

~~Start~~  
~~At village~~ ~~Player~~ is looking

# 1st + player is treasure hunter  
+ Come to this country looking  
for "That Item" (Rare Gems,  
weapons etc).  
+ But don't know the exact location  
⇒ he go around the <sup>nearby</sup> village to find  
information

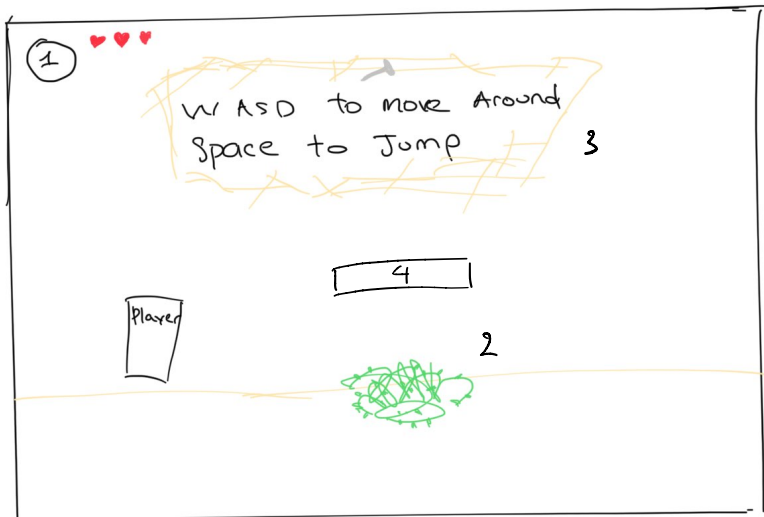
⇒ tutorials start !!

- To get to the village he must pass  
a small forest  
+ There are hunters traps, spikes,  
snakes, spiders, etc ...

⇒ Game canvas will appears on screen

Ex :

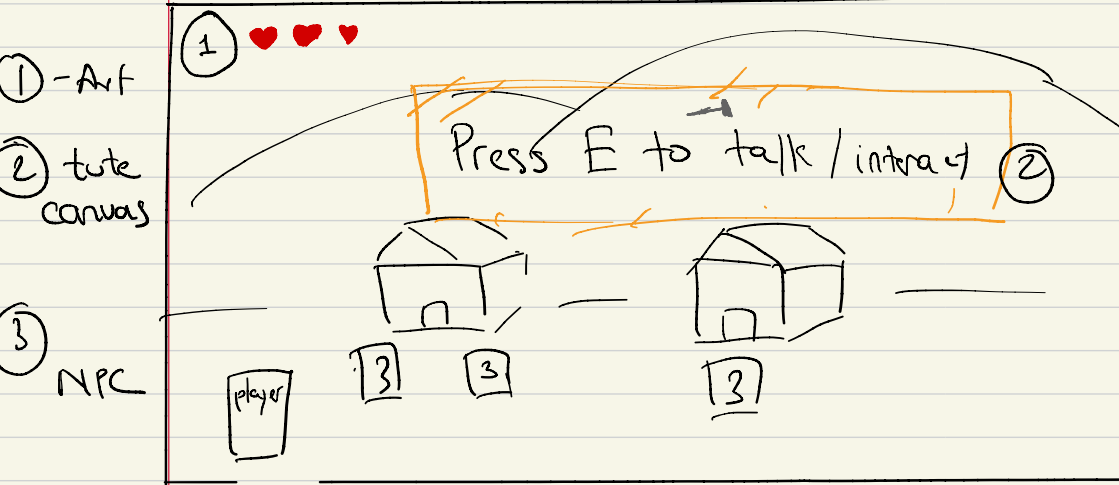
- 1 - Avatar
- 2 - vine trap
- 3 - canvas tutorial
- 4 - platform



✓ village scene

+ Player need to gain info about the treasure

⇒ Able to learn how to interact with things / npc (press E)



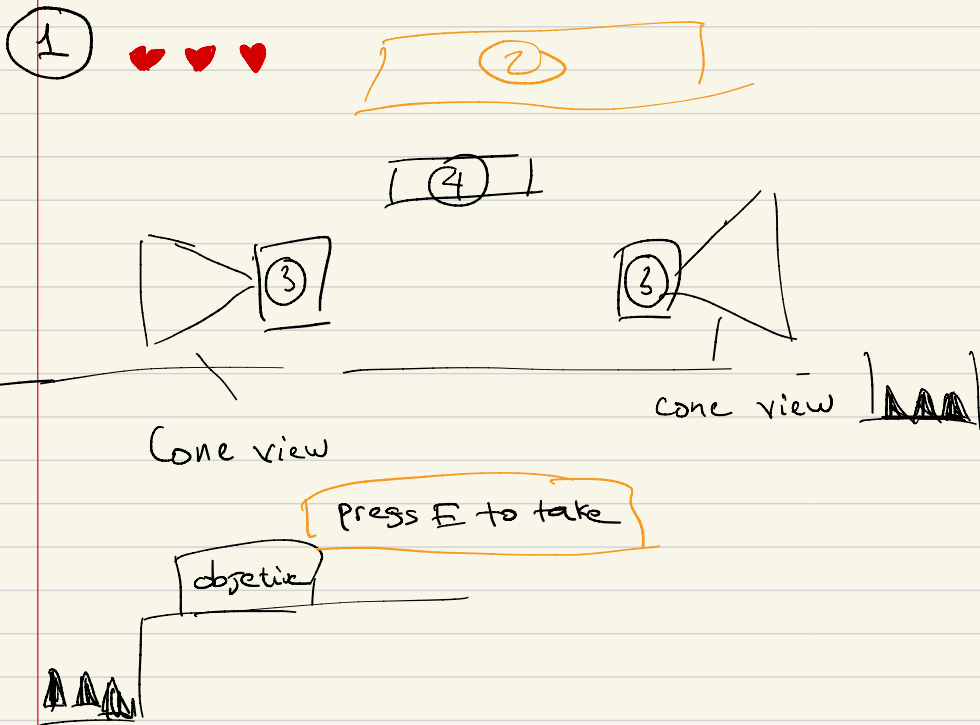
Background ( Jungle, where an old guy is camping )

#2 player is a child

+ Poor family

+ Has to Steal stuff to survive

\* Tute start ( Ba



① - Art

③ enemies (dogs)

② - tute canvas

④ platform

+ In the end he get caught

+ Turn out who he Tried to steal from is an former treasure hunter

+ He see player potential

⇒ recruit him ( give him Food/clothes)

In return player will need to steal sth in the nearby castle for him.