Working Title: Prince of The Lost Kingdom

Working Title 2: Star Kingdom

A title that can integrate lost, kingdom, and star concepts are good.

Possible Names:

* The Silent Emergency

(World needs to be saved, but Rion was kept in the dark until later part of the game)

* The Cosmic Abyss

(Rion was lost, in space (when he was finding Estel, where Sena and Sirius were at)

* The Final Campaign

(Rion had the ultimate goal of saving the world, by defeating the Vanquisher of Worlds)(This name lets the player’s imagination run wild and urge them to find the meaning of the word ‘Final’ in the game’s context’)

* The Conquest of the Galaxy

(Rion has to gain control of the Galaxy by defeating the Vanquisher of Worlds)

* The Dark Nightmare

(Suits the dark theme of the game, appeals to horror games lovers)

* The Inquisition of Space

(As player plays the game, there will be a lot of questions raised throughout the gameplay - which they need to uncover on his/her own)

* Everhunt

(Rion was on the constant hunt for the truth on what happened)

* The Celestial Conquest

(Linking space and adventure)

* The Cosmic Hero

(Rion saves the Galaxy)

* The Lunar Operation

(Suits the dark theme of the game + Rion carries out his missions in dark themes + Link to stars)

**Main Storyline**

Arc 1:

Rion slowly walks from “The Crater”, and collapses.

Sena, appears and helps him.

Rion wakes up in Sena’s home which is known as the Mystic Forest. Sena’s house has a small stone shrine beside it. Rion helps Sena with some chores, gathering herbs, defeating monsters, before setting out to find his home. Sena offers to travel with him, but Rion thinks he needs to do it alone. Sena knows what happened, but she thinks now is not the time yet.

Rion goes exploring the towns surrounding and does a few quests. After a set number of quests, he accepts the “Investigate the lost kingdom of Estel” quest. He met at couple of kids near the crater site who is there for a game of dare. They continue exploring. Eventually, they found a portal-like thing. As Rion approached it, a sound resonated, “Chosen one of the stars, The time is not right yet”. Nebulous Spawn started appearing and chased after them. Rion and the children escape, but it reaches a point where Rion needs to stay to hold them off. Rion stays and he activates the celestial power(third job skill) within him and defeats horde.

Sena who have foreseen this event appears once again and saves Rion from the brink of death. Saying, “Rion, prince of Estel, this is not the place for your journey to end.”

-End of Arc 1-

Arc 2:

\*after defeating the nebulous horde, Rion seems to have new powers\* \*player is now job 2\*

Rion uses Sena’s house as a base to travel to the different places, to gather power and allies to fight against the Nebulous Spawn. Along the way, he gains clues on Sirius and gains an idea of what had happened and the state of the world.

Fairies’ Quest

Money Money Money! Quest

Gather Allies Quest

Etc etc

Sirius appears and kidnaps Sena to attempt to use the power of the Priestess of the Star to keep Vanquisher of Worlds at sealed. Rion was defeated and he begins the “Awakening the Celestial Power” Quest.

He completed the quest.

-End of Arc 2-

/\*Player explore the world, help people and rallies them to his cause. Along the way, he realise that the truth about the home he lost - frozen in space time by the court wizard. He knows that he needs to defeat the wizard to get back home. He thinks the wizard is a bad guy (who spawns other bad guys from a portal)\*/

Arc 3:

\*Multiplayer option\* \*Player is now third job\*

Rion gathers everyone to fight the wizard. Sets off into the crater. Journeys through the stars to find Estel, where Sena and Sirius is at.

Medium: Defeats Sirius, seal on Estel is destroyed, and Estel is returned. Sirius’ attempt succeed and Sena is sacrificed to keep Vanquisher of Worlds at bay. Nebulous Spawn still haunts Rion’s world

Hard: Defeats Sirius, saves Sena. Confronts and defeats the Vanquisher of Worlds. Nebulous Spawn disappeared forever. The world is saved.

Whole world becomes dark and follows the star setting. Black is the main colour.

Main Protagonists:

1. O’ Rion(??), “Star’s Chosen One”, Prince (Identity only revealed at end of arc 1)
   1. The “Star’s Chosen One” and the “Prince of the Lost Kingdom”. Was found collapsed around the crater where the kingdom vanished and was saved by Sena.
   2. Since young, his wounds has never been able to be healed by regular healing magic and are only able to heal if the magic contains celestial powers.(?)
2. Sena, Priestess of the Star (only revealed in arc 2)
   1. Has the occasional visions of events pertaining the “Star’s Chosen One” to guide him.
3. Sirius, Lich (information revealed halfway through arc 2)(Anti-Hero)
   1. A prodigious Wizard and loyal retainer of Regulus, Rion’s father. He served as the Royal Court Mage and accomplished many heroic deeds. He turned himself into a lich to gain sufficient to freeze the kingdom in spacetime

Main Antagonist

1. Vanquisher of Life/Worlds

Game Lore:

It has been prophercised that when Nebulous Spawn appears, the world is closing to its end. A hero chosen by the stars

Characteristic of the Kingdom:

1. Specialises in Astrology (?)
2. Power of the Stars?

Major Side Quests: (Will involve myths on the stars)(Good if some spans over the 3 arcs)

1. Altair and Vega
2. <https://experienceastronomy.com/how-orion-the-hunter-became-orion-the-hunted/>

Story Side Quests: (Will influence storyline to some extent)

Side Quests:

(Maybe on myths?)

Classes:

/\*

1. Warrior (two weapon types, sword/spear) ()
   1. Swordsman
      1. Star Knight/Crusader
   2. Spear Page
      1. Phalanx
2. Mage (skill tree of different elements, up to player to build. fire->magma,water,wind,thunder->,astro->celestial magic
   1. Wizard
      1. Grand Wizard\*/
3. Warrior > Knight > Celestial Paladin
4. Magician > Wizard > Cosmic Wizard
5. Archer > Marksman > Astro Ranger

Mini-Games: Earn stats, gain items, progress quests

1. Casino
2. Archery
3. Racing(kiv) - gain the skills
4. River raft

First Arc

* Forrest, mountains, villages, towns

Terrains:

1. River
2. Desert
3. Underwater
4. Winter/ Snow
5. Place that always rains
6. Forest
7. A major crater that is in the place of the lost kingdom, where demon spawns.

Places to have:

1. Elysium
2. Estel
3. City of Fairies

/\*

1. Kingdom of Water
2. Kingdom of Earth (dwarves?)
3. Kingdom of Wind (Wood, forest, elves?)
4. Kingdom of Fire/Sun\*/

Each Town to have at least:  
1) Inn  
2) Weapon

3) Potion Shop

4) 2 NPC houses

5) Some unique feature that makes it unique. E.g. Casino City has a casino.

Hao ze

* Side quest - involving stars
* Game title
* Mini games

Graphic designers

Character Personalities + Story Summary + Types of Terrains

Names:

Regulus, the kingly star