Alright, I really need to try and work on this. I’ll try and do so later today, but let’s try and think about Birkdale.

I know that Birkdale is supposed to be the more accepting side for the Altered, so seeing people walking around that have physical deformities won’t be all that weird. It’ll be impressive, slightly encouraging, and will emulate what life used to be before the Icarus Incident. The player character will feel remorse and if Alistair is there he’ll comment on the possible future that could be had if Gaia continues their work. This will surprise the player commenting on how he isn’t blaming them for this and will explain that when Gaia’s Advocates does complete it’s mission , it doesn’t mean that the people will return to being normal humans. Efforts to support the new change of humanity will be important and the survivors will be the one’s to propel humanity to greatness for years to come despite the reconstruction and Gaia’s Advocates will be there for that eventual evolution of humanity.

I think that’s good for the initial discovery of Birkdale. This sentiment needs to be reflected in the people as well. I know I have some ideas/ideologies on the other sheet. I just need to go over it and create scenes for all of this. The thing is that a lot of these conversations aren’t super relevant for the main mission, but it’ll give context to the divide with the two towns.

We should focus on the main quest stuff and spreading it out the three days. I think that was the main hold up initially. Let’s work on it later. I’m pretty tired near 3:50 am lol.

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Just write. I just need to do an initial intro for the level and I think I’ll be able to go from there.

Birkdale Village

As you exit the vehicle, you see so many people in winter clothing walking around the snowy park and shopping district. Parents scolded their gleeful children throwing snow balls at passersby, couples happily held mitts waving to you. Reluctantly, you wave back shocked and confused. As the man waved you noticed that part of his wrist was Altered despite being bundled up.

Player: Wait…

Player: They’re Altered?

You notice more and more of the people walking around are Altered in some sense, but it doesn’t seem to bother anyone. No one is hiding or ashamed of their differences. You see blend of Altered and humans in a platoon of soldiers jogging in their black and yellow winter exercise uniform chanting songs before meeting with a group of soldiers with rifles outside of a large building and military trucks. Even with the heavy military presence, there is an air of liveliness and serenity with the people. It’s as if life here had return to what it used to be with humans and Altered alike.

Bruno: After the invasion of HU.N.T.R, their predatory hatred for the Altered forced a strong sense of community to protect the people of Birkdale.

Bruno: Thanks to the Mayor contacting the government, the people feel much more safe going outside.

Player: I see that.

Player: It’s completely different from the last town we came from.

Player: It’s like humanity has been restored here.

\*Partner specific line

Bruno: However.

Bruno: These people still have their own…

Bruno: “Passionate” perspective on the situation going on and the people on the other side.

Bruno: Unifying them in the way that Arthur wants won’t be as simple as he thinks.

Bruno: I’d recommend talking to the people and eventually the Mayor for a more complete picture of things.

Player: Sounds like a plan.