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CS 1010 – Intro to Interactive Entertainment
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<u>**Module 7 – Challenge: Storytelling**</u>

1. Outline of Game Narrative / Story

Narrative Structure: The story follows a nonlinear, branching structure with cumulative influences from player choices, giving players control over key interactions that define the protagonist's journey.

Outline Flow:

- Prologue: The protagonist, a nameless wanderer, awakens in the shadowy outskirts of an ancient, decaying realm known as the Netherveil, where shadows seem alive and time feels distorted. They must find and forge their path amid remnants of lost civilizations and powerful relics.
- Act I: Discovery and Awakening
    - o Exploring the Ruins: The protagonist uncovers ancient ruins filled with hints of the Netherveil's history, shadow creatures, and cryptic messages left by previous wanderers.
    - o Key NPC Encounter: They meet an enigmatic guide who offers warnings about the dangers ahead and hints at a hidden power within the protagonist.
- Act II: Gaining Power and Uncovering the Realm's Secrets
    - o Boss Encounters: The protagonist must defeat guardians or powerful enemies who each represent a core aspect of the Netherveil's darkness.
    - o Shadow Manipulation Abilities: Gaining abilities like "Shadow Walk" (double-jump) and "Ethereal Grasp" (wall-climb) empowers the protagonist to navigate previously inaccessible areas.
    - o Key Revelation: Discovering the Netherveil's origin as a place of exile for fallen souls who became shadows after seeking forbidden powers.
- Act III: The Choice of Paths
    - o Confronting the Corrupted Warden: The protagonist faces a choice—ally with the warden to restore order or seek to destroy the source of corruption to free the shadows.
    - o Branching Paths and Encounters: Choices influence how NPCs respond, access to certain artifacts, and the unfolding of the protagonist's backstory.
- Endings:
    - o Liberator Ending: Freeing the shadows, allowing them to find peace, but forever binding the protagonist to the Netherveil as its new guardian.
    - o Corruption Ending: Destroying the Netherveil's source, freeing the protagonist but leaving the shadows trapped and hostile.
    - o Sacrifice Ending: Merging with the Netherveil's power, stabilizing it, but losing all memories, with the protagonist becoming a nameless entity guarding the realm.

2. Scenes from the Game World

- Throne Room - A shadowy, grand hall where an empty, cursed throne sits as a symbol of a fallen dynasty. Legends claim that anyone who sits upon it inherits the painful memories of past rulers. Here, the player will face visions and a moral choice that shapes the game's ending. I anticipate a boss fight happening here.
- Castle Bridge - A narrow, weathered pathway connecting the castle to the outer lands, looming high above a turbulent river. The bridge will be guarded by a swarm of enemies who must defeated or snuck past to enter the castle.

3. Character Biography - Protagonist: The Wanderer

- Backstory: A silent figure with no memory of their origins, the Wanderer is drawn to the Netherveil by an inexplicable pull. Haunted by flashes of a past life, they struggle to piece together who they were and why they feel connected to this forsaken place.
- Motivations: Driven by a search for identity and purpose, the Wanderer yearns to understand the realm's secrets and their place within it.
- Fears: Fear of the shadows within them and losing their humanity.
- Hopes: To bring peace to the Netherveil or find freedom from its grip.
- Growth: Gains both strength and understanding through encounters and challenges, embodying the balance between shadow and light.

    *Note – I only plan on having a single protagonist through this game, but will be customizable through leveling skill trees and equipment chosen. The biography will remain the same regardless of the player's choices.

4. Sample Narrative / Dialogue Script

Scene: The Wanderer meets an Ancient Guide (NPC) who offers cryptic hints.

Setting: The protagonist stumbles upon an ancient, decrepit temple hall, bathed in dim light.

Ancient Guide: "… Another lost soul wanders into the veil. Many have come, yet few have endured. Tell me, what drives you forward, wanderer?"

The Wanderer: (silent, but slightly inclines their head, curious)

Ancient Guide: "Curiosity... a dangerous vice, yet it has brought you here, to the shadow's edge. Beware. The shadows speak, but not all are worth listening to."

The Ancient Guide: "You share the powers of the warden, yet your eyes are not clouded. Perhaps there is hope for you still. But remember, not all paths lead to peace. Choose your steps wisely, and heed the whispers in the darkness—they know what you seek."