**FPS Level Prototyping Workshop**

Theme: Late Medieval Times (1500s) Europe. After King Boabdil (Moors) surrendered to the Spanish.

Protagonist: A former Moorish slave who is only referred to as “Moor”. He is of medium build, and is stronger and more agile than most, but not to the extent of “superpower”. He prefers to use his weapons and skills before his physical strength.

Motivation: His owner was a fair man (for a slave owner) who was killed by an evil Duke. He seeks vengeance for his former owner and hunts down corrupted Nobles while freeing other Moorish slaves. He has a bounty on his head for his actions.

Level Ideas: TUTORIAL – We start with our protagonist in the back of a carriage. He was recently captured by a group who was sent out by an unknown Noble. All of his weapons and gear were taken when he was captured. As the carriage passes through a small nearly-abandoned town, he must escape the carriage and use his agility and stealth skills to avoid being taken back in. After cutting through the abandoned allies, he uses his parkour skills to go from rooftop to rooftop and then finds a place to hide and regroup. While hiding, he finds some basic weapons. He then decides to go out and take care of these bounty hunter thugs. \*\*\*SIDE QUEST\*\*\*

When he starts taking out the thugs, some will attempt to leave in the carriage. If he is able to, he can stop them from fleeing and regain some of his gear, which is better than the found gear, and also free the other(s) who are still being held in the back of the carriage.

MEDIUM-SIZED TOWN – Now that he has escaped the abandoned town, he has to figure out who sent the order for him to be captured. This leads him to a corrupt Baron. He then needs to find and kill the Baron and then escape to continue his main goal of fining and killing the evil Duke.

CAPITOL CITY – Once in the capitol, he will need to infiltrate the castle in order to find and kill the Duke. After killing the Duke, he must escape the castle and city while rescuing other slaves along the way.