

First Quest Steampunk Concept

Opening Scene

Here will be the start of the game, some form of a opening scene will player after the start button is hit, before leading into the actual game

[[New Quest]]

New Quest

New Quest pops up on screen, name of quest appears then leads to dialgue between four main characters Watt, Hedy, Eli, and Woods, and their foster father Tesl (real father of Watt). Telling them a war story after they have begged to hear it for the 100th time. They beg him to show them some fighting moves

[[Tutorial]]

Tutorial

Tesla agrees to show them fighting moves, they go outside and players here are given the basics of combat for their chosen respective character. Tesla will say "Each of you fights different, play into your strengths" and a small popup will explain each character as players test their wanted character. Tesla will be used here at full capacity to show what each character will be capable of doing in the future. To show Geomancer class, Tesla will use heavy weapons I.e. claymore or a two handed axe and use basic attacks, also will display some of the midgrade skills. To show off Pyromancer class, Tesla will pull out flint lock pistol. This is the slow ranged class, firing off strong ranged attacks, showoff midgrade skills. Ethermancer class, will show off bow skills, fast paced weaker attacks, even capable of spraying a cone, show off midgrade life skilltree abilities. Aeromancy class, will use spear, fast paced light attacks, show off air midgrade abilities.

First "Pearl" in pearl necklace format

[[Gather Supplies]]

Gather Supplies

Players given new objective in quest, gather materials. Tesla reminds group that they are going to take a trip to crete to gather for their monthly trading, need to gather materials for journey.

Players are given free reign, sent off to go gather wood and food. Kill racoons for first combat encounter. Gather coal, hides for trading.

Second Pearl (All of kids have dialogue during combat of growth in magic usage)

[[Return Home]]

Return Home

Return home to Tesla to give materials, he takes the four of them to Newcomen (debating if it should be by cart as a fast travel to get the player to the real action faster, or allow for the players to wander there with occasional dialogue between mapped areas of the forest)

[[Newcomen]]

Newcomen

Players arrive are told to meet Tesla at the shop. Players given free reign again, can pick up side quests to journey back into the forest they previously left, or head right there and continue main quest.

[[Trader Gone]]

Trader Gone

Players arrive and Tesla is waiting. Approaches trader but it is not the same person. New trader tells Tesla his supply for request items is out in the forest between Newcomen and Crete, and to follow him there. Tesla tells players to go to an Inn for the night, any trouble that happens he can handle, and gives them money for Inn before leaving.

[[Next Day]]

Next Day

Players wake up in morning, small dialogue inquiring to Tesla's whereabouts. Players search before another dialogue having Hedy, leader of group as the oldest, suggests heading to the forest searching there for some clues to his whereabouts. This will be the first true period of characterization for the group, as their roles independent of Tesla will be established for the player

[[Players head out into forest]]

Players head out into forest

Another Pearl, as players can pick up additional side quests here before further pursuing the main quest. After going into forest (likely two or three maps deep with occasional arguing on whether or not to go back and wait, only to end with decision to keep going by Hedy supported by Watt) they will find Tesla's destroyed Cart, see blood and weapons laid out on ground with two or three dead bandits

From here a dialogue will ensue of panic between the orphans, trying to come to terms with what to do and the fact that their father might be dead. Quest ends.