

# Level Design Document

## A fate-turner

*You can (not) change the past*



### ***Team Accio Niffler***

- Michael Marchesan - 945887
- Giuliana Muto - 961902
- Luca Di Gennaro – 961208

## Revision History

What	When	Who
Document created	16/10/ 2020	Michael
Added High concept	16/10/2020	Giuliana
Added DOD	18/10/2020	Michael
Added settings	18/10/ 2020	Giuliana
Added Minerva pic, story and circumplex	19/10/2020	Luca
Added Albus pic, story and circumplex	20/10/2020	Luca
Added Delphini pic, story and circumplex	21/10/2020	Luca
Added story	21/10/2020	Michael
Added Tom pic, story and circumplex	22/10/2020	Luca
Added Myrtle pic, story and circumplex	21/10/2020	Luca
Added story flowchart	22/10/2020	Michael
Fixed high concept	22/10/2020	Giuliana
Added world map and diagram	23/10/2020	Giuliana
Reviewed settings and high concept	25/10/2020	Luca
Added level	4/11/2020	Giuliana
Added shortened story and level corrections	5/11/2020	Michael
Added title	5/11/2020	Michael, Luca, Giuliana
Added synopsis	6/11/2020	Michael
Added goals	6/11/2020	Luca
Final review	8/11/2020	Michael, Luca, Giuliana

## Index

Main story and detailed story of your level .....	5
High concept .....	5
Settings.....	6
Hogwarts.....	6
Great Hall .....	6
Classrooms .....	7
Dormitories.....	7
Quidditch pitch .....	8
Chambers of Secrets .....	8
Forbidden Forest .....	9
Black Lake.....	9
Hogsmeade.....	10
Diagon Alley .....	10
3. Synopsis .....	11
Introduction.....	11
Daily life at Hogwarts.....	11
Petrified.....	11
To Trust or Not to Trust.....	11
Final Confrontation.....	11
4. Story.....	12
Background .....	12
Introduction.....	12
Rising Action.....	12
Climax.....	12
Falling Action .....	12
Resolution.....	13
5. Story flowchart.....	14
6. Themes .....	15
7. Characters .....	16
Minerva McGonagall .....	16
Delphini Lestrange.....	19
Albus Dumbledore.....	22

Game Design Document

Tom Riddle ..... 25

Myrtle Warren ..... 28

Level Script..... 31

World Diagram..... 37

World Maps ..... 38

Goals outline..... 39

# Main story and detailed story of your level

## High concept

"A fate-turner" is set in the Hogwarts's school and its surroundings. The story revolves around Minerva McGonagall, a young promising witch studying hard to become a master of Transfiguration. During her seventh year, she will become friends with a peculiar student, Delphini Lestrage, whose life seems to be wrapped in mystery until her arrival at Hogwarts. Delphini's true goal, which Minerva is unaware of, is to find a promising student in order to help her father Tom Riddle win the First Wizarding War, hoping that will prevent the death of her parents.

Minerva will be shaken when her dear friend Myrtle is found dead in the girls' bathroom, with no suspect. With a void in her heart overwhelmed by sorrow and grief, she cries for help: Delphini and the professor Albus Dumbledore come to her aid in order to discover the truth and find the culprit. However, there was bad blood between Dumbledore and Delphini, since her very arrival at Hogwarts, leading to distrust amongst each other. Minerva is forced to choose who to believe and discover the truth behind the crime through player's choices: will she side with Dumbledore or with Delphini? Will she be able to discover Delphini's plan and make her desist or will she fight her?

## Settings

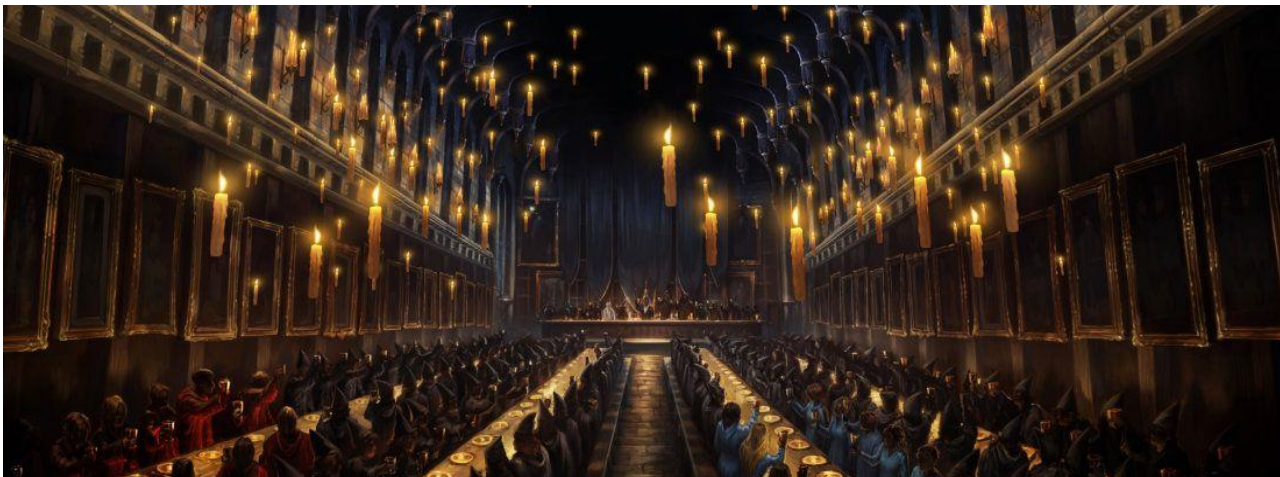
### Hogwarts

Hogwarts is a School of Witchcraft and Wizardry. It is located in the Highlands Scots, in the United Kingdom. Surrounded by the Black Lake and the Forbidden Forest, the school's castle has its roots at the end of 10th century, which grandeur made it one of the most important schools in the magical world. On the outside, many towers connect the various rooms and halls. In addition, it is surrounded by a green meadow, a Quidditch pitch and other annexed structures, such as the "Keeper of the keys" hut, game and grounds and the green house, where Herbology lessons are held. On the inside, there are seven floors that host classrooms, four dormitories, one Great Hall, and other mysterious rooms. The school has 142 stairways, which each of them seems to have a life of its own as they have fun to change their position and cause poor students to go astray. It is wrapped by many magical protections, making it invisible to muggles: only wizards can live in this castle.



### Great Hall

The Great Hall is a common place, where all students, the professors, the principal and other staff members of the school gather for the various meals of the day. Furthermore, it acts as a study room, leisure room and ceremonies room. It is composed by four large tables placed vertically, one for each of the houses present in the school, and one large table placed horizontally for the professors and the principal. The Hall is illuminated by thousands of candles that make it cozy and warm for the students. On the ceiling, there is a sky created by a magic spell which mimics the outside. For each recurrence, the hall is embellished, like for Christmas or the Yule Ball.





## Classrooms

The classrooms are in various areas of the castle, both inside and outside. The lessons are usually divided into theoretical and practical: the classrooms hosting the practical lessons were embellished according to the topic of the lesson. A great example is Potion-Mixing Room, which has for each bench a cauldron where the student can mix up concoctions and other recipes. The classrooms outside the castle are the Herbology greenhouse and the Quidditch pitch for the Flying Broom Flying Broom lessons.



## Dormitories

The students are sorted in one of the four Houses present at Hogwarts: Gryffindor, Hufflepuff, Ravenclaw, Slytherin. The Dormitories serve as bedrooms and as a meeting place for students from the same house. Each House is different from the other, in colors and values, and this is represented through decorations and through the students' uniforms. The dormitories are entrusted to a professor and two prefects (two last year students chosen to enforce the rules within their house). The bedrooms are shared for multiple students with four-poster beds, except for the prefects who have their own private room.



## Quidditch pitch

A huge pitch where students can play Quidditch and train themselves. It is oval in shape and is about 165 meters long by 60 meters wide. At each side there are three goal points of different heights, while below there is a sand area used to soften the falls of the goalkeepers. The surface of the pitch is usually grass, but in some cases, it can be sand or even water. There are several towers for spectators.



## Chambers of Secrets

It is a secret room under the Hogwarts foundation. The entrance is in the girls' bathroom on the second floor and requires saying a secret word in parseltongue for the secret passage to open up. The room is gloomy and dark and has a long corridor where statues in the shape of a snake's head are placed on the sides. In the center stands a colossal statue by Salazar Slytherin, the ancestor and founder of the Slytherin house.





## Forbidden Forest

It is a large woodland that surrounds part of the castle. It is an area that holds many secret and dangerous wild creatures, such as werewolves, but also beneficial ones, like unicorns. It is also home to many villages, such as the centaur one who take care of the woods. The Forbidden Forest, however, is still considered a place that houses dark entities: as a matter of fact, at night it is impractical to walk in the forest, as if the trees hold inside all the darkness. Even during the day, it is very difficult to walk along the path. It is for all these reasons that students are usually denied access to it.



## Black Lake

A large obscure lake located south of the castle. It is home to various magical sea creatures such as giant squids, mermaids and many more. The seabed temperature is very low, making it a favorable place for algae and other underwater vegetation. Venturing too deep is dangerous since many were attacked and trapped by merpeople.



## Hogsmeade

Picturesque little village near Hogwarts, inhabited only by wizards. Students can usually frequent it during holidays or weekends; they are easily attracted to this village because there are numerous entertainment places, such as pubs, shops. The most famous are The Three Broomsticks or the Zonko's jokes and tricks shop. It is also the terminal station of the Hogwarts Express.



## Diagon Alley



It is a magical side-street accessible from the muggle city London. To enter Diagon Alley, you need to give a tap on the right bricks of the wall behind Leakey Cauldron, which will move and reveal the entrance to the street. It can also be accessed via Flying Dust or dematerialization. The magic street has various important magical shops, such as Ollivander's Wand store.

### **3. Synopsis**

#### **Introduction**

Years after the Battle of Hogwarts, Delphini Lestrange meets her stepfather, who convinces her to embark in a mission into the past in order to save her family. She goes back thanks to a gifted timeturner and meets Minerva.

#### **Daily life at Hogwarts**

School starts and Minerva first meets Delphini as a new student in the Black Lake whereabouts. During the first part of the year Minerva deepens her relationship with Delphini as they meet together with Myrtle to study.

#### **Petrified**

Suddenly some students are found petrified around the school. The air is full of tension, and everything escalates when Myrtle is found petrified too. Minerva and Delphini start to investigate.

#### **To Trust or Not to Trust**

Tom Riddle accuses Hagrid of keeping in secret the monster who caused all the deaths. When Aragog was discovered, Hagrid is banished from the school despite Albus Dumbledore defending him. Delphini becomes suspicious of both Tom and Dumbledore. However, she only talks to Minerva about the latter.

#### **Final Confrontation**

Minerva and Delphini reach Dumbledore's office, either to confront him (Minerva trusts Delphini), tell him the truth (Minerva trusts Dumbledore, Delphini's friendship is strong), or fight each other (Delphini's friendship is weak).

## 4. Story

### Background

Few years after the Battle of Hogwarts Delphini LeStrange is visited by her step-father Rodolphus LeStrange, who escaped from Azkaban to meet her and reveal that she was Voldemort's daughter. Fast forward to 2007, Delphini learned a lot from her stepfather. He convinced her that had Voldemort won the First Wizarding War, the Second one would not have happened, and her family would still be alive. During her birthday, Rodolphus gifted her a Timeturner, a falsified Hogwarts Acceptance Letter for the year 1942, a mission, to find some powerful student to help Tom Riddle in the First Wizarding War, and a hope: to prevent the death of her family.

### Introduction

It's Minerva's 7th year at Hogwarts. She became acquainted with a new student: Delphini. Minerva had few friends; one was Myrtle Warren.

### Rising Action

Minerva quickly got closer to Delphini, they started studying together. Sometimes Delphini would surprise her teaching her things she did not know. Delphini also helped her getting more familiar with the Animagus powers to which she had been introduced by her Transfiguration teacher, Dumbledore. Meanwhile Delphini met her father, Tom Riddle. She told him about his future defeat during the First Wizarding War, then offered to help him winning it. Dumbledore was secretly keeping an eye on Delphini, having found out her letter was falsified, and having troubles discovering anything about her past.

### Climax

One day Delphini told Riddle about Slytherin's Chamber of Secrets. Riddle opened the Chamber and found the Basilisk. In the following days students were found petrified, causing an atmosphere of fear. All escalated when Myrtle was found petrified.

### Falling Action

Minerva and Delphini started to investigate about what we're going on. Delphini began suspecting her father was behind the attacks, but never revealed these suspects. When Tom Riddle found out about Hagrid keeping in secret an Acromantula, Aragog, in order to prevent the school from being shut he reported that to the headmaster of the school, Dippet, implying Aragog was behind the attacks. Hagrid was then expelled, and the school remained open. Riddle never told Delphini the truth, and she started suspecting Hagrid was the real villain. She began pushing the investigation towards that path and started pointing out how Dumbledore kept defending Hagrid.

## Resolution

At that point Minerva had to make a choice:

- *side with Delphini*

they go confront Dumbledore, who by then found out the truth about Delphini. Dumbledore tries to attack Delphini but retains from harming Minerva despite Minerva helping her friend. Finally, Minerva disarms Dumbledore, when suddenly Tom Riddle reaches the room and kills Albus.

- *side with Dumbledore; her relationship with Delphini is strong*

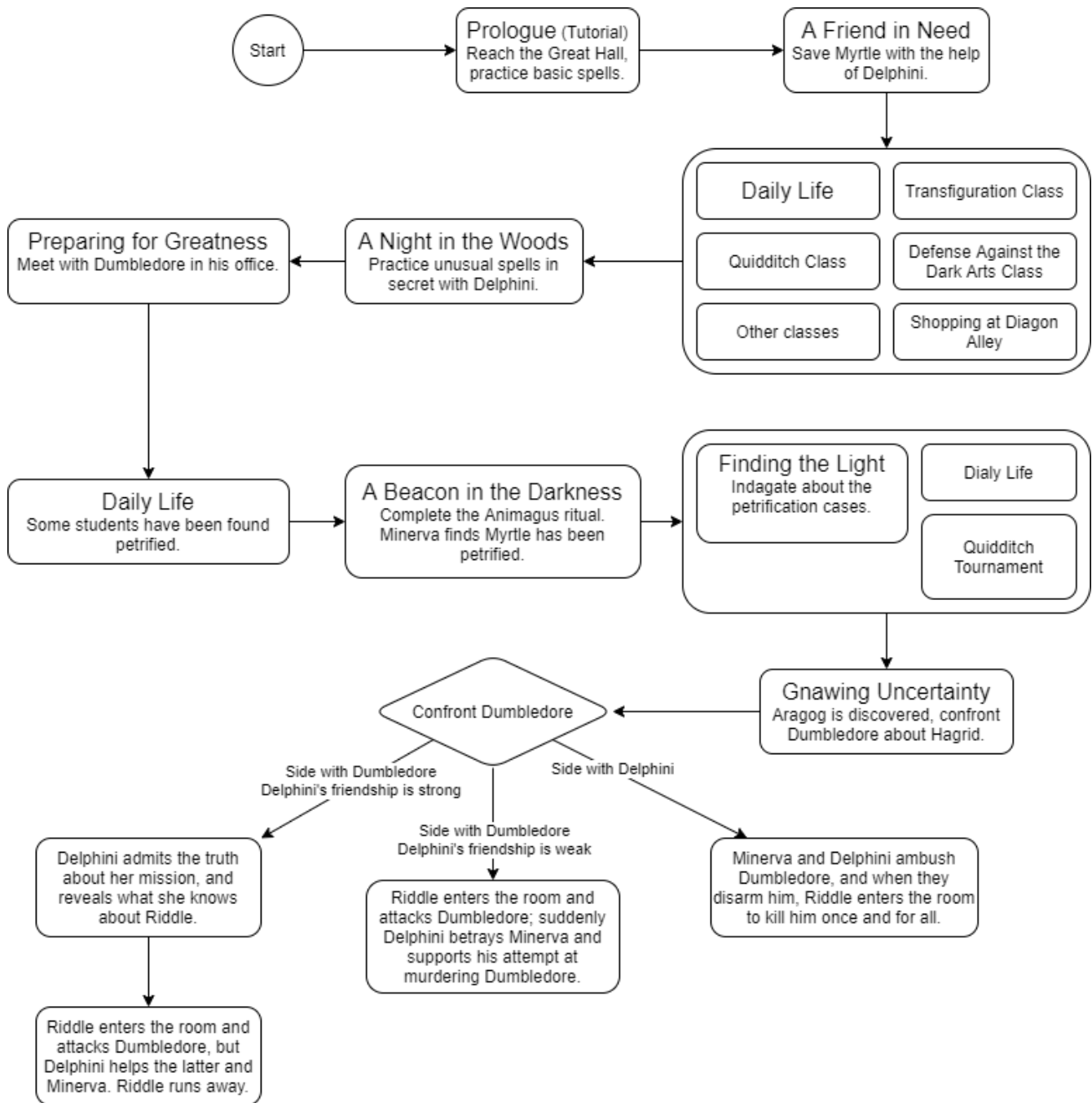
Delphini will follow Minerva to Dumbledore's office and reveal the truth about her admission, her mission, and reveal her suspicion about Riddle being behind the attacks. The three would be interrupted by Riddle, and a fight would start; as soon as Riddle realizes he is going to lose, he escapes in a cloud of smoke.

- *side with Dumbledore; her relationship with Delphini is weak*

Delphini will follow Minerva to Dumbledore's office pretending to be on her side, only to suddenly attack them both together with Riddle as soon as he walked past the door behind them.



## 5. Story flowchart



## 6. Themes

- *Friendship is powerful*

Bonding with others is essential in order to overcome great obstacles and grow in one's life. In our case, the relationship between Minerva and Delphini can make the difference between the safety or the early demise of the Wizarding World as we know it.

- *Question everything*

It's easy to trust blindly one person because of a blood or friendship relationship; however, one must always develop a critical eye and be ready to question everything and everyone. Minerva isn't aware she's being brutally manipulated by Delphini, as the latter is by her stepfather Rodolphus: only pondering on it can lead to an early discovery of an impending calamity.

- *Mistakes happen, everyone deserves a second chance*

If someone truly repents of his misdeeds, he should not be ostracized but helped to redeem himself. Even if Delphini manipulated Minerva, the latter recognizes it was because of her past and her father's influence, eventually forgiving her.

- *Actions have consequences*

Should Minerva blindly follow Delphini until the very end, she will become a death eater and join Tom Riddle in his escalation for power. On the other hand, if Minerva will be able to find fallacies or contradictions in Delphini's background and motivations, through clues or discussion, she might disrupt the foul plan, potentially saving her friend from hers lust for vengeance.

## 7. Characters

### Minerva McGonagall



#### Description

Minerva is a black-haired half-blood witch, daughter of his muggle father and her witch mother.

She is a talented student at the Hogwarts School of Witchcraft and Wizardry: after an Hatstall, which took the Sorting Hat five and a half minutes to decide if she was Gryffindor or Ravenclaw, she was Sorted into Gryffindor House.

Minerva is a Quidditch enthusiast and is particularly gifted at it too: this made her quite popular, letting her make a handful of friends including the shy and overlooked Myrtle Warren of the Ravenclaw House.

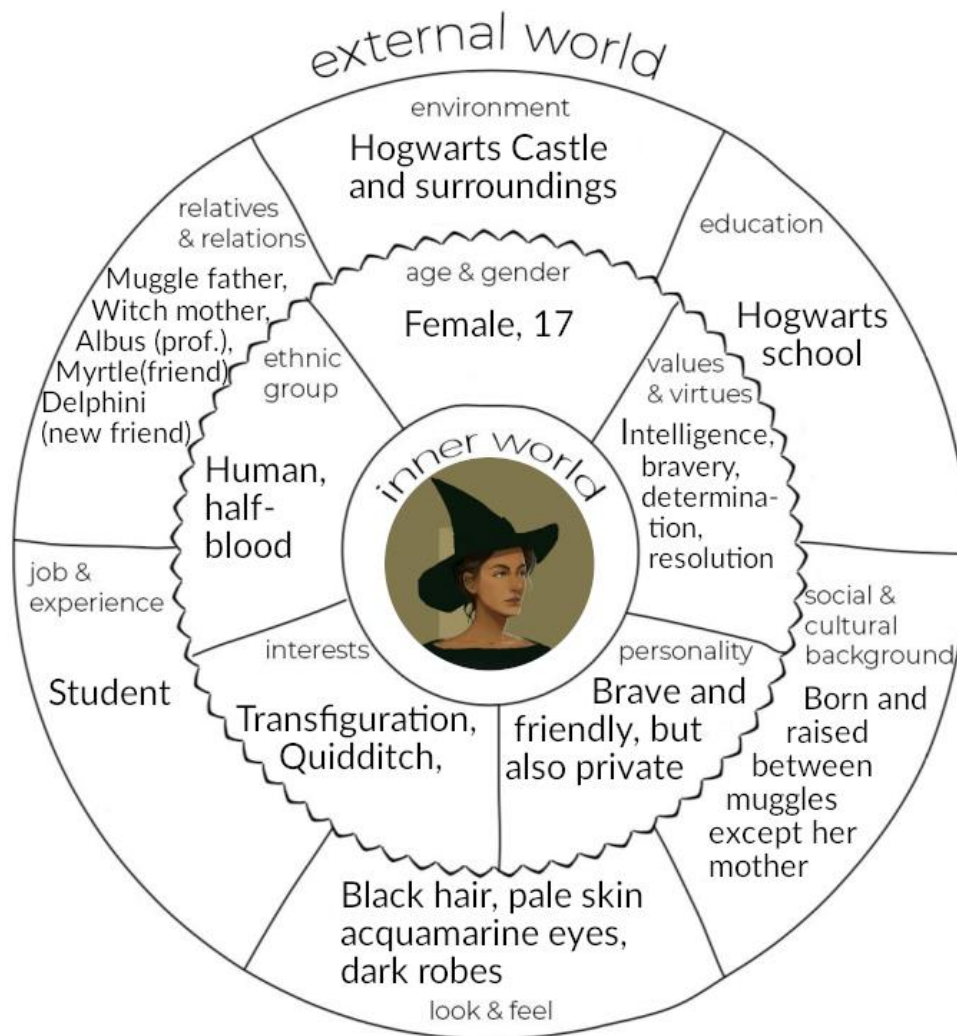
She has a soft spot for Transfiguration classes, a quality that made her the most outstanding student in this subject; her professor Dumbledore, charmed by her wits and her resourcefulness, decided to take her under his wing, ready to prepare Minerva for the greatest of the transfiguration skills: the Animagus transformation.

#### Backstory

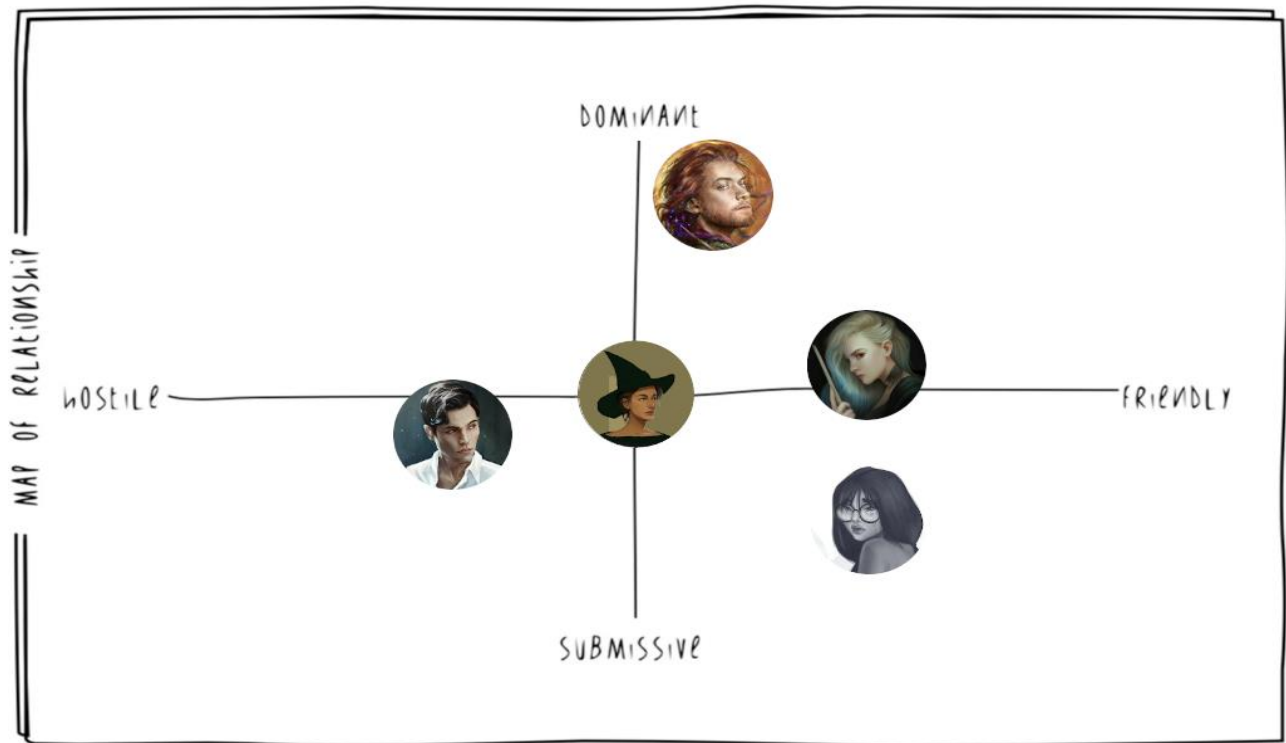
Minerva was born in a complicated family: her father Robert was a muggle Reverend while her mother Isobel was a successful Hogwarts-educated witch. After many years she confessed to her husband, which remained shocked and speechless. The trust between the spouses suffered a heavy hit, however they decided to stay together for the sake of their love and their children.

This event left a scar in Minerva, making her aware of the difficulties of the relationship between muggles and wizards; for this reason, she tried her best to help his two brothers to accept and control their magic abilities while growing in an all-muggle world.

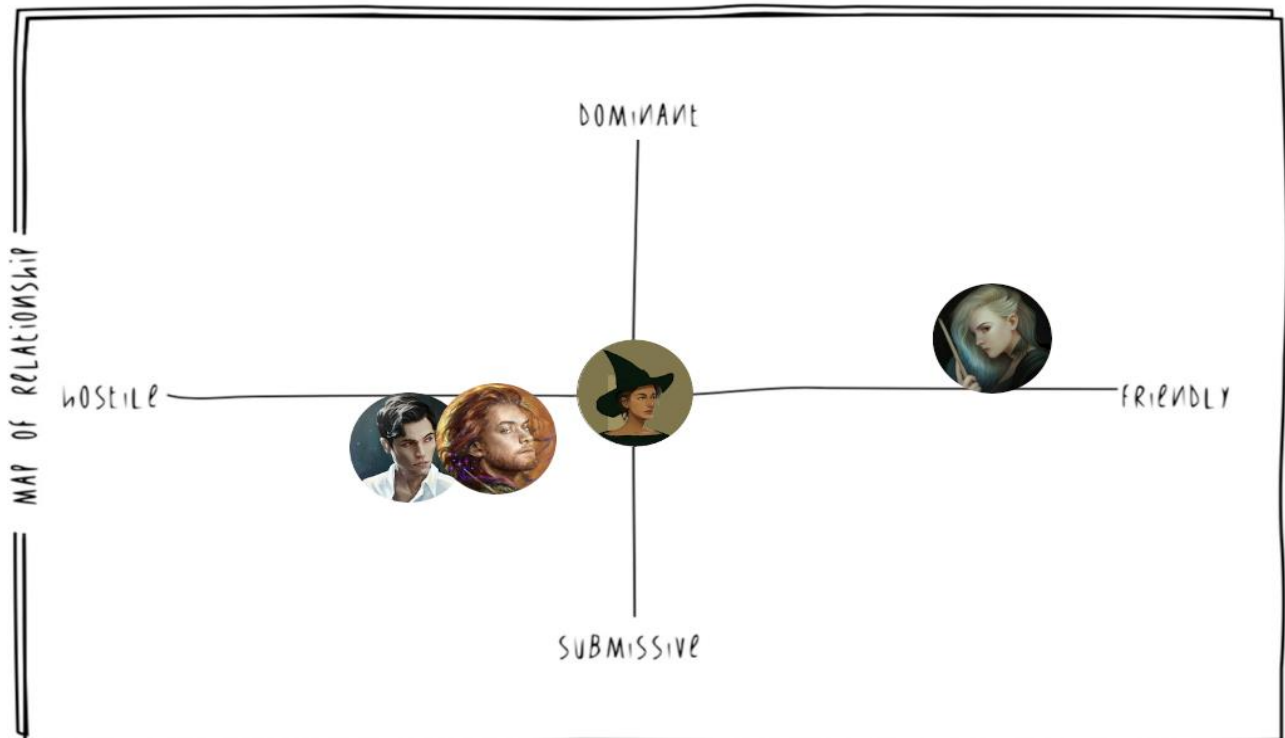
## Circumplex



## Map of relationships



After the premature death of her dear friend Myrtle:





## Delphini Lestrangle



### Description

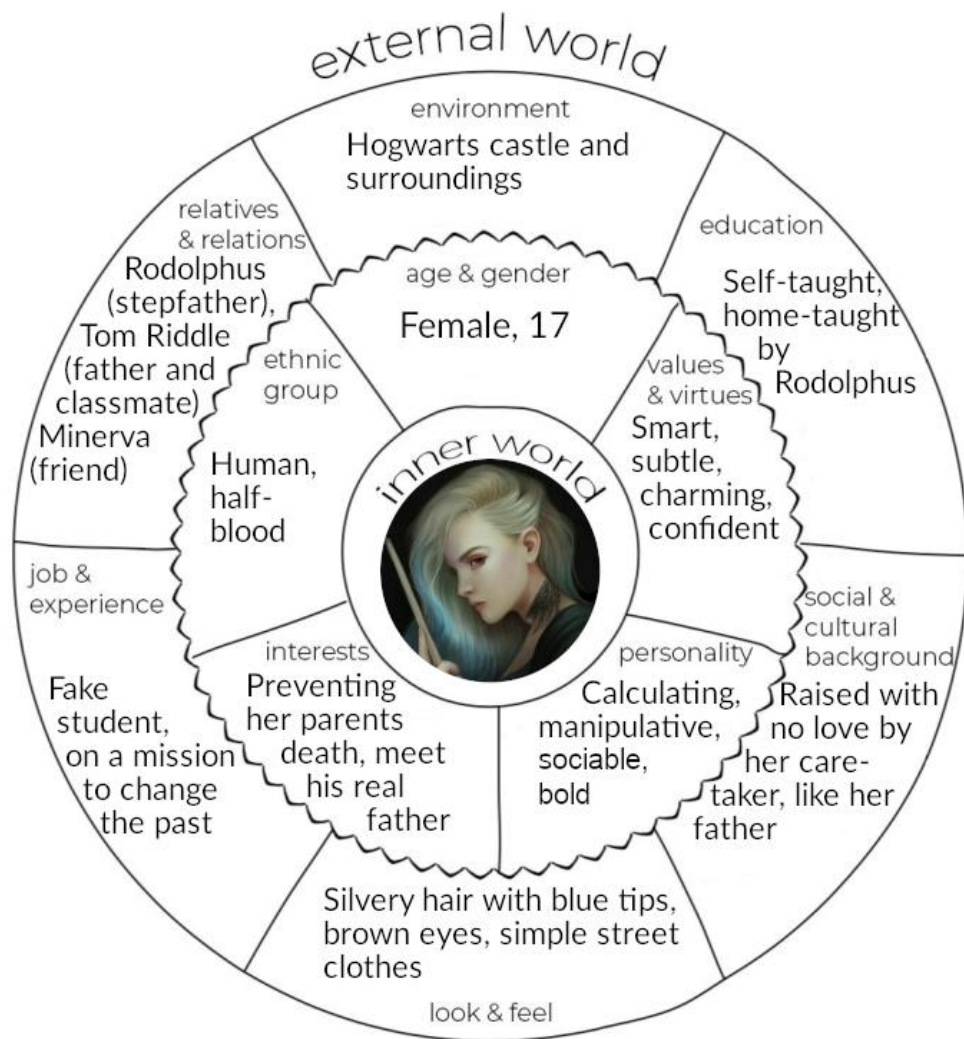
Delphini is a half-blood witch, born in secret in 1998 as the result of the relationship between Bellatrix Lestrangle and Lord Voldemort. She appears as a pale girl, with silvery hair and blue tips.

After being grown and taught magic by Rodolphus, the husband of his mother Bellatrix, she is prepared and resolute about going into the past with the intent of changing the weave of fate, in order to avert his parents' premature death. Her mission is to try corrupt a young promising student into helping Tom Riddle, her father, win the First Wizarding War: that student will later be found in Minerva McGonagall.

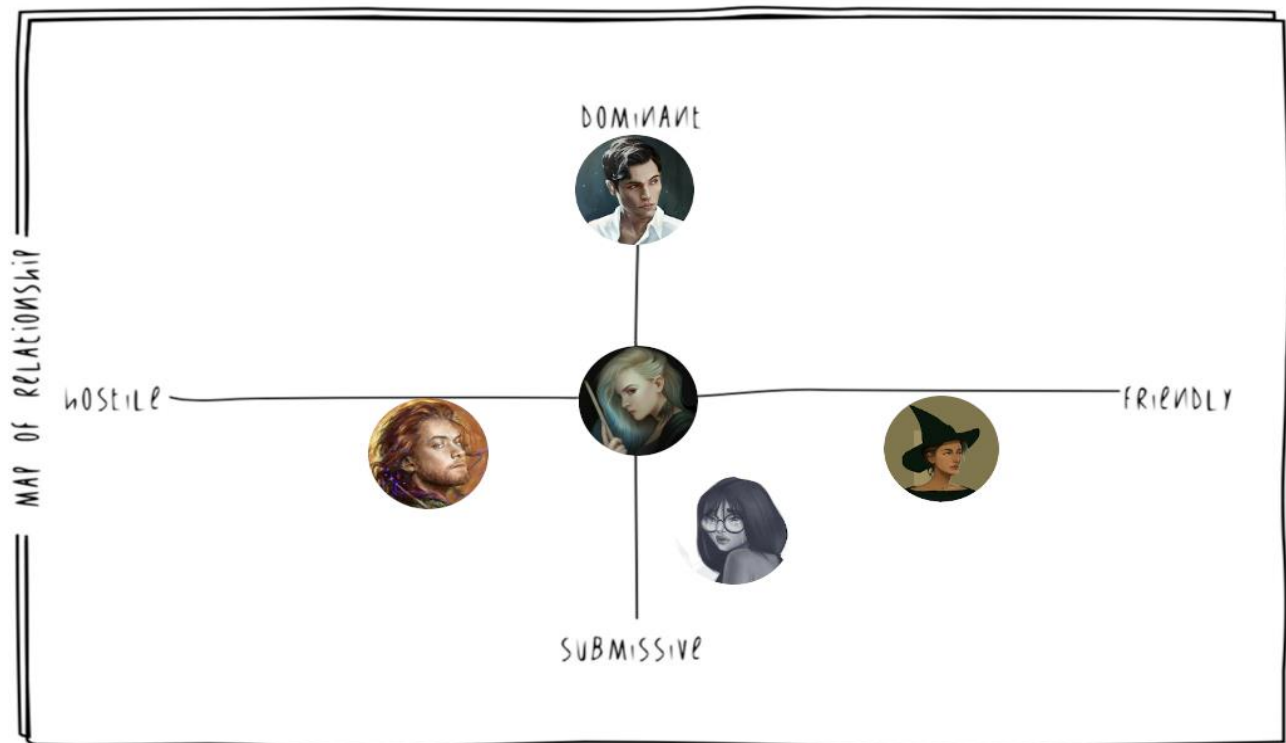
### Backstory

Delphini was left orphan as a result of the Second Wizarding War: in her early years she was raised by Euphermia Rowle, a witch probably paid by her stepfather Rodolphus while he was convicted in Azkaban after the Battle of Hogwarts. For this reason, she did not attend Hogwarts and had little to no contact with other children: her main instruction came from her caretaker and Rodolphus himself, when he got released, making her a cold calculator just like her father.

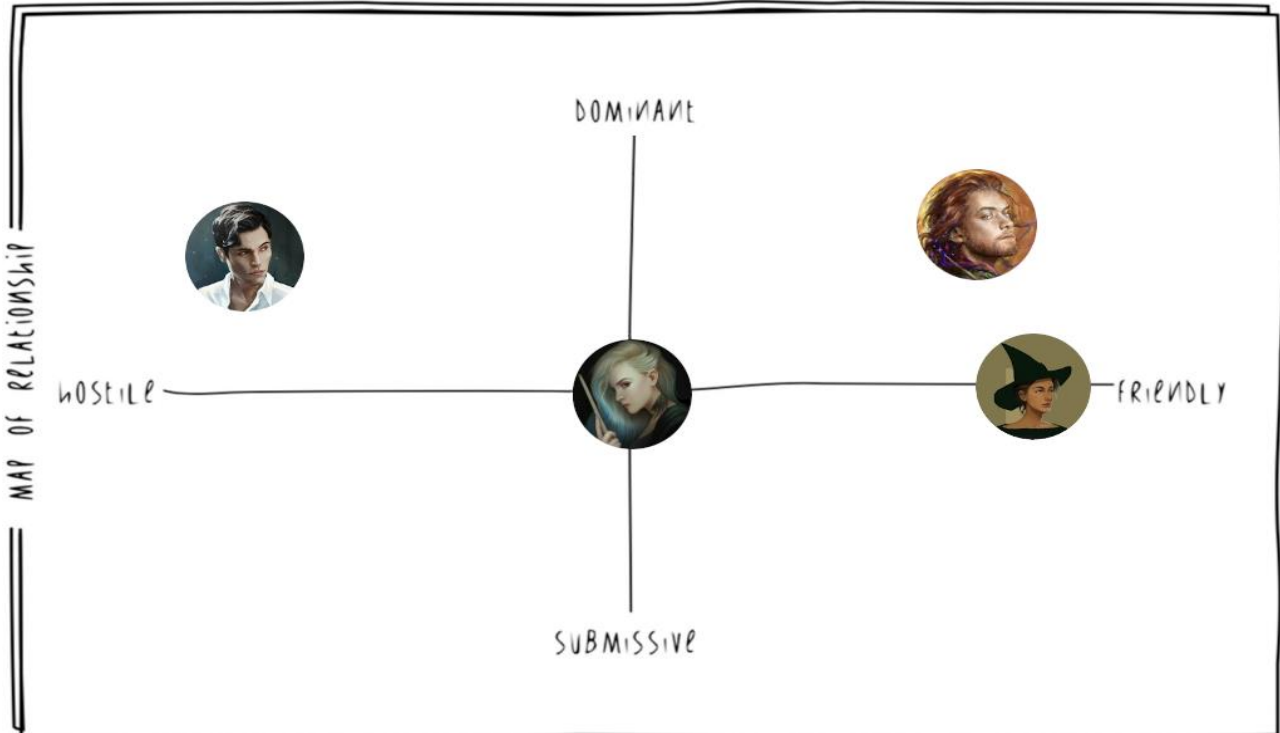
## Circumplex



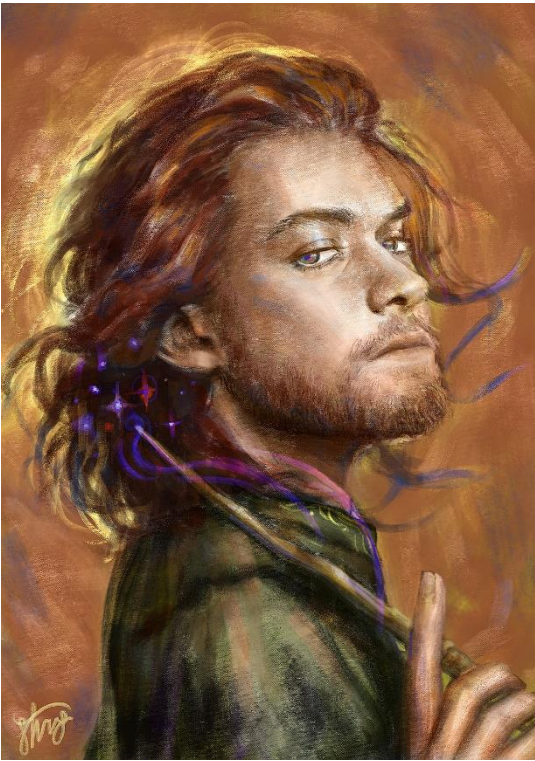
## Map of relationships



After Delphini changes her mind thanks to Minerva's friendship:



## Albus Dumbledore



### Description

Albus Percival Wulfric Brian Dumbledore is an auburn-haired half-blood wizard.

He is currently teaching at Hogwarts: formerly a Defense against the Dark Arts professor, now presides over the Transfiguration class. Amongst its students we can find the proficient Minerva McGonagall, with whom he had developed a friendly mentorship, the eerie but clever Tom Riddle and the newcomer Delphini Lestrangle, which sparked some suspicions because of her unusual arrival.

### Backstory

Albus childhood was marked by tragedy by the attack of some muggle boys on her sister Ariana, who saw her performing magic and were frightened by what they saw. Some anti-muggle prejudice did develop in his early years, especially when he was in his relationship with Gellert Grindelwald, however he soon saw the error of his intent and changed his mind. This lead him to break his relationship with Grindelwald, followed by such a violent discussion that her sister Ariana was killed while trying to stop their fight.

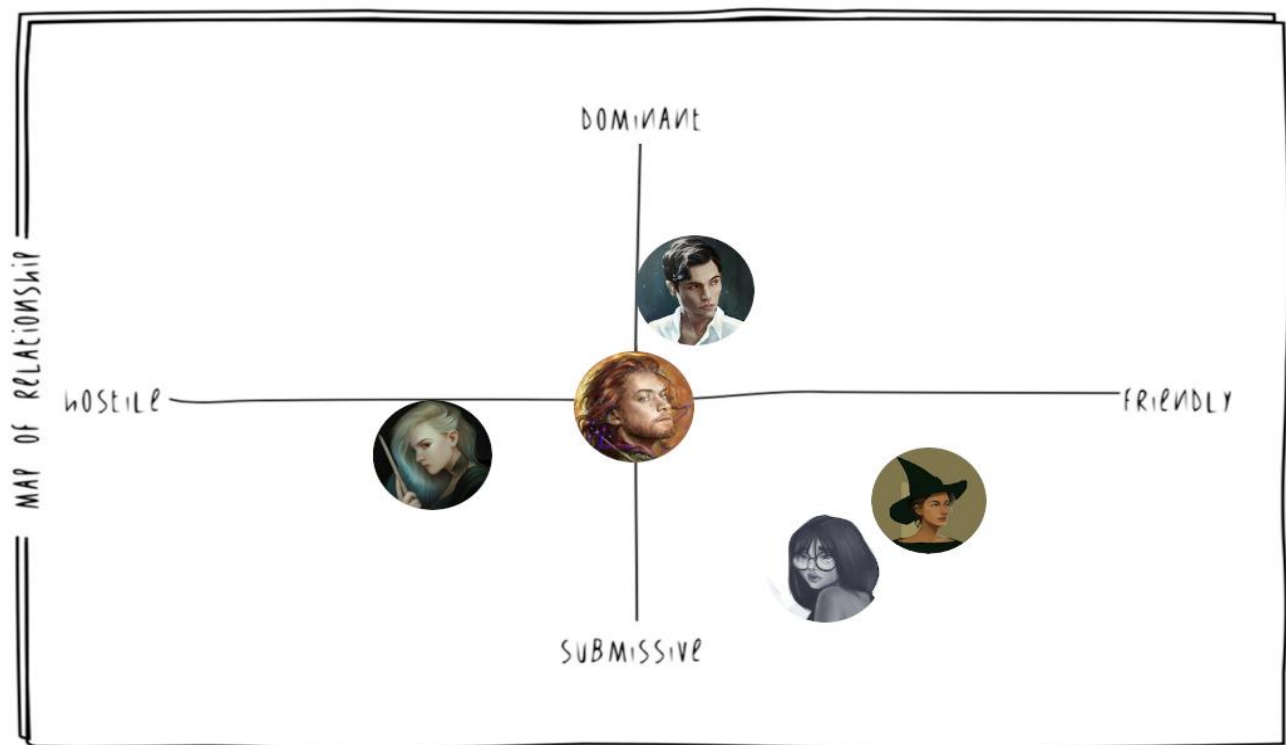
From that experience, Albus changed completely, repudiating any possible anti-muggle or mage-elitist movement and fighting against them.

## Circumplex

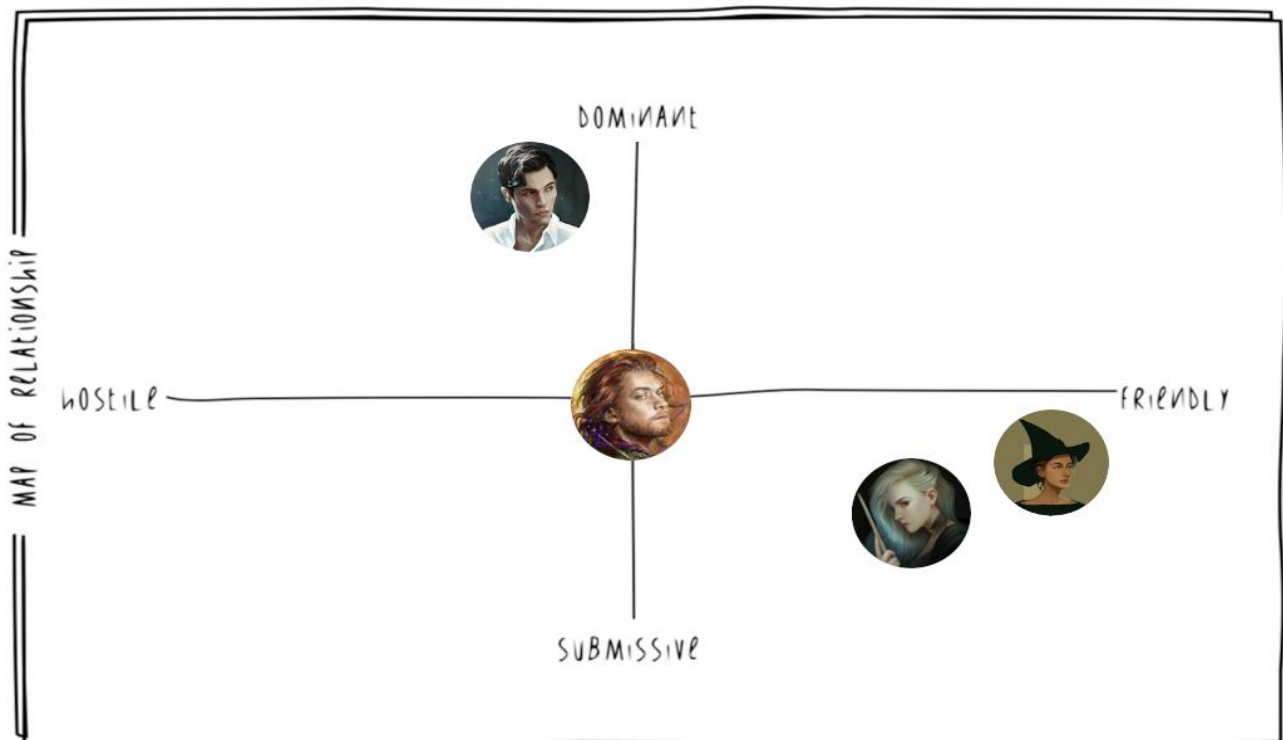




## Map of relationships



After Delphini changes her mind thanks to Minerva's friendship:



## Tom Riddle



### Description

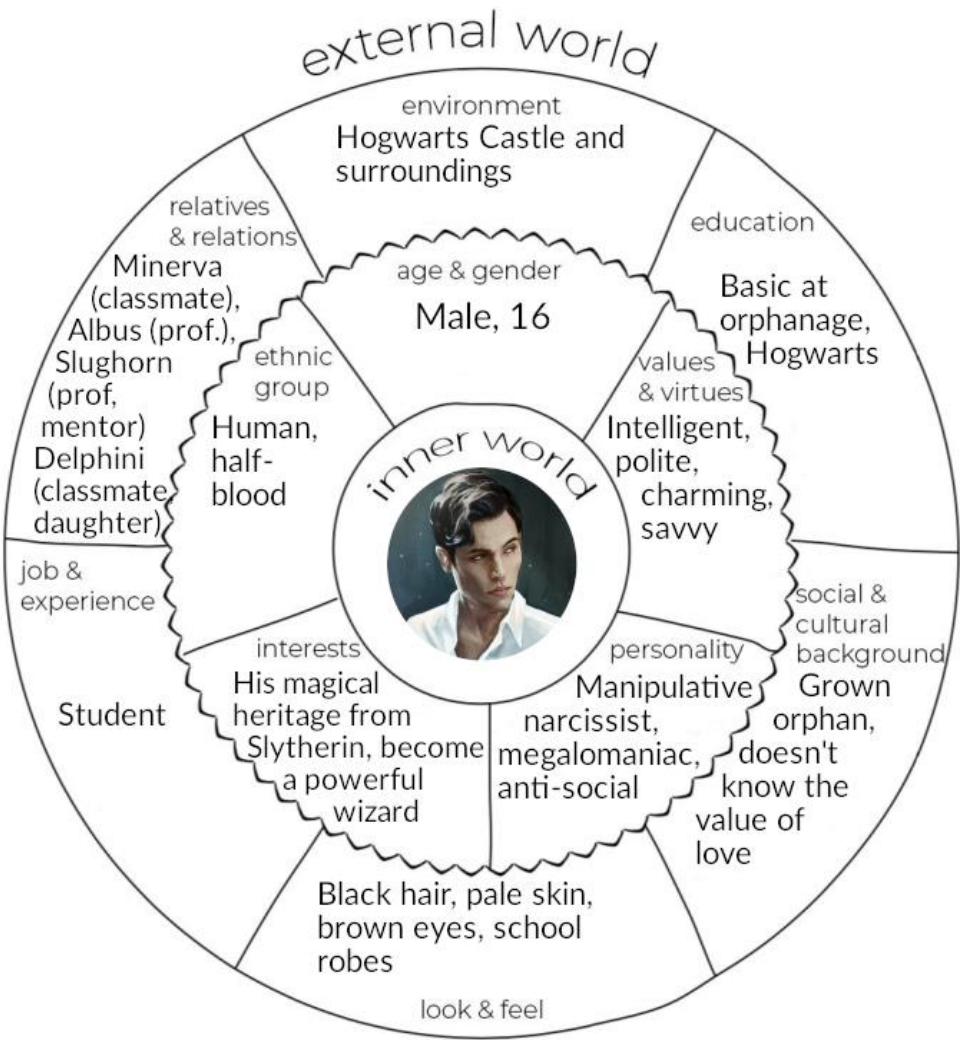
Tom Marvolo Riddle is a black-haired half-blood wizard. He is currently a model student at Hogwarts where he was sorted into the Slytherin House, a nod to his ancestor Salazar Slytherin; there he gained the sympathy of many amongst the school's staff and students thanks to his particular charisma and oratory abilities, notably professor Slughorn.

The sole exception to this was Dumbledore, who never forgot about his misdeeds at the orphanage, nor his unsettling behaviour during their first meeting: this made Tom realize his mistake of showing too much of his real self to Dumbledore, growing up to fear and despise him, unable to manipulate him anymore.

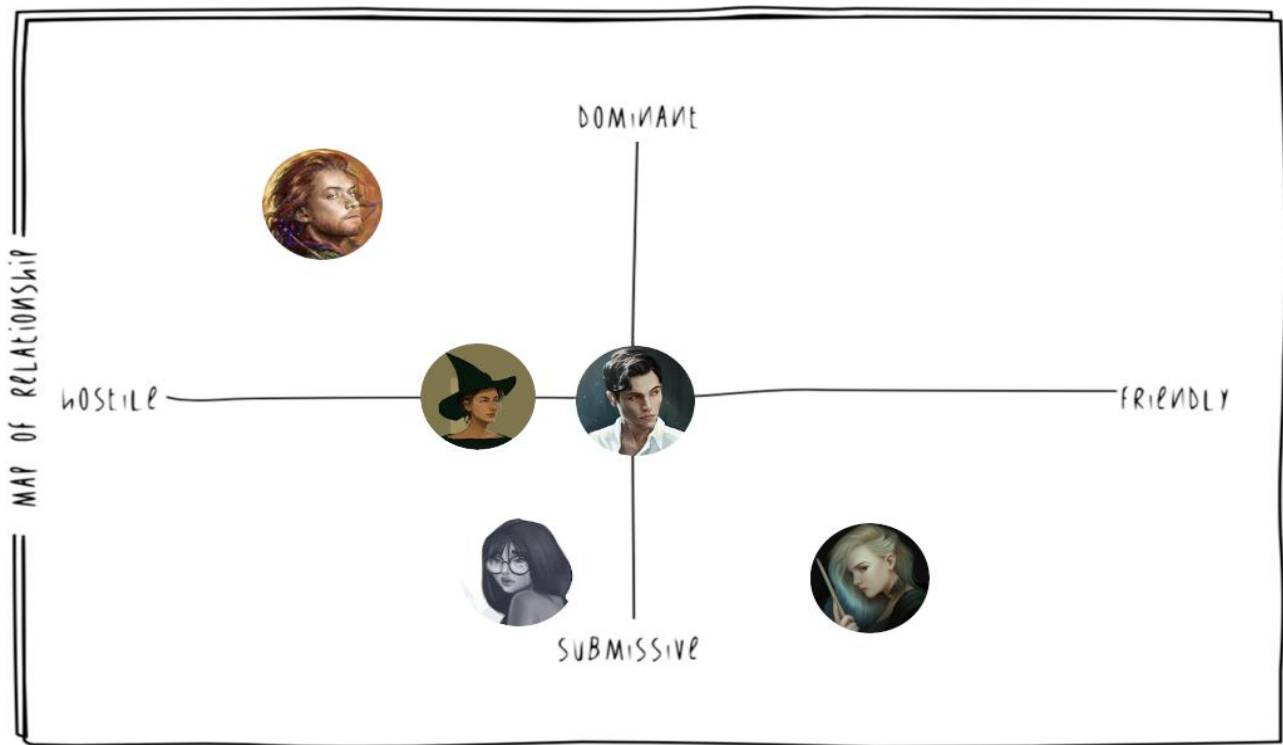
### Backstory

Tom Riddle was born in an orphanage in London, where his mother died shortly after giving birth to him. He grew up completely unaware of his wizarding heritage until he discovered that he could make things move without touching them, speak to snakes and... "make bad things happen to mean people". He finally understood the meaning of that after the meeting with Dumbledore, which convinced him to deepen his knowledge at Hogwarts, albeit feeling hindered by the rules.

Circumplex



## Map of relationships



## Myrtle Warren



### Description

Myrtle Elizabeth Warren is a brown-haired muggle-born witch. She is currently a student at Hogwarts and was sorted into the house of Ravenclaw because of her witty and individual personality. However, this also backfired, as she was constantly bullied and mistreated for her peculiar aspect and temperament, gaining her the name of Moaning Myrtle because of her endless laments.

Nonetheless, she managed to make some friends, including the young Minerva McGonagall and the newcomer Delphini Lestrangle.

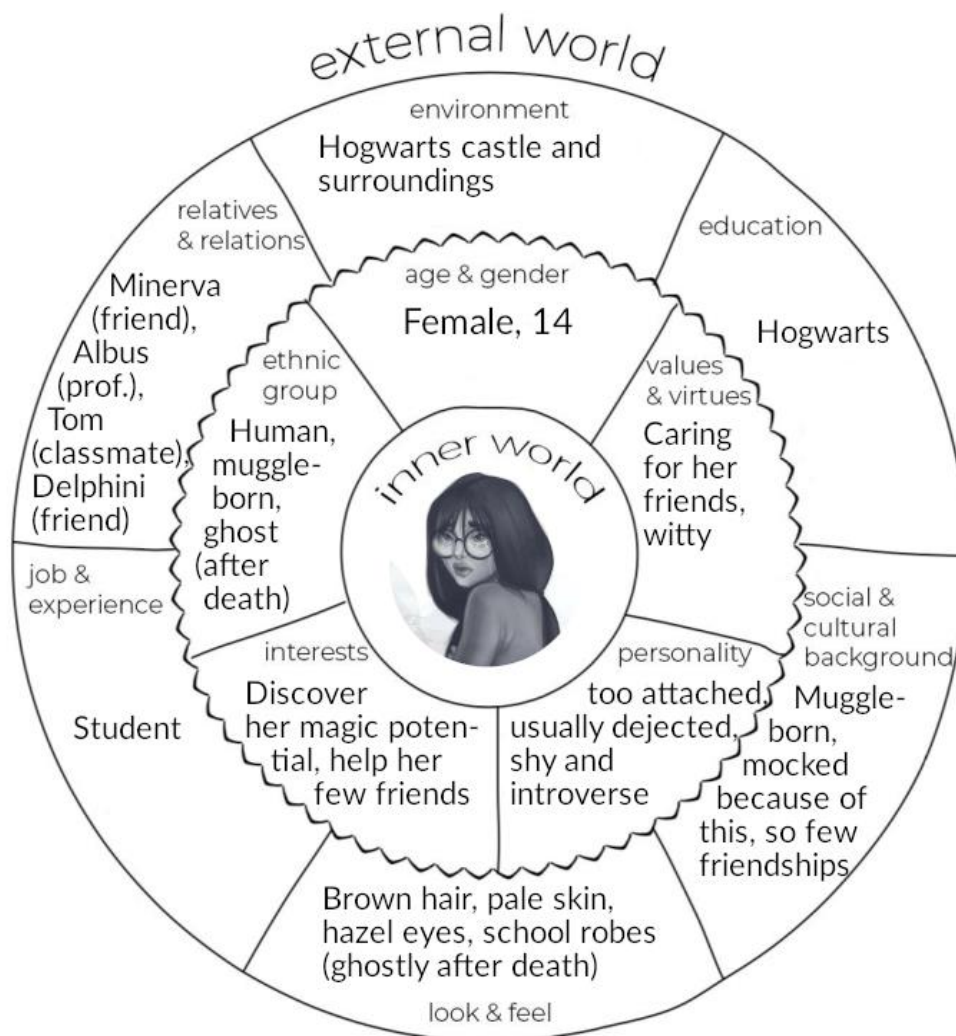
As the events develop, she will die from the Basilisk petrifying stare, right after the opening of the Chamber of Secrets by the hand of Tom Riddle. She will return in a ghostly form, presiding the bathroom where she passed away.

### Backstory

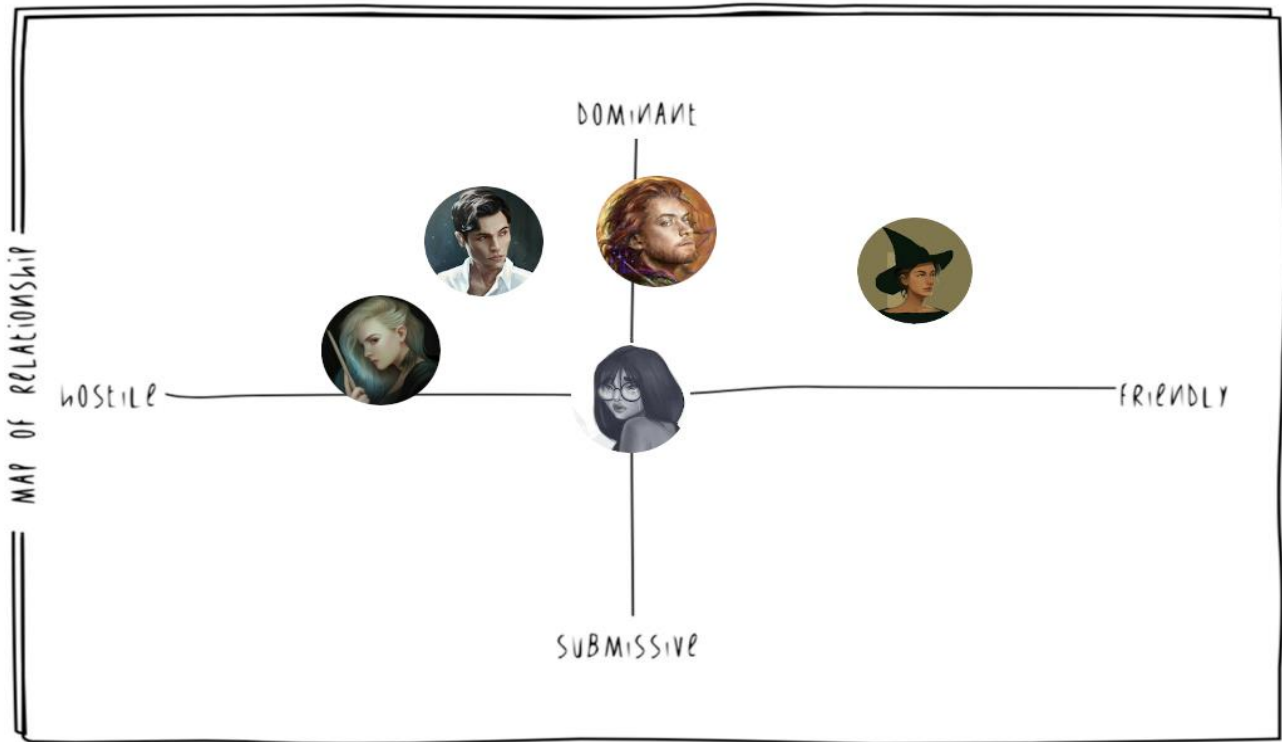
She was born in a rather normal muggle family, discovering in time about her magical capabilities and receiving the Hogwarts enrollment letter. Muggle-born people were always discriminated against because of their unusual heritage and Myrtle was no exception: adding this to her shyness and looks made her the laughingstock amongst her classmates.



## Circumplex



## Map of relationships



## Level Script

### Level 2: The kidnapping of Myrtle and first meeting between Delphini and Minerva

Minerva and Myrtle walk on the bridge that leads to the Black Lake; **they decide to go there** to relax after studying all day in the library.



When they arrive at shore, they hear someone crying for help and they quickly approach; they find a girl being attacked by a mermaid. Minerva points the wand at the mermaid and casts the Stunning spell.



*Dialogue 1.*

---

**Minerva:** It is a Selkie! *Stupefy*

Minerva hits the mermaid, but she only manages to get her angrier. The mermaid turns her attention to Myrtle and manages to kidnap her, while diving into the lake. The mysterious girl tries to cast a spell to hit the mermaid before she goes underwater, but a group of grindylows emerges from the lake; they hurl themselves on the girl, stealing her wand in the process, then proceed to run away.



*Dialogue 2.*

---

**Mysterious Girl:** My wand!

**Minerva:** Myrtle, no!

**Mysterious Girl:** Why my wand should be called Myrtle?

**Minerva:** Myrtle is my friend! We must save her!

**Mysterious Girl:** Good luck then.

**Minerva:** Can you help me?

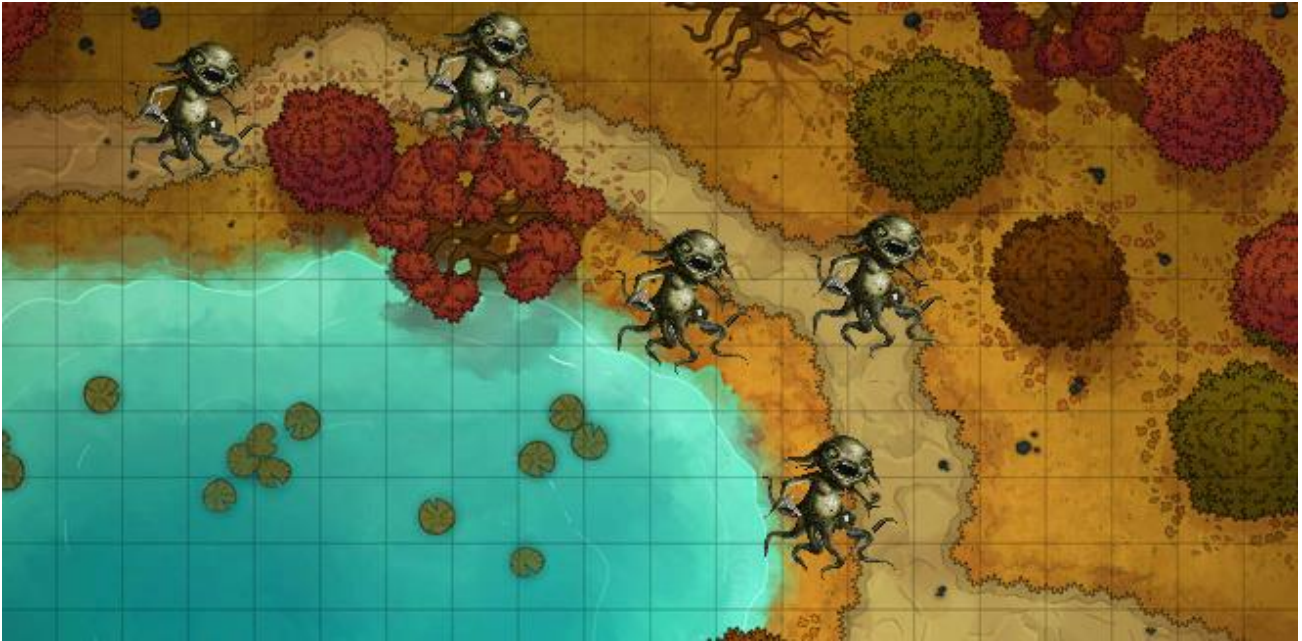
**Mysterious Girl:** If you will help me find my wand, I will help you.

**Minerva:** But... fine, let's get to work.

The two girls go in search of traces to find where the grindylows are hidden. Minerva can use spells to search for the grindylows. By following their traces, they understand that they must proceed to the left of the Black Lake.



While they search for the wand, the grindylows appears along the path and they must be defeated. Then they keep following the traces until they understand that the wands are nearby.



*Dialogue 3.*

---

**Mysterious Girl:** Where the hell is my wand?

**Minerva:** Language!

**Mysterious Girl:** May I ascertain the whereabouts of my hell-ish wand?

While they search the for wand, another group of grindylows attacks.

*Dialogue 4.*

---

**Mysterious Girl:** Here they are! They have my wand!





Minerva engages the pack and swiftly dispatches of all the lowly creatures. With an Accio, she finally retrieves the mysterious girl's wand and hands it to her. A grindyflow tries to run away but the girl casts a Levicorpus (a spell invented by Snape in the future) and the creature is lifted upside down in the air.



*Dialogue 5.*

**Mysterious Girl:** Tell me where the girl is!

**Grindyflow:** mrrrrglgrlgrl

The grindyflow obviously cannot answer in an intelligible way, however the girl keeps shaking her wand and so does the grindyflow



*Dialogue 6.*

---

**Mysterious Girl:** Do you want me to vaporize you?

A bright light comes from the girl's wand. The grindylo, visibly scared, points to the opposite shore of the lake. The girl then nonchalantly tosses him away.

*Dialogue 7.*

---

**Minerva:** Where did you learn that spell? I have never read about it in any book...

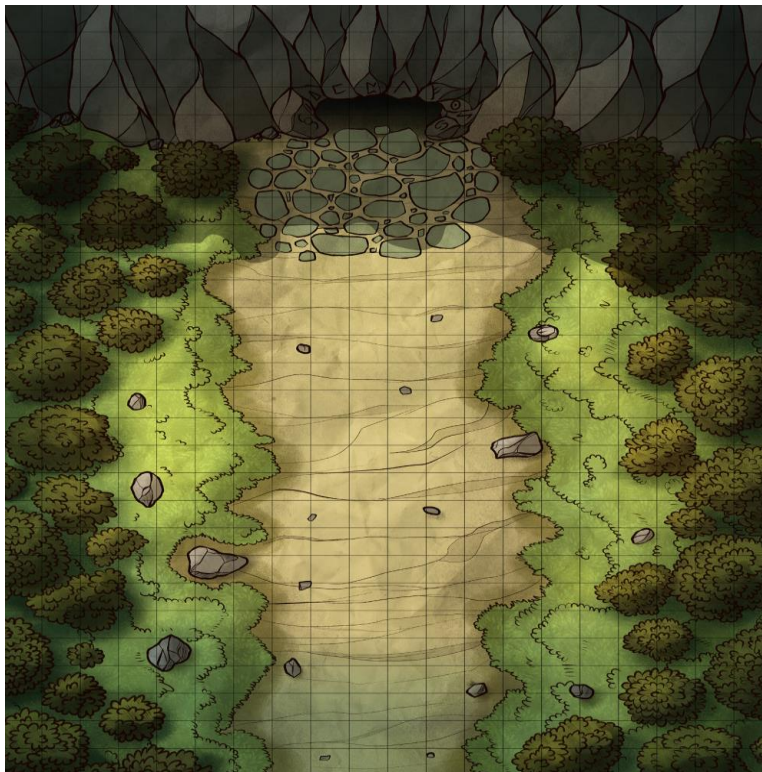
**Mysterious Girl:** Well... I mean, it's a popular spell in my country...

**Minerva:** Where are you from? And what's your name? I have never seen you before.

**Delphini:** My name is Delphini, and I'm from in... Ireland and I'm a new student.

**Minerva:** Oh, that is why you have a strange accent.

While talking they finally arrive to the opposite shore of the lake and come across a dark cave.



*Dialogue 8.*

---

**Minerva:** I guess we have no other choice but to try to enter the cave... shall we?

**Delphini:** Okay, I guess...

**Minerva:** Hold fast Myrtle... I'm coming!

Both girls spark a light from their wand with the Lumos spell and finally enter the cave. Inside they find a fetid pool: it looks quite deep to the eye, since the light can't find purchase in it. Suddenly the mermaid emerges from it, with Myrtle in her clutches.

*Dialogue 9.*

---

**Minerva:** There she is! Oh no Myrtle! *Relashio!*

The releasing spell hits the mermaid claws, forcing the creature to let Myrtle thud into the ground. The combat starts, Minerva and Delphini proceed to fight the Selkie, without fear of hurting Myrtle in the process.

At the end of the fight, Minerva proceeds to reanimate Myrtle with the Rennervate spell.

*Dialogue 10.*

---

**Minerva:** Thank goodness! Are you all right?

**Myrtle:** Ow.... My head hurts...

**Delphini:** I guess my new friend here Minerva isn't the most delicate person when saving people from monsters *giggling*

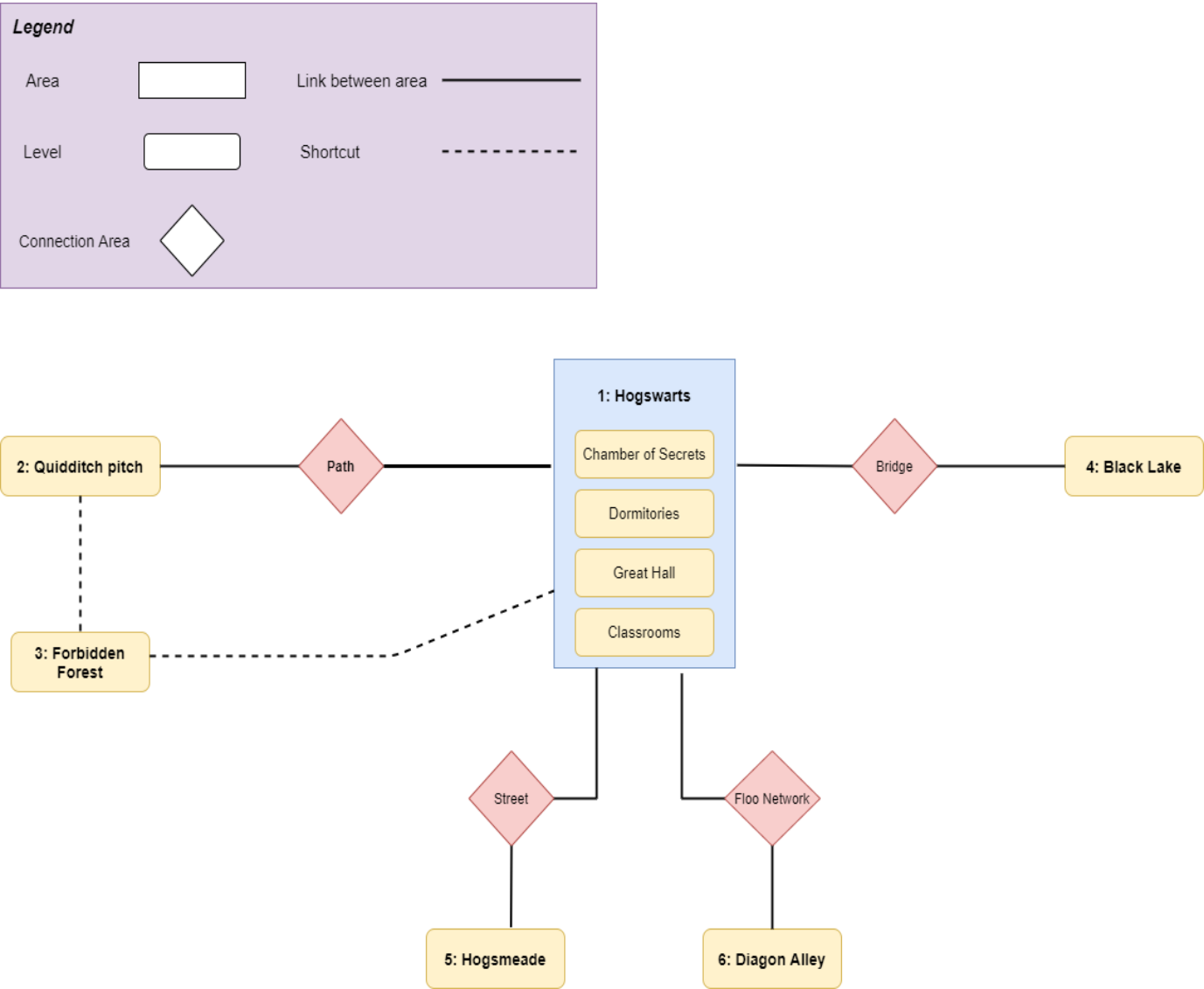
**Minerva:** It... was an emergency all right?!

**Myrtle:** Don't you worry, I'll be fine! I'll just head to the infirmary and... owwww.... thanks for saving me by the way

**Minerva:** Oh it was nothing, just a Selkie! If it was a Merrow instead... it would have been harder! Right Delphini? Ireland is crawling with those creatures!

**Delphini:** Uhhhh.... yeah, absolutely ehh... What about we hurry to the infirmary? No time for chit-chat!

# World Diagram

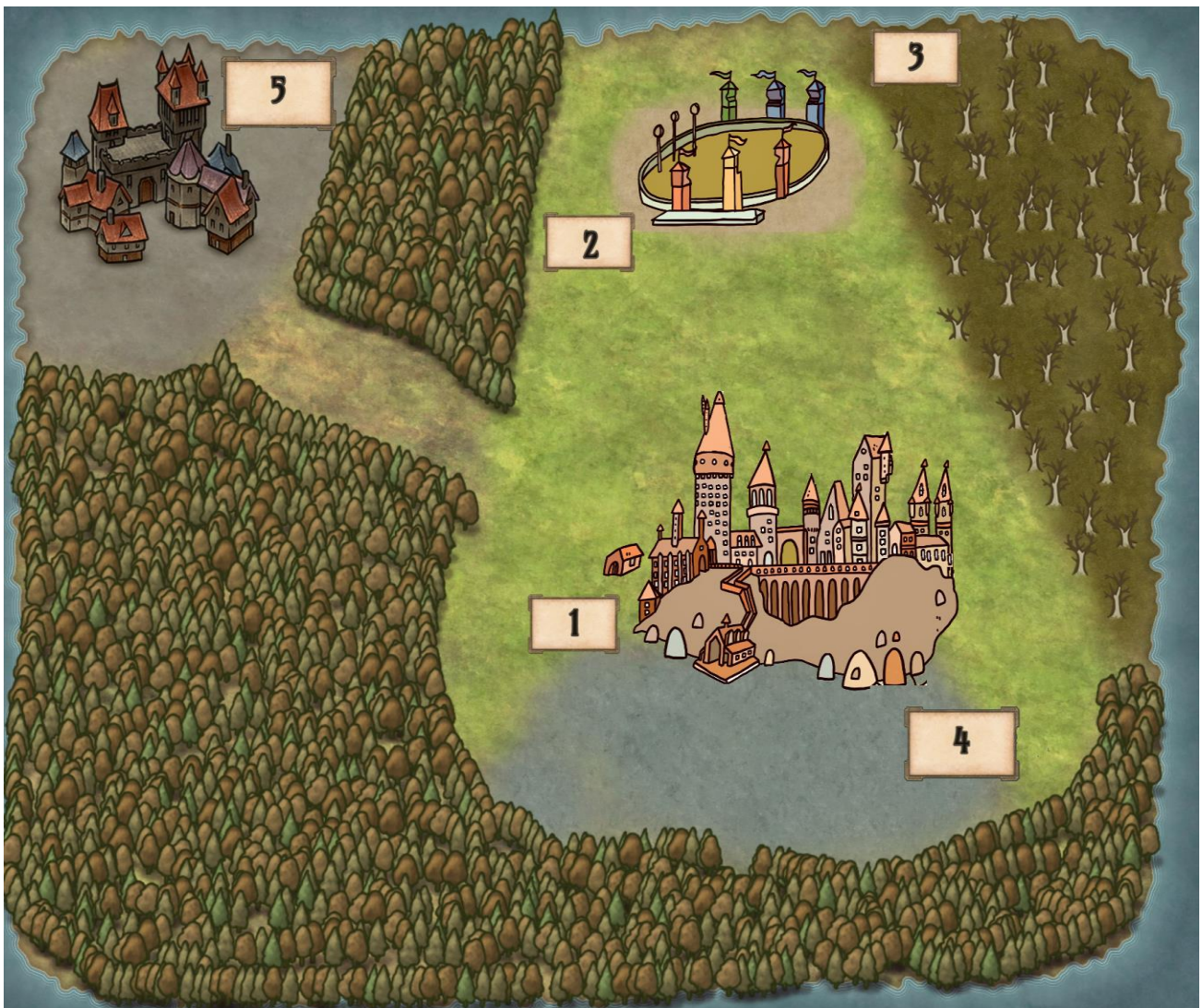


## World Maps



### *Legend*

1. Hogwarts
2. Quidditch Pitch
3. Forbidden Forest
4. Black Lake
5. Hogsmeade
6. Diagon Alley



## Goals outline

### 1. **A quick refresher (tutorial)** [Hogwarts]

1. Reach the common hall
2. Search for your friend Myrtle
3. Help her revise for her next exam
  1. Practice common spells
  2. Look up on the books for basic potions and its ingredients

### 2. ***A friend in need*** [Black Lake]

1. Reach the Black Lake shore to unwind a bit after all that study
2. Approach the screaming girl
3. Save Myrtle from the mermaid!
  1. Help the girl find her wand stolen by Grindylows
  2. Interrogate the Grindylows
  3. Reach the cave for clues
  4. Release Myrtle and fight the mermaid
4. Bring Myrtle back to the infirmary

### 3. ***Classes (minigames), exploration, shopping*** [Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley]

1. Follow mandatory Transfiguration and Quidditch classes

### 4. ***A night in the woods*** [Forbidden Forest]

1. Sneak past the professors and the prefects to get out the castle
2. Meet up with Delphini and reach the Forbidden Forest
3. Practice with her new spells
4. Fight the enraged centaurs on the way back

### 5. ***Preparing for greatness*** [Hogwarts]

1. Meet with Dumbledore in his office



2. Scout for ingredients
  1. Get a mandrake leaf from the Herbology Lab
  2. Get a teaspoon of "unscathed" dew
  3. Get a chrysalis of a Death's-head Hawk Moth
6. **Classes (minigames), exploration, shopping** [Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley]
7. **A beacon in the darkness** [Hogwarts]
  1. Complete the Animagus ritual
    1. Wait for the storm to begin
    2. Recite the incantation
  2. Look for Myrtle in the bathrooms in cat form to surprise her
    1. Escape and avoid the mysterious shadow
  3. Inform Dumbledore and Delphini of the incident
8. **Finding the light - classes (minigames), exploration, shopping** [Hogwarts, Quidditch Pitch, Hogsmeade, Diagon Alley]
  1. (Optional) Attend to the Quidditch tournament
  2. Investigate the bathrooms with Delphini for clues
  3. Report to Dumbledore
9. **Gnawing uncertainty** [Hogwarts]
  1. Confront Dumbledore on what happened to Hagrid
  2. Gather information on him with Delphini
  3. Discuss with Delphini
10. **The last stand** [Dumbledore's office, Hogwarts]
  1. Confront Dumbledore with the found clues
  2. Choose to believe Dumbledore or Delphini