Alright, it’s been a long time since I worked on this. It’ll be kind of hard, but let’s just try and review the level synopsis and list the things that are planned to happen in the level.

So, give me a second, really quick.

Okay, so there are two sides of this town that are being affected by the government remnants still trying to support the people and the H.U.N.T.R faction having taken a serious root within the town. This will act as an opportunity to better explain what H.U.N.T.R is.

What is the overall conflict of the town and the resolution it should have?

Okay, so there are two heads of the different sides of town. They have a personal conflict that requires the player to essentially conduct a fetch quest for both sides in order to establish peace and work together to run the military and H.U.N.T.R out of there town. I’ll need character names for these people, but that can wait. So essentially a fetch quest to try and resolve the issue between the two sides. Considering it’s a story game, it makes sense that I have alternate ways of handling the situation which would be three: Left, Right, or Center. That being said, depending on what way is chosen will dictate how the situation is handled. Basically, let’s say that you have to earn the respect of the people through the arm-wrestling game with Camille. When she wins the owner of the Tavern challenges her and purposely loses which spreads word about her strength. So, when it comes to talking to whatever side’s leader she and the player have an easier time getting them to trust them. Speaking of, the Tavern.

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The Tavern. What goes on there?

So the connection that Alistair mentioned at the campsite tells them about the Tavern and how that’s going to be there hub area to spend the night. Speaking of nights, what if there was a time limit in a way? Like, the player has to handle situations on certain days. More people appear based on what day they are on and if they complete the side quests needed to state the infiltration of the nuclear plant, the day won’t matter. However, let’s say the player rest all 3 days and doesn’t complete any main quest, then a basic fight between the sides breaks out and Gaia’s Advocates still invades during the chaos in contrast at being at the helm of the battle with Camille.

But the Tavern, it acts as the introduction to things, establishes the baseline for what the town’s issue is, introduces you to the owner, and explains that Gaia’s Advocates has a time limit since it won’t take long for their presence to be found out and cause problems. Although the connection set things up for the team to stay at the Tavern’s lodging, the owner suggest they if they are the organization they claim to be, then they should help the town reunite against the government and H.U.N.T.R to reclaim their home. Alistair is against this and wants to focus on the mission, Lowen is against it as well, but doesn’t explain, in detail, as to why.

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Minigames

The arm-wrestling mini game to earn money and start the main side quest of trying to reunite the town. When Camille wins three rounds in a row, the owner pushes past the next challenger and challenges Camille. She’s reluctant to accept and the player has the choice to root her on or say no. The owner purposely loses after betting a specific item of value to the community. This item is part of what’s necessary to not only gain respect with the other leaders of the different sides, but overall respect with the townspeople.

Pokémon Gooner battle minigame: I do think it’s possible to have this done in dialogic, but why are we trying to do this again? It’s meant to be a challenge to me in order to see if I can get it to work, but how do I integrate it in the story. I guess one of the challengers could be a nerdy guy and he can be enamored with Camille’s beauty. After she wins and takes the community respected item, this guy spreads word about her capabilities to other weird nerdy guys. The event will be triggered when the player successfully gains respect for the leader of the side of time that called in the government to help with the H.U.N.T.R situation that invaded. Once they leave, it starts the timeline. I think that’s basically it, right? There will be wins necessary for it to be over and each time a guy loses the winner decides to fight for Camille. The final fight will be against a large obese man whose life went to shambles after the incident preventing them from being a streamer where a lot of their identity came from. This will allow the player to select the two nerds they want to fight with based on a brief description and their moves. What is gained from this? Something could be stolen and the last person you fight had it. Maybe it’s information. Let’s say that there’s 5 people to choose from. Meaning that there can be three to four battles before the final battle.

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So, there are a few different places in this level: Tavern (Shop & Bar), Hunter’s Pointe (H.U.N.T.R Faction), Birkdale Village (Government Faction), Nuclear Power Plant, and Outside of Tavern

The last one essentially acts as the branch, so it’s not the hub.

\*Side Bar: Rumors of the confrontation between the government and the H.U.N.T.R organization are expected to happen within three days. That’s what basically sets the time limit. Something else I just thought of, the player moving from area to area can be a variable that is changed and can prompt a “it’s getting dark, we should get back and turn in for the night” kind of situation forcing a day to pass. During those moments maybe the player can talk with the tavern owner to get some insight before going to sleep. I can already see more ideas that could come from this new system, but I’ll jot things down as I think of them. Essentially, moments where the player can talk to some of the other members similar to the campsite level and learn more about one another. Character building, contextualizing events and ideals, making the others feel more real. I’ll have to keep it light so the script doesn’t become super long. I kind of want to wrap this up as soon as possible. Once most of it is in, I can go back and add more.

Anyways, let’s focus.

Let’s try and figure out the flow of the level to try and determine the story and script, maybe?

Or should I focus on the areas and what happens in them?

**Flow of Story/Events**

**Intro & Tavern**

1. Gaia’s Advocates arrive outside of the Tavern and met the contact that Alistair mentioned earlier. The contact expresses that the situation has changed due to the politics of local people and the government and H.U.N.T.R presence.
2. They enter the Tavern and the contact introduces the team to the Tavern owner and explains a bit more about what is going on with the factions, how it effects the townspeople, and how the Tavern functions as a neutral territory thanks to the enforcement of the owner who has agreed to provide the team a place with the condition that Gaia’s Advocates help the people reunite as one and how that can help with their mission. to stay Alistair expresses that the poor decision making of the people doesn’t affect their overall mission and that they will get what they need from them and do what they must.
3. The Tavern Owner has a nonchalant response to Alistair, but reiterates the sense of community that is fostered at the Tavern and how people do so by drinking, arm wrestling, and socializing despite the despair that exist outside of it’s doors. Alistair counters saying that he’s deluding these people by draping a curtain over the eyes of the patrons with alcohol. The tavern owner explains that it’s because the Tavern acts as an escape of what’s going on outside that people respect the rules he instills and that he still remains successful. It’s almost as if nothing has changed, but there is a chance to spread this idea to everyone in the town, but something is missing from the people for them to believe in a dream like that. So, if keeping the dream alive means getting people drunk, filling their bellies with good food, and having dumb ego pissing contest with games, is what he’ll continue to protect.
4. The player and their group get challenged to arm wrestle some drunk person. Lowen steps up to the challenge, wins, and is rewarded with a beer. He instantly makes friends while getting drunk and the men of the bar tell Lowen that they’ll play for money and Lowen says anyone in their team will beat them and he trusts the player to pick their winner. The player will have the choice to participate in the game or not claiming that Lowen is way too drunk, but the offer still stands for later on.
5. (Arm Wrestling mini game) The men explain that the player picks whoever will arm wrestle and they will pick someone to be their opponent, the player will place a bet of how much they want to risk, and the battle will ensue and the winner will take the money risked. 3-5 battles will happen and if the player wins 5 in a row, maybe less, the tavern owner will compete against Camille since she will be the only one to win that many times in a row and will give her something that will earn her respect throughout the town and have her name carved on a wooden board of champions that beat the Tavern owner.
6. Gaia’s Advocates will talk about the situation of the town where Alistair will argue for you to focus on the nuclear plant and get what basic information might be necessary to complete their mission. Lowen says that focusing on the area that doesn’t deal with the H.U.N.T.R faction would be a good idea considering the dangerous rumors that exist about them. Alistair suspiciously argues against the idea suggesting that as long as the player doesn’t provoke anyone, they can still do a thorough job of getting information. Lowen states that he won’t expose himself to them and suggest that the others do the same. Julian seems indifferent as long as he can get new parts to build his new tool, Camille will be distracted by the arm wrestling and won’t have a very focused response to the discussion. Alistair will reiterate how there is expected battle to happen in the upcoming days and they should either try and complete their mission prior to or use the chaos as a distraction to sneak in order to complete their mission. Lowen expresses that they should be able to do more than take advantage of the people’s dismay, but can’t exactly think of a way to go about that and encourages the player to find a way to do so by talking to the people, preferably the government faction. The player will have to select their partner.
7. This allows the player to make their decision on where they would like to do inside of the tavern: Talk to the owner, talk to various patrons, shop, or rest. The rest option won’t be available until they leave the Tavern for the first time. There will be a travel variable that counts the different places where they go and force them to return to the Tavern. Depending on the information that they learn and the side quests that they complete, it will add the different options the player will have when talking to the tavern owner, Gaia’s Advocates, and the patrons. There might be different patrons to talk to based on the day and different information they can gain.

**City Centre (Town Square)**

1. The player will have the option of going to the Nuclear Plant, Birkdale Village, Hunter’s Pointe, and back to the Tavern. Depending on the partner, they will have a suggestion of where the player should go. Camille will be the only one who will suggest going back to the Tavern to compete in the arm wrestling if she hasn’t won and received the special item. When Camille has won the special item, the player will be constantly approached or have people comment on Camille when in any area. This will occur when Camille leaves the Tavern for the first time after the intro sequence. There will be an option to talk to people in the City Centre since there are more people in this town. These conversations will help add life to the area and more than likely won’t add a ton to the overall mission. There might be small side quests that the player can do like returning items to people in different areas, reassure people of their problems/settling arguments, or any other ideas I can think of.
   1. These mini side quest and conversations will play a factor in the next campsite conversation. I think it’s Alistair and Lowen that the player will have a chance to talk with.
2. If the Player tries to go to the Nuclear Plant to start their infiltration, then it expedites the battle between the sides and exposes Gaia’s Advocates forcing them deal with both the government and H.U.N.T.R factions.

**Birkdale Village**

I’m not exactly sure how I want to do this. I do think areas like this should have at least five different sub areas in them with one being the leader of that side of town’s place. Maybe there can be concerns or issues that the people have that affecting them. Maybe like a Burlin Wall kind of situation. Due to the strife between the leaders, there’s a division between the people that prevents them from connecting with one another. Some people have a stance of that the separation is a good thing since it prevents those who would go against the beliefs and culture of the town and even the country to adopt the practices of the H.U.N.T.R. There will be mixed views on the situation, but overall people do feel as if things have gotten worse since they involved other people. So there will be three view points for both sides, pro government, anti H.U.N.T.R, and neutral (more focused on the friends and family they can no longer visit and they provide context as to how this situation came about.)

**How the Situation Occurred**: For example, lack of resources, H.U.N.T.R moving in and claiming land while attacking the other side of town in order to steal supplies and roping in the people of the area to help them steal from the others. Attacking people that they knew. Of course, the other side will say they didn’t exactly have a choice in the matter and needed to do as they said to protect their own hence causing this separation. The victims became tired of the situation and reached out to the government who eventually came. However, it's clear the government won’t try and discern who is who during their attack. In order to prevent destruction of both sides, representatives have been chosen to try and handle negotiations hence these ‘mayors’ have been put in charge. The ‘Mayors’ have their own personal reasons for not upholding negotiations and the people of their respective towns have their own views of their ‘Mayors’ and how they’re handling the situation. The player needs to discern what the personal issue is, offer something to gain their trust/have Camille’s reputation have influence on this ‘Mayor’ and agree to help/ act as a representative of the ‘Mayor’. Also, in regards to Gaia’s Advocates mission and restarting the Nuclear Power plant, certain sides have information, insight, and ideas of how to handle their infiltration. This will, in some sort of capacity, influence the player to try and woke with both sides to get information about the plant for the overall mission.

**Different Sub areas for Birkdale Village:** I guess I could look at a map of this place and see what’s around to give me ideas, but realistically it doesn’t matter. The Altered will opening walk around and it will be explained that after the invasion of H.U.N.T.R a sense of community had to be fostered and accepting the Altered is part of that.

* Refugee Center – A place designated for the Altered and people who were ran out of there homes and attacked by H.U.N.T.R. This is where people with more negative views will stay considering that they are victims. Unless given authorization from the mayor or applying to be a refugee seeking sanctuary, people aren’t authorized to enter. Camille may have an exception if she has the special item and there will be a weird situation/interaction where she will be seen as the person to save them and destroy their enemies due to her strength. Maybe, but the idea is that she has a special interaction with the people due to what happened and it forces her to be more expressive and recognize that she matters more as a person in contrast to a weapon, an instrument for Gaia. It’s a jarring experience.
* Immediate Area – Similar to the City Centre, the player will have the opportunity to talk to people in the immediate area about the current situation (the ‘Mayor’, the government presence, and Hunter’s Pointe), the surrounding area (the different places you can visit), and how you could help being Gaia’s Advocates (If Alistair is with you, he will prevent you from talking to them stopping you from adding anymore burdens the team doesn’t need. Most people will just talk about their personal life and I’ll try and have funny situations to explore and put the player in.
  + I might pull some stuff from my own bar experiences, but I have a better chance of doing that at the Tavern. Maybe when the player enters they’re witness to a situation depending either on the day or the number of times they enter the Tavern.
* The ‘Mayor’s’ House – The house/ building in which the ‘Mayor’ of Birkdale stays. So, what’s her deal? Why is she in charge? What is her issue with the ‘Mayor’ of Hunter’s Pointe? Why is she reluctant to open negotiations? What is the fetch quest that is required for her? Maybe she had the means to contact the government to come and protect the people, thus putting her in charge. Although she asked for time to handle possible negotiations, something is stopping her from doing so. The government faction notices the procrastination and informs her that she has three days. Hence, Gaia’s Advocates being contacted. That premise is fine, but I need details. The tavern owner and both ‘Mayors’ shares a connection. Something happened between them all. Prior to the incident. It was only after the incident that things got much worse.

I need to figure this out considering it’s the main plot of the level and will help me with the second half of the level.