Tale: "The Dragon & the Villagers"

Setting : Village in the woods

Context : « grandad" is going to tell the village children a story about the dragon in the cave, that was told to him by his grandpa, that was told to him by his grandpa… (generational recursion story)

Start by telling story, cut to grandpa, cut to grandpa…

Tale begins with the dragon in the cage, guarding its golden egg. When some robbers from a local village come to steal the egg to try and make their fortune.

Gameplay 1 – take control of dragon and fight off the robbers

- Outcome A – win, story moves on.
- Outcome B – Loose story moves on.

Gameplay 2 – outcome 1A leads onto the dragon taking revenge, player controls the dragon and has to defeat the villagers at their village. All of the children hide. Outcome 1B leads to the dragon's partner, coming back and setting out for revenge. Same gameplay as outcome 1A though.

- Outcome A – the dragon kills all the villagers, says to the children to tell their grandchildren of the outcome of trying to steal the egg the story moves on
- Outcome B – the dragon is killed by a villager, the villager is the hero [end]

Story continues from outcome 2A to say how there was a never ending spiral of violence between the villagers and the dragon, villagers try to kill the dragon, dragon slays the villagers leaving the children.. at this point we could loop perhaps 2/3 times before getting to the penultimate grandpa… [wildcard for recursion]

Get to the grandad. So here we are, the dragon will be here any minute, go and hide

TWIST – control the grandpa and try to defeat the dragon! [wildcard]

Gameplay 3 – fight the dragon as the grandpa.

- Outcome A – win, story moves on and we get back to the start – grandpa was the legend that defeated the dragon. END
- Outcome B – grandpa dies, back to where the grandpa is and the dragon is coming yet again… children have to hide.

Gameplay 4 – play as the current day grandad and fight the dragon.

- Outcome A – win, you are the legend [end]
- Outcome B – somber ending where the children vow to have their revenge.

For outcome 4B moral of the fable is no good can come of taking revenge.

For world design:

The world is a single map and through the generations the buildings from before keep their state. If you burn a house as the dragon, on the next run it is ashes. And more buildings appear over time.

The villagers that die get a gravestone next to "their house" on the following run…

If the dragon dies, they build a monument where it was slain, and you can read the plaque that says who slayed it.

The whole game would be in a single level with objects having states. It could be quite modular but adaptable, each villager could have a set of attributes so that each player gets a different ending if killed by the villagers. [wildcard for persistent effects]

<u>**Artwork:**</u>

Dragon, animated

Villagers (suggest having a single sprite) that can fire arrows perhaps (as the dragon would be in the air, cant hit them with swords)

Houses (2/3 designs)

Environmental props (rocks, tree stumps, grass clumps)

UI elements