**Game Story**

Takes place over 7 days.

The year is 18XX.

**NPC Story**

The Hunter (M)

A mysterious fellow who lingers on the outskirts of town. He claims to have come here in order to kill some mysterious creature through some method he refuses to disclose to you. How effective is this method of his, and what will kill this creature if he dies?

-You’re his apprentice

-He hangs around the outskirts of the town, watching and maintaining the ward. Carrys around a monster bestiary. Keeps key items on him important for slaying monsters.

The Miner (M)

A local who has a reputation for staying in the tavern much longer than acceptable and telling wild stories to whoever will listen and believe them. Some people say that the fumes from back when the mine was open cooked his brain in his skull, but he’s sure he saw something the other night, and you’d do best to believe him.

-He’s drunk because nobody believes him. However, he is telling the truth.

-Provides valuable metal. Also knows where to find dynamite.

The Salesman (M)

A traveling salesman who had the unfortunate luck of having his wagon break down in the middle of nowhere. While he is waiting to have it replaced, you have the luck of being in the right place to buy a wonderful new cure for everything. It can even improve your memory.

-Tries to sell you Unicorn oil, but in reality, he found a dead creature in the woods and just took it’s blood. It’s not a unicorn, but it’s definitely something else. (Shade)

-The bottle glows at first, but shaking it reveals a black mist. (puzzle? Drag mouse around)

The Smith (F)

One of the few remaining functional buildings in town is the smithy. While the town’s resident smith is talented in what he does, he’s the stubborn sort, and refuses to believe anything he can’t see with his own eyes.

-You can use the smithy.

The Barkeeper/Innkeeper (M)

The barkeeper is one of the most well-loved people in town. That comes as a surprise to you, mostly due to their hostile personality they seem to display whenever you’re nearby. Either they aren’t too fond of strangers, or something about you doesn’t sit right. A real playboy.

-They gossip. Can tell you about other townspeople, but also could straight up lie.

You can find alcohol. It might be useful when purified through holy means.

The Pastor (M)

Hires you thinking you’re a religious exorcist. Super religious. He dislikes the salesman, believes he brought some sort of evil with him. His efforts aren’t completely misguided though.

-Supplies holy water. Old cults writing can be hidden in the church.

The Sheriff (F)

Doesn’t appreciate you and your teacher poking around the town so much.

-An old powder gun is proudly displayed at the saloon. She has the key.

The Researcher (F)

An inventor who loves playing around with an invention that allows you to take photos. Some pictures may not produce desirable results. Has a lil crush on the smithy.

The Hydra

Old cult in the mines summoned it. Trapped for an amount of time. The miner stumbles upon old ritual site, runs away in terror setting off mine explosion. Townspeople believe its closed due to a gas leak, but in reality the monster has escaped.

**How do I defeat the monster? (Multiple Endings)**

           -Set up traps (Blow up mine) {GOOD ENDING?]

BAD ENDINGS

           -DIE

           -ALL NPCS DIE

WEEK PROGRESSION

           -DAY 0

You ride into town with your teacher (the hunter) after being called by the pastor investigating mysterious magical circumstances. He sets up the ward while you talk to the locals.

That night, someone goes missing.

           -DAY 1

You and your teacher notice, but no one in the town doesn’t remember the victim. Almost like they were erased from their memories.

From here on, you can interact with most of the locals and gather hints and clues about items.

During the night, the player sees the monster for the first time after it murders one of the townspeople. The player is unable to be killed, but the encounter is always forced.

           -DAY 2

           -DAY 3

The player can skip the day 8 if the **lure** is acquired.

           -DAY 4

           -DAY 5

           -DAY 6

           -DAY 7

           -DAY 8

If you have used the **lure**, the time advances to this day and summons the monster, regardless of NPCs killed.

If the player has prepared the **mines**, the player can lure the monster and defeat it.

           (PLAN FOR BIG FIGHT, CUT FOR TIME IF NEEDED)

If the player has acquired anti-monster items, they can use them against the monster.

EXTRA NOTES

-randomize codes and locks on game over.

-if a character dies during a waiting period, the item is ready.

-if the player has a **smaller lure**, they can save NPCs by baiting the monster towards.

Prompts for Dialogue System Addon for OpenAI Bark Generations:

|  |  |
| --- | --- |
| Barks Generated | Dialogue (Topic) |
| MINER ATTEMPT 1: Title is ‘Talking to The Miner’ | Generate possible things to say to The Miner that can be selected from in a game.  Some background:  The year is 18XX.  You are having a conversation with The Miner.  The Miner: A local who has a reputation for staying in the tavern much longer than acceptable and telling wild stories to whoever will listen and believe them. Some people say that the fumes from back when the mine was open cooked his brain in his skull, but he’s sure he saw something the other night, and you’d do best to believe him. |