TLDR: A magical journey where you must create a powerful artifact to escape a mystical realm. You'll need to name your artifact, find guardians to protect it, forge a special key, gather builders, choose a floating citadel, select a district, and create a dwelling - all connected by your artifact's True Name. The most crucial (and often forgotten) step is the final ritual that attunes your key to your dwelling.

## Quick Adventure Guide

1. The Registry of Names: Obtain a True Name for your artifact - this magical identifier connects everything (Shortname)
2. The Hall of Guardians: Find a clan willing to protect and maintain your artifact (Squad360)
3. The Keyforge: Create a magical key AND bind yourself to it (many forget this binding step!) (AAD group)
4. The Architects' Guild: Gather skilled craftspeople to design and build your artifact (GitHub Team)
5. The Floating Citadels: Choose which massive sky fortress will house your creation (Clusters)
6. The District Halls: Select a neighborhood within your chosen citadel where similar artifacts reside (Rancher Projects)
7. The Dwelling Construct: Build the actual home where your artifact will live (Namespace)
8. The Binding Ritual: THE CRITICAL STEP - Perform the ritual that attunes your key to your specific dwelling (Permission assignment)

Remember the cryptic warning on your parchment: "Don't stay too long." Your goal isn't to remain in this realm forever, but to create something that will persist even after you return home.

Common Pitfalls for Adventurers:

* Creating a key but forgetting to bind yourself to it
* Building a dwelling but forgetting to attune your key to it
* Choosing the wrong citadel or district for your artifact's purpose
* Not allocating enough resources for your dwelling

1. Master these steps, and you'll successfully create your artifact and find your way home!  
   Dialogue choices  
    - Textbox? customize name
2. Quests (How involved? More like 'what to do next' for now)
3. Artifact creation progress visual?
4. Press space to speed through dialogue

Design inspo: Traveller’s Rest, Stardew Valley, etc.

# Prologue: The Mysterious Cabin

*You wake up in a* ***small, dimly lit cabin****, your head pounding and your memory hazy. The scent of old wood and faint traces of* ***something metallic*** *linger in the air. A fire crackles in the stone fireplace, casting flickering shadows that dance across the log walls. The room looks lived in - too lived in. A single rocking chair sways gently near the fire, though no one is there to push it. A wooden table sits in the center of the room, i****ts surface scarred with deep scratches****. On it, a single candle burns low, its wax pooling around something - a rusted key. Beside it, a note, written in hurried, uneven handwriting: "Don't stay too long.*

## Purpose

Introduce the story and overall goal. Pick up key. Pet a cat. Show map. Unlock next scene. No quest.

## Assets

Interactive objects denoted by \* (idk yet) trying to keep it very simple for now. Background means it can be a part of a background where there will be no collision / interactive

|  |  |  |
| --- | --- | --- |
| Assets | Background | Interactive |
| Fireplace | x |  |
| Rocking chair | x |  |
| Rusted Key |  |  |
| Cat |  | x |
| Character |  |  |
| Candle |  |  |
| Table | x |  |
| Floor |  |  |
| Walls |  |  |

I guess cabin will be kind of like stardew valley’s home?

## Sequence– Notes

Probably gonna turn this into a dialogue tree but just want to dump ideas for now

1. Character wakes up – head pounding, dizzy. Maybe black screen with some text
2. Shows map/background setting where character can explore
   1. Table
   2. \* Cat
   3. Food
   4. Cat food
   5. Chair
3. Table
   1. Candle
   2. \* Markings on the surface of table – shows map of the realm instead underneath the note maybe
   3. \* Note – shows “dont stay too long”
   4. \* Key – pick up, add to inventory
4. Character clicks cat
   1. If character has cat food in the inventory, ask if he wants to take the cat in the journey with you. (nice to have) and/or pet
   2. Default – ask character to pet
5. Unlocks door with key, onto the next scene
   1. You might ask why does the key unlockthe cabin.... it’s because it’s the classic escape game mechanic. You need a key to unlock the next room. That’s the only reason I could think of for how we can use the key that was mentioned in the prompt ^^;

## Dialogue

Prompt in a dialogue box:

[*You wake up in a* ***small, dimly lit cabin****, your head pounding and your memory hazy. The scent of old wood and faint traces of* ***something metallic*** *linger in the air. A fire crackles in the stone fireplace, casting flickering shadows that dance across the log walls. The room looks lived in - too lived in. A single rocking chair sways gently near the fire, though no one is there to push it. A wooden table sits in the center of the room, i****ts surface scarred with deep scratches****. On it, a single candle burns low, its wax pooling around something - a rusted key. Beside it, a note, written in hurried, uneven handwriting: "Don't stay too long”.]*

*[Welcome to the start of your adventure. Click on objects in the room to interact with them.]*

# Chapter 1: The Registry of Names

Obtain a True Name for your artifact - this magical identifier connects everything (aka the Archer shortname)

## Scene

The imposing stone citadel looms before you, its ancient doors emblazoned with thousands of names etched in glowing script. Inside, scribes meticulously record names in massive tomes.

As you enter, a stern Registrar looks up from his work: "Another traveler seeking to create an artifact? You can't begin without a True Name. Every artifact in Eldoria must first be named before it can exist."

## Quest

Petition to the registrar for a unique True Name for your artifact

* Series of test to prove your worthiness probably super easy ones

After proving your worthiness through a series of tests, the Registrar inscribes your chosen name in the Book of Existence. You receive a glowing Name Rune with your artifact's True Name etched upon it.

As you leave, the Registrar calls after you: "Remember, traveler - that Name connects all aspects of your creation. Lose it, and your journey is for naught."

# Chapter 2: The Hall of Guardians

Find a clan willing to protect and maintain your artifact (Squad360)

## Scene

Following the map, you arrive at a grand council chamber where different clans gather around a circular table. Banners representing each clan hang from the ceiling, and members debate loudly about their responsibilities.

When you enter, the chamber falls silent. The Clan Elder, a wise-looking figure, approaches and examines your Name Rune.

"No artifact survives in Eldoria without protectors," the Elder explains. "You must secure a clan's pledge to watch over your creation, or it will fade when you depart our realm."

## Quest

Present your artifact's True Name to the Guardian Clans and secure their pledge of protection.

After presenting to several clans, you find one willing to adopt your artifact. They perform an ancient ritual, recording their pledge in their chronicles and assigning specific roles to clan members.

"Your artifact now has protectors," the Elder tells you as you consult your map for the next destination.

# Chapter 3: The Keyforge

Create a magical key AND bind yourself to it (many forget this binding step!) (AAD group)

## Scene

Heat blasts your face as you approach a mountain forge surrounded by shimmering magical barriers. Inside, metalsmiths craft glowing keys of various designs.

The Keymaster, covered in soot and magical residue, examines your Name Rune: "Ah, you seek to create an artifact. But you cannot access its dwelling without the proper key."

Quest

Forge a magical key linked to your artifact's True Name.

You work alongside the Keymaster, embedding the essence of your Name Rune into a new key. As the key takes shape, the Keymaster delivers a crucial warning:

"Listen carefully - many before you have made this mistake. Creating the key isn't enough. You must bind yourself to it through the ritual of ownership. Without completing this binding, you'll find yourself locked out of your own creation."

You complete the binding ritual, and the key glows with recognition when you hold it.

"Guard this key with your life," the Keymaster warns. "And remember, it still needs one final attunement later in your journey."