Alright, I need to figure out what happens in these levels and possible timeline shifts based on certain levels. The problem is that I’m not 100 percent sure what exactly I can do in Dialogic concerning timelines, changing them, setting conditions, or anything like that let alone how it would work. That’s where the hesitation is coming into play, because why brainstorm ideas if I can’t implement them in the first place.

That’s why, for half a second, I was thinking that it shouldn’t so much so be seen as jumping timelines completely, but the amount of information the player has to influence conversations. Well, wouldn’t that effect timelines? From the sounds of things, I need to figure out the conditional stuff. Like if the player gives a specific item to an NPC for a side quest and is successful, then additional options can appear in future dialogue.

I’ll probably have to ask the discord if that’s possible and if so, how would one code that?

Well damn, I can basically do a lot in Dialogic myself. That’s crazy and pretty reassuring.

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Alright, I need to figure what I want to do with these levels, but, man, am I lazy lol. I have general ideas though

Level 1 -Tutorial Level. Primarily sets the tone of the game and gives examples of the mechanics. I’ll expand on the ideas that are already there by adding more lore and adjusting the dialogue in order to really establish characters.

Level 2 – The Tavern that has arm wrestling, the rowdy guys. I need to figure out the areas of exploration. The Tavern/Bar can contain the shop. The Tavern being the unique aspect of the level. Maybe there’s two sides of town and the Tavern/Bar is the only place to get alcohol/drinks from. The player has the choice of basically picking a particular side of the town based on the info they’re given or united both sides of the town against a common enemy to try and overthrow the plant and in the chaos Gaia’s Advocates completes their mission. So that’s the goal essentially with this level. But I need to introduce H.U.N.T.R as well. Okay, how about this then. The leader of the unit at the previous town could be notoriously known for being a bad person and Camille can be the one who killed him. What they don’t know is that he was a member of H.U.N.T.R, so that puts Camille in favor with both sides of the town who are being suppressed by the H.U.N.T.R and if navigated corrected they corporate thanks to her. If that’s the case then this can be the primary section to learn about Camille.

The side quests: Arm wrestling, gaining the trust of the different sides of the town, and building Julian’s tool for the mission.

Lore will be: the town and why the sides are split, learning about H.U.N.T.R, learning/supporting Camille and her purpose, and an update on the military/ government and people’s perspective on the situation.

Key Items: parts for Julian for the mission, items for the different sides, item for Alistair for next transitionary period scene

Special game: Gambling during arm wrestling – this will allow the player to potentially make more money to buy more key items for the story. Will be implemented if I can figure out how to make it random and I think I have an idea of how to do so and gain currency out of it.

H.U.N.T.R: I need a scene/situation to figure how I want to actually introduce them in an impactful way. Clearly, they’ll need to be incorporated whenever Leo isn’t there or Leo is going to prevent the player from going over there, because of his connection. But what do I do specifically with them to establish that they’re an actual threat or problem? Maybe they ask for an item for passage and any item you give them they just steal. They make fun of Camille, Julian, and Alistair to instigate a fight. I’ll come back to this.

Town Dilemma: So, what’s put the town on different side? Maybe the military versus H.U.N.T.R and the benefits each side provides, but it’s obvious that the townspeople can survive better together and push out both organizations. Maybe it’s a conversation between freedom and security? There’s safety in security, but freedom in taking risk? But then that means freedom would ultimately win, right? No, a combination of both and Gaia’s Advocates help the town establish both for themselves without the opposing organizations. Hence, H.U.N.T.R tracking Gaia’s Advocates and the situation that occurs in the ending and some stuff in Level Three. So how do I get the player to get both sides of the town to see what’s happening and what they can do to better things? The key items. Maybe I get a key item from the arm wrestling, and use that to get a key item from another NPC, to get another key item from another NPC in order to complete the timeline so both sides cooperate.

It still feels like something is missing, but I think this is alright for now. What will really sell the level while be the characters in the level.

Level 3 – Team goes to the Jensen Beach which is close to the area of the nuclear power plant, but there’s been a lot of frost that’s developed and it’s actually snowing when they arrive.

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\*Notes from Last Night Below

So, twos sides of the town at odds for different stances as to why what happened occurred thus influencing who they support on their side of town. The Bar/Tavern is the hub of the city, because of alcohol, social situations, fights, etc. What specifically are they at odds with? Originally, I was thinking of it being H.U.N.T.R vs military support. Which I think can still work. Both sides of the town can act to provide better context for each faction. The conclusion is that the leaders of the different sides of town have personal reasons as to why they don't get along, have misconceptions of the other, and beliefs that stand in the way progress. Okay, that's fine. I'II need some characters to build better specifics. Just names to push this along. Maybe the dude who does the arm wrestling initially is just an instigator who knows about the beef and just wants to promote community at the Tavern/bar. Camille beats him and she earns a reputation of being strong and that boosts her confidence and helps the team in their mission. Alistair takes the stance of using the human's stupidity to Gaia's advantage. Again, proving how he's not the guy for the situation.

The wings of Icarus and it's feathers. That could come into play as well. Neither side of the town cares about them, but the factions do and their using the town as a battle ground, so supporting either side only supports the destruction of the town, ultimately.

Good idea

It's not about picking sides, but doing what's best for everyone

Alright, that's good.

I need more information as to the individual sides to cater the side quest to resolve things and ideas as to which team members are vital to being there for the interactions to occur. I wonder, if I give each team member a value in dialogic could that be what's necessary to push specific timelines? Like if the specific value is 4 then all timeline dialogue with be focused on folder 4? Because that would help streamline things a lot actually That's a question, I’ll have to ask the discord.

Anyways.

Tavern that holds the shop & arm wrestling to raise/lose money, the separate sides of town making 2 additional areas, the power plant, and town square.

That makes 5 areas. I think for the outline, I kind of have enough the specifics I can focus on when brainstorming for the actual script for the level can't forget about the transitionary levels either. Definitely not as complicated, but still important.

Let me figure out the last level and I’ll go back to those.

Jensen Beach

So, the intro scene would be them getting the team ice skating for fun. A few respect gain/loss chances occur and after that the level introduction is done. So, what's the deal here? Anyways, the idea was that this level would kind of act as a vacation like level for the team where Leo is missing for the most part. Alright, so it's like a carnival town and everyone splits up to do their own thing and the player goes to find them to spend some time with them. Hm, how does that work with the buddy system?

It doesn't lol

It can still work, but the player chooses whoever they go with. Like usual, but after the activity is done, they have the chance to go back to the hotel? Area or go find another team member. If they return to the hotel, they notice that Leo isn't there. If they talk to Alistair about this, they investigate and Alistair reveals that people have been following them for a while with ill intent. You get the chance to investigate at night and find out who the people are. Camille and Alistair kill them when tensions get too high. If you bring Julian, he kills you.

I need to figure out a way to balance Julian and Silas and incorporate it in the story. I'II think about it more with his character profile sheet, I guess. I'll workshop that scenario a little later. The idea is that this is the end of the game essentially and depending on how the player handles it will determine how it plays out. Basically, they figure out Leo is a spy and maybe get caught when having the conversation with the H.U.N.T.R members. That's a perspective. Leo is supposed to make Alistair fall in love with him in order to make the universe accept his will on her behalf. They are under the impression that Alistair's a woman. The running joke of the game.

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**Ending Stuff**

Maybe what ends up happening if Leo isn't investigated is that the entire team is killed and the H.U.N.T.R members are impatient and force Leo to kill the others and take Alistair captive. So, the main bad ending.

Okay, at least we have one of those

No low respect and no investigation of Leo.

So

Low respect & no investigation,

high respect & no investigation

low respect & investigation,

high respect & investigation

So, four main endings.

High respect & investigation triggers the shooting feather timeline where a feather of Icarus falls, the player gets it and has the chance to decide who’s wish they want to grant between themselves (going back in time), Alistair (giving his son/daughter another body), Julian (Finding inner peace), and Camille (gaining the strength to protect those she cares for)

That works. I think I need a mid-respect option. Mid respect & investigation so below 5. What if there's a total end value of all respect that dictates the ending if possible?

So, since you can only gain the respect of 3 members it'll have to be from 1-15. So, a total of 1-7 gets the bad endings, 8-13 gets the mid ending, and 14-15 gets the choose your ending/the good ending. I guess the selfish option would mean nothing changes and the journey continues.

So, five options in total and for the player’s preferred option is they go back in time, the idea being that the game actually restarts lol. The idea being that although the player knows everything that will happen their chooses don't. So even if they don't press the button, someone else does and they get blamed for it.

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The transitionary levels, I still need to do those. Chances are, I’ll figure something out after the actual level. They kind of act as After Action Reviews and give the player the chance to talk to the other team members to get insight to the team members’ personality and insight on how to act in future situations to gain their respect.