Tutorial

The area is divided in 3 parts: The farmstead, the inner part where the people live and the graveyard to bury the dead.

The character begins in a settlement. The settlement is quite small. You look around and you see small huts where the settlers live. You see children playing and adults going about their business. On the right a little bit further you see various stands where the shop owners are selling their goods to the settlers.. You see the odd guard walking around. The place seems well protected

To call it a settlement would be a disservice. It’s bigger than a settlement, smaller than a village. There is a small quartered off section where the authority of the village lives. A mayoral type. You notice that the mayor’s house is guarded by two soldiers. Furthermore as you walk around you pass the market towards the area that holds the bar where the people come to drink away the day and or night.

Outside where all the life in the settlement is you find a small area on the edge of town where you see a plot of land that is fenced off. The only opening is a handmade arch. If you walk in, you’ll notice small beds of rocks neatly ordered in rows. Each pile of rock is topped off with an ornamental piece of sentiment. The area gives off an air of finality. Cold hard finality. This is the graveyard of the settlement.

On the opposite end of the settlement is a road that leads to a plot of farmland used to farm fruits and vegetable. Part of it also serves as a place for cattle to live. It’s complete with a barn that stores hay and different affects. The entire farm is fenced off.

**Main Quest.**

Goal 1: Talk to the village elder after you’ve completed the tutorial (and if the player wants, the optional missions)

*Goal 2: Learn basic combat*

Goal 3: Escape the village!

**Tutorial quest.**

*Goal: Learn how to interact with NPC’s and environment*

**“Side quest”**

Goal: Learn mission structure (A fetch quest)  
Goal: Find a missing Item  
*Goal: Gain Experience points*

**Main Quest!**

You (The player) wake up and goes outside. An npc comes to you with the urgent message that the village elder needs to see you concerning a request from the lords about clothing.

(Quest starts!)

Meet with the village elder.

This is the first time you meet with the village elder. The player starts to navigate the inner part of the settlement. Some of the npc’s have a button prompt that immediately teach you as the player how to initiate interactions with other characters and items.

(Initiate Tutorial side quests)

Some npc’s have a button prompt and most of them tell you something about their day or something about the general state of the world. However, there are a few spread around the inner part that have a quest. The first one will be close by for the player to interact with.

**Quest #1**

Talk to NPC #1 (Press X to initiate)

Dialogue

NPC : “Hi, How are you? Sorry to bother you but can I ask you a favour?”  
  
PC: “Sure why not?”   
  
NPC: “Oh Thank you! You’re a lifesaver! I’m supposed to deliver a message to the butcher but the thing is, I’m running late for my chores. If my wife finds out I’ve been skipping out on the chores, She’ll let me have it. If you could deliver this letter to the butcher, I’d greatly appreciate it! ” (Quest #1 Accepted: Deliver this letter to the butcher!)

The butcher is on the other side of the inner part. You as the player will see a recognisable wooden building with the logo of a pig signifying the butcher’s place. The house will be conveniently place in a spot that will have a good view of the farm in the background and if you turn around the camera, you’ll have a clear view of the others side of the village.

After walking through the settlement, you reach the place and you go inside. The butcher comes out. Button prompt to talk to the butcher.

Butcher: “Well ‘ello there! Wha’ can I help a ya with?”

PC: “Well, [NPC 1] was in kind of a hurry and asked if I could deliver this letter to you.”

Butcher: “A letter? For me? Well what are ya waitin’ for kid, hand it over!”

PC – “[sarcasm] You’re welcome.”

(Tutorial quest 1 complete) By the end of this quest, the player should’ve learned how to move around, interact with various npc’s, a little bit of exploration and the basic mission-reward system.

The player is free to roam around the area. The npc’s with quests will not have a visual differentiation from the normal npc’s with just voice lines. This is specifically done for multiple reasons. One, this teaches the player that every interactive npc might have something of interest. Whether it’s a quest or an interesting tid-bit about the world that might help the player in the long run. Second, it’s to ensure that the player gets a feeling of exploration and making the player seek these npc’s out.

**Quest #2**

Find a missing item

There is an npc child who lost toy, the player will see the child in obvious distress. The child won’t notice the player until the player gets close. Player initiates the conversation.

PC: “Hey, what’s wrong?”  
NPC: “…(hic)…(sniff)…I lost my **doll**, my grandmother made it for my mother when she was little. I’ve looked everywhere but I can’t seem to find it anymore. It’s the only thing I have left of my mother. ”  
PC: “Is there anything I can do to help you?”  
NPC: “Can you help me search for it, I don’t know what I would do if I lost it for good”.   
PC: “Where did you last see it?”  
NPC: “I had it when I was playing at **the farmstead** but then I went to play hide and seek near **the barn** with the rest of the children and I couldn’t find it anymore. I must’ve dropped it somewhere.”  
PC: “Stay here, I’ll get it back for you!”  
NPC: “Oh thank you kind lady!”

The player explores and finds the farmstead, by looking around the player can find the exact spot where the child may have lost it. By looking the player should see something that resembles a piece of the toy the player’s looking for.

Following it’s track, the player finds that a creature has taken the toy when the child was not looking and tore it to pieces. Upon finding the creature the player has to scare away the creature and gather the pieces of the toy strewn around. Having done that the quest is completed. Now the player has to go back to the little girl to bring back her broken toy.

PC: “I’m sorry, I couldn’t bring it back in one piece.”  
NPC: “Oh No what happened?”  
PC: “I found it near the spot you lost it, a creature had taken it and destroyed it, thinking it was food. Don’t worry I can fix it for you if you give me a moment.”  
NPC: “Yaaaay, thank you lady.”

By the end of this quest, the player should’ve learned how to move around, interact with various npc’s, a little bit of exploration and the basic mission-reward system.

In this part we also introduce the player to a small crafting system for the player to be able to create and customize their body gear. By fixing the doll of the child, the player learns how to use the system.

By highlighting the certain keywords in the dialogue, we want to teach the player that those keywords pertain to important information about locations, characters etc. This will serve as a way to mitigate the excessive use of the map and handholding commonly seen in a lot of different rpg’s of games with rpg elements. The dialogue and quest objectives will be logged for ease of use because we don’t expect the player to remember every piece of information.

**Main Quest continuation**

Now that the player has been exposed to the various control mechanics that they’re going to need in the game, a new player feels more confident to tackle the main quest. The main quest is already active from the very beginning.

There will be a few npc’s around town that can guide the player to towards the residence of the mayor. Not only that, we want to make sure that from different perspectives the location of the residence is easy to spot. It’ll help the player feel less lost. The player will make their way to the residence from that point on.

On the way to the residence of the mayor, the player should notice that there are more royal guards patrolling the area. In fact, if the player paid attention to the environment closely, they should’ve noticed it during their side quests and exploring. The Player character could say/do/show something to highlight that fact. It will serve as an extra environmental breadcrumb for the event to come.

In the front yard of the residence, the player will be stopped by one of the guards asking the character what their business is. (The player is unable to control this little dialogue, cinematic purpose)

Guard: “Halt, state your name and business!”  
PC: “The mayor is expecting me…”  
Guard: “Hmmmm… alright, you’re clear! My apologies for the trouble, you may pass!”

The player walks towards the residence and enters the place. As the player enters, another cinematic moment is triggered with the mayor immediately.

Mayor: “Ah good, good you’re here. I’m in dire need of your help.”   
PC: “….”  
Mayor: “What are you standing there for child, come in” \*ushers the player in\*  
PC: “What can I do for you sir?”  
Mayor: ”Well, you see, I’ve got a letter from our esteemed lord to attend a grand council meeting”