same place of the Doctor (by chance??), understand what E is going to do with the Doctor and find out a way to save him. They save him and cooperate with him to stop E from destroying the world.

Clara and Ashildr, with the Doctor’s help, finally defeat E and restore peace in the universe. (Game story ending)

\* The time machine used by E could be another Tardis or a total different item, such as an amulet, which permits him to travel along time and confers him several powers to control the time (to stop it, to slow it down, to make it go faster, and so on…).

# Game Story Scheme:

* Clara and Ashildr escape with the Tardis
* The Doctor does not remember anything about Clara and travels alone, in search of other companions.
* An evil Time Lord E escapes from the Time Lords with a time machine and starts creating troubles along time in different places, seeking for revenge against the Doctor and aiming to kill him and his companions.
* Clara decides to make a long journey before meeting her fate day, the day in which she will surely die, and she tries to find a way to “fool” her fate and to survive
* The Doctor gets baited by E in a trap and gets killed (the game starts here and then there is a flashback to moment in which Clara and Ashildr are escaping with the Tardis)
* Clara and Ashildr find out a way to save the Doctor, who still does not recognize them, but decides to help them in defeating their common enemy, E.
* Clara and Ashildr, with the Doctor’s help succeed defeating E and saving the world.