

Main Plot

Story of Cinderella, heavy mood inspiration from *Cendrillon*. The scene is set in the gilded ages of Europe, with fancy ball gowns and gilded age peasant outfits galore. Not as heavy of a medieval setting, but the Ball will be in a castle/palace. This will be an Action RPG, with the player having to complete certain puzzles and tasks following the plot and fighting enemies. There will be consequences for the player's choices in this game, with other characters being more or less likely to make the player's life harder depending on their actions in game. For example, if the character chooses to kill a certain enemy, they might have to pay more for resources at a certain vendor because that was their brother, etc.

Our main character, which I will refer to as Cinderella for this portfolio, is seen in the "cinderella" position; she was orphaned at a young age, her father having died after marrying her step-mother. This leaves Cinderella behind with her step-mother and two step-siblings, who leave her to be their personal maid, mistreating and bullying Cinderella.

- At this point, Cinderella will only be referred to as Cinderella within the context of storytelling. As soon as the player actually meets the Fairy Godmother, they will be prompted to type in their chosen character name, as Cinderella is meant to be a derogatory nickname for the character.

Cinderella will be left alone, being told that she cannot go to the ball and being ridiculed before breaking down, solemnly crying to herself about her issues and how awfully she's treated. After a pause, we see the Fairy Godmother, who is cloaked and shrouded in darkness, speak a comforting phrase, startling Cinderella. This begins the deal between Cinderella and the Fairy Godmother, as well as the first opportunity for a "bad" end in the game.

- The player will be asked if they would like to go to the ball anyways, which will prompt a simple "yes" or "no" response from the player.
 - If yes selected, the game will continue as normal, plot carrying towards the "true" end.
 - If the player chooses no, they will get a "bad" end, prompting a cutscene showing that Cinderella decided not to agree to the price offered by the Fairy Godmother, and the player decided to have no part in playing the game.

Once Cinderella agrees to go to the ball, she will be given a reminder that there is a price for the Fairy Godmother's services, and that Cinderella will have to complete a certain task before Midnight. Cinderella agrees again, reiterating that she wants to go and will do anything for the Fairy Godmother. Cinderella is then given the classic gorgeous magical ball gown, styled in the Gilded ages style of dress, as well as an ornate dagger with a glass vial in it containing poison. The Fairy Godmother tells Cinderella that she will be told the target at the ball, gives Cinderella a carriage to arrive in, then promptly leaves. Cinderella is over the moon, none the wiser to what will be happening later at the ball.

Once at the ball, which is a masked ball, Cinderella meets a man and starts to have fun dancing with him at the ball, unaware that she is dancing with the prince. They spend time together all night, uninterrupted until about half an hour from midnight. It is at this point that Cinderella will be separated from the prince in some way, perhaps needing to use the restroom or wanting a beverage. This will start a conversation between the Fairy Godmother and Cinderella. The Fairy Godmother will complain that Cinderella took her sweet time to receive instructions, but no matter, the target is in easy and plain sight. Cinderella will be given another choice upon hearing that not only has she been bonding with the prince, but she is also meant to kill him tonight. This will prompt another player choice, resulting in 3 different endings, one being the road to the “true” end, the other two being “bad” ends.

- The player will be told they need to kill the prince, and given 3 options when going back and speaking to the Prince:
 - Not killing the Prince, and trying to run will result in the “true” end route, with Cinderella and Prince angering the Fairy Godmother. This will result in the pair getting teleported to an alternate dimension, closer to modern times, and with a lot of strange monsters and enemies to fight.
 - Just stabbing the Prince, but not releasing the poison simply reveals the fairy godmother’s true nature early on, prompting her to take over the kingdom and maybe brainwash/manipulate cinderella into helping her/being right hand man
 - Cinderella becomes her forced permanent alias
 - Cutscene will play showing Cinderella working under the Fairy Godmother, and the bad ending will play
 - Stabbing AND releasing the poison on the dagger results in the “evil” bad ending
 - Cinderella willingly keeps her alias and asks to help the Fairy Godmother
 - Fairy Godmother is shocked but happily agrees, making Cinderella her right hand man, showing a cutscene in Cinderella playing a more integral role in helping the Fairy Godmother

Once in this new area, Cinderella and the Prince will reveal their identities fully, and begin the main storyline of getting back to their own realm and defeating the Fairy Godmother. Cinderella will be a knight, using a sword in combat and being the “leader” throughout the game. Prince will take on a side-kick role, likely being a mage of some sort so the player has a system of healing without food in combat.

- Cinderella will be changed into some sort of fighting clothes, so it’s realistic for her to fight easily without having to worry about tripping in heels or a dress. Clothes will lean into a knight aesthetic, and will show the new abilities gained in the new dimension.
- Prince will change into something easier to move around in as well, something more mage-like, showing his abilities gained in this new dimension.

At this point, combat will also be introduced. This is another factor that will affect the player's outcome and create a "butterfly effect" within the game. This will not affect future plays of the game.

- The player will not HAVE to fight enemies, and it will make combat take longer if they choose a peaceful way of resolving the fight. Violence will end the fight faster, but make it harder to get materials and resources to complete the quests in game.

Cinderella and Prince will then complete quests and win fights in order to make it to the final boss, the Fairy Godmother. There will be opportunities to get "bad" ends throughout this process as well, either from dying, picking up too many items with a bad energy surrounding it, etc. There will also be items that have a good energy, and will help the player in their quest fighting the Fairy Godmother.

- The player will have a limited inventory, but the amount in inventory will not affect movement in any way.
- Endings depend completely on how the player plays and their in-game choices, but there will be a cutscene for every ending achieved.

Fairy Godmother will be the final battle. She will go through 2 phases, and in the second phase her true form will be revealed. Upon winning, Cinderella will use the wand and transport her and the Prince back to their original universe. This will cause the "true" ending cutscene to play, and the player will have completed the game!