[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 plot starts to get going. While the festival is going on your character watches circus acts and the local jousting take place. You watch with your mother and father as the celebrations proceed. Suddenly fire and colourful bolts shoot up into the sky. They stay there and then slowly and surely the townsfolk realise that something bad is happening. Then everyone starts to 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 in a panic upon reaching your 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 can be thought up of) If the player hinds in a spot that is near the back A different cutscene will be triggered.

The cut scene will be told via observations the child makes by looking through a tiny crack in the place they’ve hidden in. The child observes mother goes into the kitchen at the back of the house and arms herself with a knife. Two undead soldiers wearing armour decorated with bits of gold and gems then join your mother. She lunges forward trying to attack the undead but her attack is repelled and countered and is then killed in a brutal fashion. As she lunges forward the soldier deflects her attack and then with two hands cuts through her shoulder and then cuts through the middle and takes it out soon after leaving a large gaping wound. The undead soldiers then leave shortly after.

If the player is not close then nothing will happen. The screen will fade to black and the child will appear from their spot, you then get a message saying to check to see where your mother is. You find her unconscious but still breathing somehow (truth being she is on her last breath) a timer will appear counting down you can either stay there or you can try to look for your dad. If you look for your dad you will see the villiage/ town is ruined dead bodies are everywhere. Its quiet where you are. You head to the town square and find a Party of undead soldiers in the square who have lit the town hall on fire. Your character hesitates and runs away in fear of being killed by the undead. The player will then have to from their spot near the town square will have to sneak out without being detected ( the way back to your house will be blocked by undead. Once they hit the road they will have to run somewhere else that’s safe. The player will weave through a maze of paths and perhaps the odd creep until. A hidden timer expires. Or a stamina gauge expires they collapse onto the ground and it goes to black.

Fade to black text will appear and various orders and smalltalk can be heard. Your character wakes up and you see you are in a small tent A soldier walks in and says hello and says his name is Oldrin and asks how your feeling you say you’re a bit hungry and Oldin gives you a bowl of porridge to eat. While eating he asks what your name is and then proceeds to ask if you are alright and if you know what happened to our mum and dad. You respond saying that your mu was hurt by something and you don’t know where your dad went. (might sort out dads fate later) Oldrin sympathises and offers his condolences and then asks where you came from? You say Town/ villiage of Shem. The soldier tells you to wait here. He leaves and emphasises out to someone “THE BOY IS A SURVIVOR FROM THE ATTACK!” You then hear a reply.“ Has he/ she just woken up?” “yes he/ she has” Orldin replies.” “Let him rest take him back to Vinapool City.” We will continue our search and ask when we finished investigating Shem.