[Premise/ intro]

(on a black screen)

“Love. Some say it is crucial to who we are, we cannot abandon it or avoid it. Its something we hope, desire and want. Family friends, intimate relationships, hobbies or even religion. They are some associate love with. Humans are social creatures and it is instinctive to feel the need for love.

But Love is not so simple. If one cannot find love then it creates loneliness depression and sadness. If one is rejected by love similar consequences can occur. Indeed love is powerful It can give us warmth and fulfilment and it can give us sorrow and pain….. (A father is standing next to a child in bed) I’m sorry I guess daddy didn’t really answer your question as to what love his. Just think of it as something you will only understand with time. Now I think you need to get some sleep now, we have a busy day tomorrow…..and remember I love you.”

Well there’s the intro and what will lead to a tutorial to open the game. The story would be set in a medieval fantasy time with humans as the main race. Story wise the game starts off with the player in their town/ village as a child. There the player will learn about basic mechanics in the game. Survival, maintaining/ creating weaponry, Armour/ tailoring, treating sickness and getting a job ( and perhaps a few other core elements people may think to be important). The player will be introduced to these tasks while helping out their mother and father with hosting a annual local festival. During this your major talents are decide here and will determine who you end up with and will determine the quest order.

After the tutorial has been completed the second element we need for a story takes centre stage ( I am talking conflict of course). Later on in the day at night the festivals main attractions are taking place in the town square your character is watches circus acts/ the local jousting competition/ local festival ceremony’s with you mother and father. Your father asks if your enjoying the fair and what you think of it after answering a bellowing screeching roar. A large creature flies up high in the sky. And then turns around and lands near the town square on top of a large building there is a man on top of the Dragon wielding a rod of sorts he raises it high and starts moaning a strange language. Clouds start to erupt the wind picks up the townsfolk star to panic and retreat. Your father tells your mum that he is going to help the mayor/ lord of the town and tells the both of you to go home and find a safe place in there. You both rush back to your home. When your back home your mum stands next to you and tells you that you need to stay calm and re assures you everything will be fine. A loud thud interrupts her calming words and suggests you hide somewhere safe where no one can find you and says on last thing to you “I love you dear no matter what”. A message will appear displaying your objective and give a somewhat obvious hint. Find something that you will fit into and hide in it. The house will have numerous objects you can hide in. (you could hide in cupboards, wardrobes (he he amnesia) baskets, under beds (perhaps more hiding spots can be thought up of)

Once the player is hidden. They are treated to a cutscene. Your mother arms herself with a decorated weapon you have never seen before. Two undead soldiers wearing regal armour they approach your mother. She lunges forward trying to attack she takes one out and is in a good position to take down the other but she is cut down by a third undead soldier who attacks from behind stabbing her in the back. The undead soldier who kills your mum picks up the decorated weapon but is killed by the weapon. You go to your mother and she tells you with her last once of life that she loves you and wants you to take the blade get out of here and take it to- she stutters as she takes her last breath. You hear a thud from behind and you decide its time to get away.

A timer will appear starting down, what the player does is up to them another message will appear after a few seconds saying “Perhaps you should look for your father”. While looking you will see the villiage/ town is ruined dead bodies are everywhere. If you head to the town square you will activate a cutscene. You will see a party of undead soldiers in the square who have occupied the town square and are about to set the town hall on fire. Your character sees your father sitting outside awaiting his execution by what seems to be a commander. Your characters eyes meet and you and your father have your last moment together. (this may possibly need to be highlighted) you close your eyes and look away as he is about to be executed by the undead commander. As he opens his eyes he sees his dad on the ground dead. The player sits there motionless due to the shock and trauma of what’s just happened. The undead commander tells a subordinate to move out while the subordinate is walking away he spots the player the subordinate lets out a cry and starts to chase the player. The player will then have to run away the path home will be blocked and the only route they can take will lead them out of the village. Once out of the village the player will have to evade the undead soldier chasing them after they have been out thirty seconds they will hear a roar (same one of the dragon) the player will have to keep running to ensure they are not seen by the dragon and soldier. The path will lead up to a dead body you stop at the sight of the body you hear the Dragons roar again and you notice a small hole you can enter, once you enter you trigger a cutscene. You run in and close the entrance to your hiding spot with debris once done it fades to black and you then feel the ground get really hot (hinting the dragon has found the corpse and has burnt it with its fire breath) A hidden timer expires Text will appear saying an hour later. You slowly get out of your hiding hole to see the ground completely burnt and black. You start running the other after a few minutes you collapse onto the ground and it fades to black.

Your character wakes up in a tent lying on a bed, your character wakes up and you slowly get out of bed. At that moment a man enters the tent “Your finally up you’ve been out ever since we have found you unconscious. But before I go any further let me introduce myself I am Ten’ Sahl but feel free to call me Ten. May I know your name ? ( player gives their name) your (players name) are you related to Gareth and Lilly? ( player nods in aknowledgement) then what were you doing out in the middle of the woods by yourself they’re not a safe place for a child like yourself. “ text appears and you briefly explain what you think happened. “So you were attacked by men in what would be in regal armour and a man on a dragon chanting something. I am sorry for your loss but this blade we found with you was it owned by your parents?” (the player nods) “This weapon is of unknown origin but only those who possess special talents can wield it. It’s a light blade and it can change its form with a power known as channelling, an art only known by a few individuals. How do I know is? I am a Paladin and wether you like it or not you have a destiny to uphold young one, get ready were leaving, get the stuff ive placed in the tent I will wait for you outside. (Ten’ Shal leaves) the player is then in the tent and has the opportunity to save (not sure how but sure that can be sorted out later) The player can also interact with a few objects in the tent like food a backpack, coat and the blade. As soon as your outside Ten waits and says “ there you are lets get going” (a soldier interrupts him) “Ten what are you doing? The king wanted” (ten interrupts again) “Things have changed and there is something I must attend to with this child”

“ Fuck sake ten you are sworn to protect this nation and you are taking some child we found nearly back to the capital when we have Lord Morket’s army lurking somewhere near these hills waiting to attack us! This is treason Ten, desertion this is unforgiveable!”

“Im more certain then ever that they’re not here. I think something spooked them. or maybe swallowed them whole? And I think this child is proof. I have a mission, which I am sworn to not reveal. Now I believe I am running late. (ten and the player head off on horseback)

Later on a gorge.

“You know how I told that soldier I was given a mission that I have been sworn not to reveal? Well I believe it is time to reveal this to you. Your destiny will have a part to play in this. The General mentioned an army round the hills lead by Lord Morket’s army, well I have a hunch they attacked your village….but not on their own free will. They were consumed by, The Parasites of Queladon. A evil entity sealed away aeons ago by ancient warriors called Paladins who commanded weapons called Light shards. A weapon created from an unknown magical substance, it was this substance they used to fight Queladon. But Queladon was strong and the Paladins couldn’t keep up the fight with Queladon. The paladins losing the battle decided to make their last stand using the light shards to destroy Queladon. In the end he was trapped and encased in a wall of Ligthshards placed by all the paladins. Since then no one has ever found a light shard…until now. While the light shards trap Queladon he is still alive and his followers still roam the lands planning to setting a chain of events into motion to destroy our world….. (\* pauses\*) and now you know your destiny…And now the ritual begins.. (Ten grabs the light blade and stabs the player in the heart).

(Cut to black)

“ I am sorry for this, but now you command this light blade and our hopes rest in you to save us all.”