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.

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 Choices – “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.