**PROGRESSION OUTLINE**

**Opening scene –** Show the destruction story in text or cut scene form. **Game start -** The player starts in a relatively safe area. Introduce the mechanics of the game and teach the gameplay.   
  
  
**Wrecked lands major events:**

* **Early game -** Simple missions, face weaker enemies. Introduce to small enemy waves, introduce game lore through newspaper
* **Bridge repair –** map expansion, introduction of new enemy (titans), increase in game difficulty
* **Escape to red desert**

**Red desert major events:**

* **Red desert arrival –** Explore and find the initial shelter place near to the train station. Talk to NPCs and find out about different locations  
  **Desert introductory quest event** (sick mother and child)
* **Oasis –** The desert main area of settlement and player can meet different NPC’s and get different quests.
* **Final battle –** Narrative development towards game end.

**Game ending:**