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 assistance.”   
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 parchment from our esteemed lord to attend a grand council meeting and frankly I don’t know what to wear. My current one is too distasteful and the one I wish to wear has scuffmarks. I cannot possibly show myself in such an attire. As much as it pains me. Now, you probably know where I’m going with this, I require your services to repair my favourite attire for me.”  
PC: “What’s wrong with the other one?”  
Mayor: “Have you seen it? My dear, I wouldn’t want to be caught dead in such hideous wear. I will not have myself look like a blundering fool. So please, will you accept the request of this old fool? You’re my only hope!”  
PC: “It would be an honour, sir. I can repair it for you at home.”  
Mayor: “Oh thank you dear! Can have it done by tomorrow in the morning? It would be greatly appreciated. I will compensate you well as a reward for coming to this old fool’s aid at such short notice. I will await you in the morning!”

The player receives the torn wear of the mayor. The player can walk around if they wish. If they have done the tutorial quest there will be nothing left to do but to follow the main quest. If not, it is advised the player does them but it isn’t necessary.

When the player goes to their home cabin they will trigger the invasion event. At that point there will be a small transition to a cutscene where the character hears people screaming, burning houses and general destruction from her home. The character runs to the door and frantically swings her cabin door open only to be met with chaos, death and destruction. One of the NPC’s immediately grabs the character and shouts that they need to get so safety, that they’ve been invaded by demons of all thing. As the character looks around in panic, she sees villagers being struck down by demons, guards trying to combat them and people fleeing to a secure place. Coupled with burning cabins and general destruction.

The player gets control back over the player as the scene transitions back to gameplay. The player has to run through a predetermined path to reach the safe area where the rest of the villagers are. Half way through the path a cutscene will be triggered of her suddenly being pinned down and hit by debris.

As she’s on death’s door, she thinks back on her life and how many regrets she seems to have about not following her dreams. A demon on death’s is also shown in the cutscene. The demon tries to fight off a group of the guards only to be mortally wounded by them. It starts to see its life flashing before it’s life and the small instance shows the demon having a lot of regrets. The moment both of them lament in their regrets at their final moments, a unexpected sync happens merging their souls together. At this points the player gets transported to some dark nightmare-like realm that shows the player surrounded by “demons”.

The player gets momentary control to fight back against those creatures. This will spark a combat tutorial sequence wherein the player learns the basic combat mechanics. Once the tutorial is “over”, the player will be required to test out the combat mechanics to clear out the remaining “demons”. The moment where the player is about to defeat the final creature, that is trying to escape. Transition to cutscene.

The character wakes up and instead of seeing the dead bodies of demons, she sees the dead bodies of fellow villagers and guards in their place and she is surrounded by both fearful villagers and guards that are surrounding her with weapons aimed at her. As she looks down she is horrified to see that the one she was about to strike down was her younger sister. The villagers start screaming and shouting at her. “Demon, Monster, What have you done?” are being repeated by everyone around her. The character looks at her hands only to see demonic claws and is shocked and horrified. She starts to mutter “I-I didn’t mean to..” and “What’s happening?”. As she is frozen in shock, the latent demon power takes control of her body to escape the village.

From that moment on the player gets back control over the character. Seeing as the player is powerless except for their abilities for running and dodging and occasional attacks. This serves as a small tutorial for heavy attacks, dodge mode, and sprinting. As the player runs away, they will be assaulted by the guards who all want to pierce you. The character is inexperienced with her new powers so every animation and character reaction when performing these actions are all greatly exaggerated. For instance, when the player dodges an attacks, the character overshoots the dodge and when the player hits the guards with a heavy attacks, the guards flies through a building like in Dragon Ball. This will continue until the player reaches the end of the level and escapes the village.