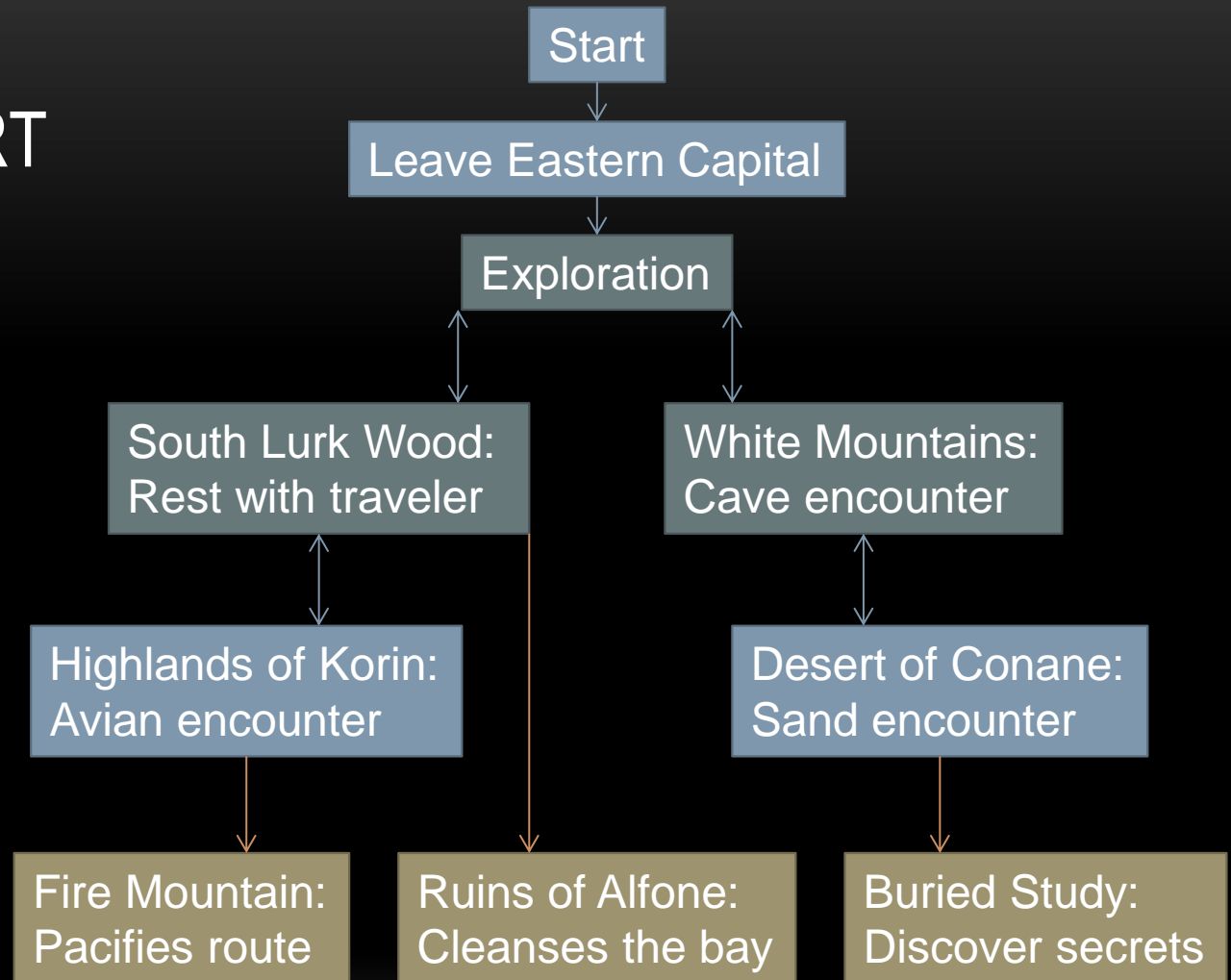


HORIZONS

Miles Raphael

Alandriule

FLOW CHART



INITIAL SITUATION

- The player character, Lyn, is derided for bloodshed and cursed.
 - Player is provided backstory in the form of an excommunication followed by an ultimatum, the first motivation to win.
- Lyn finds peace in the short travel from the holy tower after her sins are made clear.
 - Player is introduced to the organization that most passages will follow and is given a chance to navigate without challenges.
- Lyn notices she is near an ominous forest and finds a valuable item in the grass.
 - Danger is foreshadowed and Player is introduced to the concept of acquiring items.
- Lyn passes through town without stopping and reflects on her coming final journey.
 - Implies a lack of throwaway NPC's, and makes it clearer that Lyn will die.

MODES OF INTERACTION

- Navigation through an interconnected world.
- Discovering and using items through an inventory system.
- Both modes complement each other:
 - Navigation affords discovering items and possible ways to use them.
 - Discovering and using items affords further navigational possibilities.
- Isolated pockets of exposition.
 - Rewards above interactions with story-focused content.



You are finding your footing on somewhat steep and rocky hills.

A giant pigeon sits in its nest not far from you.

Approach it.

Ignore it.

Move on.

Go back.

Inventory

Alamorreale



You are finding your footing on somewhat steep and rocky hills.

The pigeon immediately flies away from you.

Move on.

Go back.

Inventory

alandorule



You are ascending a dark passageway.

Several alcoves present themselves to you. **Examine them.**

Move on.

Go back.

Inventory

alandor



You are ascending a dark passageway.

An ancient altar is hidden away in the dark. A stone sits by it, emitting a soothing sound.

Take it.

Move on.

Go back.

Inventory

alandorule



You are finding your footing on somewhat steep and rocky hills.

The pigeon sits calmly.

Get on.

Move on.

Go back.

Inventory