

Cutscenes Schedule

Main Scene – Introduction (Appointment by the King)

Planned for completion by 11 December, at 14:00 UTC.

Description

- A flashback to a caravan party being raided on the main travel thorough road to the forest is shown. Fires and smoke envelops the scene.
- A distraught king sits on the throne, and speaks to you. He asks you to undertake a task of such great importance, but also of immense difficulty.
- A few rounds of dialogue appears, but the end result comes to the same conclusion; you accept the appointment and courageously set forth on this journey.
- The palace on a hill with a steep cliff and raging river is panned to, and you can see a crowd of people crying and weeping, but also full of hope, that you can lift the scourge that besets the kingdom.
- As you cross the last bridge leaving out of the city, a pall of heavy smoke can be seen in the far background.

Bad Ending – Recruited by the cult

Planned for completion by 12 December.

Description

- Days of toil and struggles have worn you down to the bone.
- During your most taxing battle with the witch or grim reaper, you have surrendered to your fear, that your life may be forfeit. You also received mental impulses of great material reward should you cease your “futile” struggle.

Good Ending – Defeating the cult

Planned for completion by 13 December. Friday the 13th.

Description

- Although you have been so close to just capitulating or fleeing, you have persisted with every fibre of your being.

- The witch is dead and the grim reaper have fled to the dimension from which it originates.
- Now you must return to the King and report back, but you suspect that the good news will already be well known when you arrive back to the King's castle.

Possible changes

- The cutscenes as described are bound to be improved on and also redacted and modified as the story arc gets more fleshed out.
- Also due to time constraints, feasibility of many elements of the cutscenes will be re-evaluated and changed as required to fit the game development constraints.