# Main Argument

Pepper wakes up one day to find that the magical land of Hereva is threatened by the witches of Chidike, she along with her friends must fight to save their home world.

# General guideline to develop the story

We know the start point, but we have no ending. There are several ways to develop a story. Writing fiction often tends to let the characters have conflict and the story grows as the writer adds conflict and resolution.

For the game I suggest we try to define the end point and a general storyline that we can refine on level-basis. We have different locations, for each location/scenario where we can refine.

One big requirement for each story, in a game, movies or regular fiction: **conflict**. Once we’ve defined the conflict with the witches of Chidike, we’re off for a start.

Conflict can be :

* between worlds/countries (Chidike versus Hereva)
* between groups (different schools of witches)
* between characters (a battle between an individual enemy)
* ideas (conflicting ideas in dialogues)

## Questions

* What exactly is the danger that threatens their land?
* Is there a cause for that threat?  
  Possible avenues (add ideas):
  + simple jealousy
  + revenge for something that happened in the past
  + need of more living-space
  + power-addiction
* Who exactly are those witches of Chidike?
* What are the creatures the player has to fight?
* Are there mysteries to solve?
* What kind of threat are we talking about?  
  Possible avenues (add ideas):
  + complete destruction
  + conquering to consume their magical power
  + conquering the land for its resources
* What is the end point, the goal of the game?

The conflict that exists between the two worlds has not been very relevant for the current citizens, however, after a long period of peace, Chidike starts with the offensive again.

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At the start of the game the main characters find out that their pets have gone missing, each witch goes out to find them, this way Pepper meets the other witches and their pets slowly and creates some sort of progression.

At some point (or maybe in the end), they find out it are the witches of Chidike who stole their pets. A possible reason might be that they couldn’t take part of the potion contest because of something those pets had done.

### Start

Pepper wakes up and finds that carrot is missing, after looking for him in her house she finds a strange figure escaping from her house carrying carrot on top of a magic broom.

Pepper goes to Squirrel’s end and she finds that the locals have lost their pets too, she is told to head to Qualicity, as they are running an independent investigation and could use her information.

### Middle

She goes to Qualicity to search for answers and she meets with Coriander.

### End