[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.