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