

Carrot Quest: The Root of Evil
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CARROT QUEST

THE ROOT OF EVIL

Will you succumb

to the

Carrot Curse?

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Setting

Carrot Quest takes place in a land simply known as the Valley, which has many different biomes in it for the character to explore, such as forest, swamp, ice, etc. There are also many crumbling structures from the previous civilization that shed light on the events of the past.

The Valley is a land that at first resembles a typical fantasy realm, with magic and swords being the methods of combat. However, new technology has recently come into the hands of the Valley bunnies, who have wasted no time in incorporating it into their society. So, while the simple weapons and magic of the past age are still prevalent, some well-connected bunnies wield guns—such as the Player Character.

GEOGRAPHY

The game while taking place in Bunnyville, takes place all over the world of Carrot Quest, here will be a variety of biomes and areas separate from the main town of Bunnyville. Think of it as Bunnyville is the center piece of the world. Similarly, as Hyrule Castle is an important land marker in the land of Hyrule

~~The forest is where the player first starts out, as the player is a vagabond they are traveling through the forest. As the player navigates the forest, they meet a mysterious grey bunny named Hyacinth. They have a short conversation, but the blind bunny seems of a town called Bunnyville. Although, they mention a mysterious curse, the player decides to head there anyway. While the player is en route to Bunnyville, they have to take a path through farm fields, while traveling, they find some bunnies that do not seem quite right. Their teeth very large, their eyes bloodshot, and their nails almost seeming to be resembling claws. The player decides to steer clear of them while they make their way to Bunnyville.~~

Farm fields, forest, swamp, dragon paths, sulfur lakes/the brine, catacombs, the kiln, ancient kingdom ruins, etc.

Forest- a simple primary forest, full of greenery and insects. The forest is teeming with life and seems to have everything a humble bunny could want in a life.

Bunnyville- a cursed town that seems to be sinking further into madness day by day. The denizens seem to be aware of the curse's effect on the town, but prefer not to speak of the curse, the mayor especially. While the town is certainly empty, it is quite large sporting many kinds of bunny townspeople.

Pitchfork Farm fields – sporting a nice autumn harvest theme, while certainly not as plentiful in the variety, farm fields has an abundance of pumpkins, corn, and wheat. It's a fine piece of land for farming and the farmers have been growing their for generations. The bunnies there do seem to be lightly under the effects of the carrot quest. While certainly not as aggressive as the enemies you shall soon face, they certainly see you as no ally.

Ancient Kingdom Ruins-

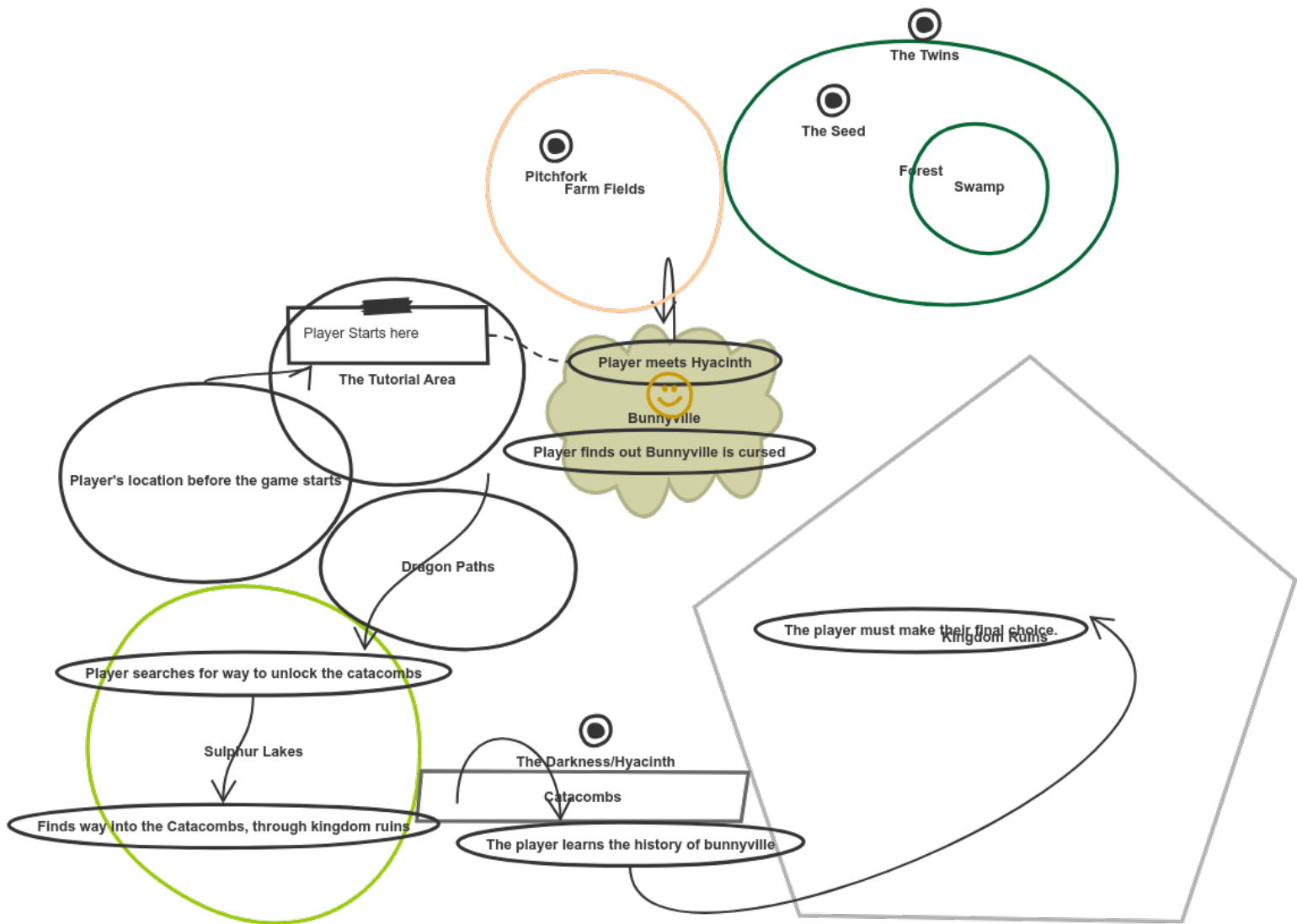
Catacombs-

Sulfur lakes/The Brine-

The Kiln-

The Sunken Place-

Swamp-



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HISTORY

In the old days, the Carrot Kingdom ruled over the land. They were powerful enough to combat cats and dragons, and they were very prosperous. The Great Cat Wars are the series of wars waged between the Carrot Kingdom and the cats. With the help of a great ancient warrior, Valor, who wielded the Ancient Sword, the Carrot Kingdom defeated all its would-be predators.

The Carrot Kingdom drew much of its power from the coveted carrots, the most desired food of all bunnies. They spent much of their time and energy seeking ways to increase their carrot

production and the magical power they could draw from carrots. A group known as the Researchers experimented with creating an immortal, everlasting carrot, in order to feed and power the Kingdom eternally. They turned to black magic, sacrificing much in their pursuits.

The Researchers eventually succeeded in creating the Ultimate Carrot, but the cost was great. The Ultimate Carrot drove all the bunnies in the Kingdom mad with hunger, which could never be sated, and mutated them slowly into strange beasts. The kingdom fell, and many years passed before bunnies settled in the valley again.

When bunnies moved into the area hundreds of years later, they built Bunnyville, a small village of bunnies living over the remains of the Carrot Kingdom. The game starts a few decades after the village is founded, as the Player's bunny vagabond arrives in the village, and begins to notice something is wrong. The Carrot Curse from the ancient days is slowly taking over.

FACTIONS

BUNNYVILLE:

A small village of bunnies that are just trying to live happy lives. Unfortunately for them, they settled in an area taken by the Carrot Curse, and they are all slowly going insane.

Bunnyville is a farming village, small enough that everyone knows each other. Their interests mostly lie in protecting the village and helping each other.

CARROT KINGDOM:

The fallen previous civilization, an ancient and powerful kingdom of bunnies. Their hubris brought about the Carrot Curse. The Carrot Kingdom was large and prosperous, and their warriors were powerful enough to challenge and defeat many predators, such as the cats.

CATS:

There aren't many cats compared to bunnies, but they are powerful predators. The bunnies fear them and try to avoid them whenever possible, except for the Carrot Kingdom, which fought back against them. The cats are self-serving and rarely work together, and enjoy manipulating bunnies from afar.

DRAGONS:

The dragons are a species of giant worm that used to dominate an area known as the Dragon Paths. The bunnies mostly regarded them as a powerful force of nature, beyond understanding and extremely deadly. The dragons never responded to any form of communication, and burrowed furrows in the earth and stone wherever they went. The Carrot Kingdom often sent bunny knights to slay dragons, in order to claim more territory or prevent them from destroying bunny structures.

CURSED:

The Cursed are those bunnies who have been overcome with the Carrot Curse. They can't think of anything other than how hungry they are. Their greatest desire is to eat carrots, but they will eat anything to reduce their hunger. The longer a bunny spends overtaken by the curse, the more their body mutates based on their environment and what they eat, until they are hardly recognizable. The curse can sustain their bodies far past the point of death.

BUNDLERS:

The Bundlers are a group of hostile bunnies with a very hierarchical social structure. They are led by a massive bunny/bunnies known as the Twins (conjoined twins). They carry bundles of strange objects on their back depending on their role in the Bundler society, which is how they got their name (it could be sticks, bones, etc). Whether or not the Bundlers are a unique adaptation caused by the Carrot Curse is left a mystery, but it is implied by the way they behave that they are not quite natural bunnies. They mostly keep to themselves except for their Scouts, whose task it is to capture other bunnies they find.

The source of their immortality and adaptation to the curse is a cursed spring created by the Researchers before the Kingdom perished. The spring provides "the waters" that change them and keep them from becoming full beasts. They force bunnies to imbibe the water and become one of them.

CONFLICTS

Carrot Kingdom vs Cats:

The Carrot Kingdom waged war on the cats to protect the bunnies from their predation. Bunnies and cats have been enemies since the dawn of time, and that conflict continues in the present day. The rare encounter the Player can have with a cat will be influenced by this conflict.

Bunnies vs Carrot Curse:

The bunnies in the game have to contend with the inevitable takeover of the Carrot Curse. It slowly drives them mad throughout the game, and influences their actions. Some try to avoid it in various ways, but it is very hard to resist.

Bunnies vs Bundlers:

The Bundlers seek to kidnap other bunnies and induct them into the Bundler society. Bundler society is very hierarchical and caste based, and very brutal. The Bundlers do not ever talk to the bunnies, they only attack them. Bunnies are scared of the Bundlers, which causes some to be afraid to leave Bunnyville despite the Curse.

Player vs Carrot Curse:

The Player must also deal with the Carrot Curse. If the Player consumes carrots, they can gain power boosts depending on the type of carrot, but if they eat too many in a day they will black out and wake up somewhere else. The game will keep track of how many carrots the Player eats, and the Player's appearance, as well as some game events, will change based on it.

Player & Hyacinth:

Hyacinth lives to be mysterious and make trouble. While he holds no special resentment for Bunnyville or the Player, he has strange ideas about life and society that he gained from speaking with a cat. He frequently manipulates the Player, and eventually his meddling can lead to the Player fighting him.

Save or Leave Bunnyville:

The Player must decide whether Bunnyville is worth risking their life to save. The Player character fled from one life, why not flee from this one? While there is no distinct option to abandon Bunnyville (that would just be quitting the game), the Player must frequently confront the idea of why the Player character is fighting for Bunnyville.

Characters

All characters in Carrot Quest are either realistic or slightly anthropomorphized animals, with the ability to use tools. The Bunnyville bunnies are anthropomorphized, and though they look mostly like normal bunnies, they behave in a humanlike manner. Their ages are never mentioned in the game, but an approximation is given here in order to better understand the characters.

The characters in Carrot Quest spend the game struggling with an ancient magical curse that causes uncontrollable hunger and madness — the Carrot Curse. There is no known way to stop it, and it eventually claims all bunnies who live in Bunnyville.

PLAYER (Vagabond)

Age and gender: unknown

Appearance: A bunny with a stern expression.

Personality: Quiet.



Hyacinth

ROMANCEABLE

Age and gender: Male, 3 rabbit years (equivalent of 30yrs)

Appearance: A gray bunny who wears sunglasses, and carries a sharp bone for a cane. Always smirking.

Personality: Mentor figure of the game. He is cryptic and sarcastic, but not in a particularly mean way. He offers the player vague advice and always seems to know more than he lets on. Is polite enough to other bunnies, but does not care enough about them to make their happiness a priority. A bit of a loner, always hanging around the edges of Bunnyville and not really joining the villagers in their activities.

History: Hyacinth is a bunny who was born blind, and who learned early on not to rely on other bunnies for help. When he was young, he snuck out of Bunnyville and encountered a cat. Rather than kill Hyacinth, the cat spoke with him and planted the seeds of doubt in his mind about the other bunnies in the village. As his paranoia increased, Hyacinth pulled away from other bunnies and began investigating the forgotten magic of the realm.



Dewdrop

QPP AVAILABLE



Age and gender: Male, 2½ rabbit years (25 yrs)

Appearance: Dewdrop is a gray and white muscular bunny who always hides his face behind a welding mask. He often has sooty smudges on his fur. Sometimes seen holding a blowtorch.

Personality: Dewdrop is a quiet bunny, preferring to spend his time working on his projects rather than put himself through the ordeal of social interaction. He is a bit shy, but happy to provide the player with updated equipment in his store. He is very protective of the other bunnies in the village, especially his sister Clover, but he doesn't really have any great fighting skill.

History: Dewdrop is the older brother of Clover, and they both grew up as children to a traveling bunny pair. Unfortunately, their parents recently succumbed to the Carrot Curse, leaving Dewdrop and Clover all alone. Dewdrop feels responsible for Clover as the older brother, and he has some lasting trauma from the events surrounding his parents' demise.

Clover

ROMANCEABLE

Age and gender: Female, 2 rabbit years (20 yrs)

Appearance: A brown and white patterned bunny with floppy ears and a smile. She always carries a bow and a quiver of arrows wherever she goes.

Personality: She is kind, hopeful, straightforward, and determined to defend Bunnyville from outside threats. The Carrot Curse unnerves her because of how it is out of her power to do anything about it, so she often avoids the village in order to not witness its progress. She can often be found roaming the forests and plains nearest to the village.

History: As the sister of Dewdrop, she experienced the same recent parental loss. While she saw how Dewdrop felt responsible for her, she felt like he was the one who needed more support after the traumatic events they went through. She did not resist his taking care of her, however, recognizing how it helped him feel better. After some time she began patrolling the outskirts of the village, hoping to keep the bunnies safe from the hostile Bundlers and other threats.

Oakly

ROMANCEABLE

Age and gender:

Appearance:

Personality:

History:

Dancer

Age and gender:

Appearance:

Personality:

History:

Valor

Age and gender:

Appearance:

Personality:

History:

~~Reflects Sun (Sunny)~~

~~**Age and gender:**~~

~~**Appearance:**~~

~~**Personality:**~~

~~**History:**~~

~~Moonsplash~~

~~**Age and gender:**~~

~~**Appearance:**~~

~~**Personality:**~~

~~**History:**~~

Clementine

~~**Age and gender:**~~

~~**Appearance:**~~

~~**Personality:**~~

~~**History:**~~

[~~Veteran Bunny~~]

~~**Age and gender:**~~

~~**Appearance:**~~

~~**Personality:**~~

~~**History:**~~

[~~Cowboy Bunny~~]

~~**Age and gender:**~~

~~**Appearance:**~~

~~**Personality:**~~

~~**History:**~~

[Explorer Bunny]

Age and gender:

Appearance:

Personality:

History:

[Merchant Bunny]

Age and gender:

Appearance:

Personality:

History:

[Mayor Bunny]

Age and gender:

Appearance:

Personality:

History:

[Piano Bunny]

Age and gender:

Appearance:

Personality:

History:

USPs

Burrow

The player has a unique ability thanks to their bunny “hare”-itage. The player can dig burrows that allow the player to traverse the cursed badlands easier. While burrowing can be used to avoid the monstrosities of Bunnyville, it can also be used to traverse the warped wasteland. Be sure to use it to explore every cursed nook and cranny.

How do I use burrow?

- By holding “shift” or another button mapped to the ability, the player will burrow underground until their burrow meter runs out.

What effects does burrowing have?

- Burrow makes you invincible while underground.
- Burrow increases your movement speed by 50%
- You cannot attack while burrowing.
- You can travel to and from each burrow.
- Only one set of burrows can be active(initially)
- You can shoot at a burrow and the bullet will come out the other.

How does Burrow Meter replenish/Can it replenish?

- The player’s burrow meter replenishes over time while the player is above ground.
- The player’s burrow meter will also grow over time when the player defeats bosses or unlocks certain upgrades.

Are there any special rules to burrowing?

- While the player will be invincible to enemies that are above ground, there are enemies that can dig underground themselves and reach the player.
- Certain terrain cannot be burrowed under, such as quick sand and water.

World Of Bunnyville

Meet a colorful cast of Bunnyville! While the world is being ripped apart, meet the rag tag crew of people that are trying to hold it all together. Whether it be the mysterious Hyacinth or the cheerful Clover, there are a variety of personalities you'll come across while solving the mystery of the Carrot Curse. These newfound friends or even enemies will be hiding the secrets of how to save all of the Valley.

Weapons and Abilities

The world of Bunnyville has a host of weapons to slaughter the cursed undead with. The player will come across quite the range of weapons as they explore, whether it be through shops or from finding them across the cursed wastelands, there will surely be a gun that fits every player's playstyle. If that's not enough for you, players will be able to combo their long ranged weapons and their melee weapons for devastating combos. Set an enemy on fire? Use the stick melee weapon to get a make shift torch! Experimenting with different weapon combos is key to getting out of Bunnyville alive and in one piece.

Gameplay

Carrot Quest is a top-down shooter with a focus on innovative combat using many different combinations of unique weapons and skills. The game's target platform is PC, and the genre is Action Adventure RPG. It is a game where exploration and story go hand in hand, with interesting combat scenarios and boss fights.

- Top down shooter with an emphasis on smooth movement and intuitive gameplay
- Explore beautiful scenery corrupted by the Carrot Curse.
- Make friends and even lovers in Bunny Town. Romanceable NPC's not only affect story events but also can net you awesome items and abilities.

Controls:

SHOOTING:

- Left Mouse Button (Click) to fire a bullet from an equipped ranged weapon.

MELEE:

- Right Mouse Button (Right Click) to swing an equipped melee weapon.

DODGING:

- Space to dodge a certain distance in the direction the player is moving. While dodging, the player is invulnerable to attacks.

BURROWING:

- Hold Shift to burrow underground. Release Shift to surface.
- Tunnels will be left where you enter and exit your burrow.
- Press E on them to quickly travel to the other end of your burrow.
- Creating a new burrow removes the old tunnels.

INTERACT:

- 'E' button to interact with an object or NPC.

Super Stretch Goals:

- Second wind, if you kill a boss within a small time frame you get a full recovery
 - Ability/sword to slice own bullets in half.
 - Certain powerful weapons disable melee/ranged depending on their abilities.
 - Sniper ability that lets you increase field of vision briefly?
 - Visual changes to the player character based on carrot curse level
 - Piano bunny in the tavern who you can bring discs you find with area music and such?
-

Items / Equipment

Consumables:

- **APPLE:** Apples can be obtained from shooting trees or from killing certain enemies. They can be eaten in the inventory or hotbar for a small health increase or sold to (merchant bunny?)
- **CARROT POTION:** Can temporarily boost strength. May have adverse side effects.
- **CARROT:** Can be eaten for health. May have adverse side effects.
- **PIZZA:**

Weapons:

+ level indicates general strength, the more +'s the better.

Ranged:

- **SLINGSHOT:** Beginner weapon. Has a long reload time and a limited range. Can hold down mouse button to shoot further.
- ++ **BUN GUN:** Classic Bun Gun for shooting enemies.
- +++++ **CARROT CANNON:** Final weapon. Amazing damage and power.

Melee:

- **STICK:** Beginner weapon. A simple melee weapon.

- **WOODEN SWORD:** A simple melee weapon. Better than a stick.
- +++++ **ESSENCE OF AN ANCIENT SWORD:** a ghostly outline of an ancient sword found in the old underground ruins of the Carrot Kingdom. The sword is unable to be obtained until its potential is realized -- through combination with another sword from the Player's inventory. Final sword of the game.
- +++++ **ANCIENT SWORD:** Final weapon. a superpowered version of the sacrifice sword, in the body of an ancient sword.
-

Armor:

- **PADDED JERKIN:** Simple cheap armor.
- + **LEATHER ARMOR:**
- ++ **REINFORCED LEATHER:** Enforced with metal.
- +++ **CHAIN MAIL:** Delicately crafted.
- +++++ **ANCIENT ARMOR:** Best armor in the game.

Clothing:

- Cape
- Backpack
- Glasses
- Sunglasses
- Tophat
- Sunhat
- Bowler hat
- Bowtie
- Scarf

Collectibles/Valuables:

-

Narrative Design

In Carrot Quest: the Root of Evil, the story is told using branching path storytelling. Carrot Quest is a top-down shooter with a focus on innovative combat using many different combinations of unique weapons and skills. The game's target platform is PC, and the genre is Action Adventure

RPG. It is a game where exploration and story go hand in hand, with interesting combat scenarios and boss fights.

Using cutscenes, dialogue, lore tablets, and changes to the environment, the player will learn about the story and choose how to change it. The player will be given several choices throughout the game that change the outcome of both the main storyline and the minor quests. Choices include branching dialogue, romances, choosing to complete or not complete quests, and making major decisions during the main quest. These choices are often in the form of deciding between text options, with what the player does in the world being a more subtle way of choosing.

Depending on the player's actions, the Carrot Curse level in Bunnyville will rise or fall. Throughout the game, events, quests, and choices will be triggered by the current curse level. Certain dialogue options and quests will only be available with the corresponding curse level. The curse level changes the path the main story takes as well, sending the player down the High, Mid, or Low Curse route.

In the main story, the player can make some choices through dialogue options that put them on a different story path. These choices, along with their actions throughout the game and the curse level, determine the ending of the game.

This storytelling method works best for Carrot Quest, because it emphasizes the changes the environment and the characters are going through due to the curse. The player can have a role in the fate of Bunnyville, and see the consequences of their smaller decisions play out in the story. The friendships they choose to develop and who they choose to romance all plays a role in what happens to the various villagers. Having consequences for what the player does is good for making them care more about their decisions, and become more immersed in the bunnytastic world of Carrot Quest.

Enemies

Carrot Quest will have a variety of enemies with different behaviors, influenced by their in-game location and the time of day that they show up. There will also be several bosses to challenge the player. Enemies will be spawned at specified points in the overworld, as soon as they see the player they will actively engage and try to defeat the player. If a player is not in sight's view, the enemy will just be doing it's idle behavior. Enemies, individually are not hard to handle, but the cursed wildlife doesn't play fair. You will need to be careful to fight against overwhelming numbers while searching for the cure for the Carrot Curse.

Bullet Bunnies: Ranged pursuit

Bear Bunny: Massive Melee

Slime: simple contact melee

Burrow Bunny: pursues player underground, melee

Bosses:

Pitchfork: Massive melee, roar to summon 2 bullet bunnies

Enemies and Enemy Ideas



Story Outline

EVENT 1:

The nameless bunny vagabond warrior that is the Player has a cutscene showing them arriving at Bunnyville outskirts, and seeing the village in the distance. In the starting area, a grassy clearing, the Player can go through the tutorial by optionally walking near inscribed runestones in the ground. There is a slingshot on the ground to pick up, and an apple tree to practice with. The Player continues through the starting area, following the dirt trail toward the village.

On the edge of Bunnyville, the Player will encounter the mysterious Hyacinth lurking near a tree. If the Player talks to him, he will hint that Bunnyville is not as idyllic as it seems. This is the start of the Player learning about the central conflict of the game, the Carrot Curse, which has been plaguing bunnies in the area for some time. The Curse drives bunnies slowly mad with hunger, and they desire to eat only carrots, but will eat anything to fill the gnawing ache of hunger. They become sort of like sentient zombies.

EVENT 2:

The Player enters the village of Bunnyville. They are soon approached by the Mayor, who asks the Player who they are. At this point the Player can name their character, instead of before beginning the game, to show how the bunny vagabond starts anew upon arrival to Bunnyville.

The mayor explains how Bunnyville is a great place to live, filled with many kind bunnies. He tries to avoid mentioning the curse or any problems with Bunnyville, but it is apparent by his dialogue that he is aware. He asks the Player for help finding Clover, who has not returned to the village for some time. He mentions she was last seen in the fields.

The Player can meet the various bunnies in the village and start some side quests.

EVENT 3:

Upon entering the Farm Fields, the Player finds a couple clues that lead them to Clover. She is spying on a group of Bundlers, a hostile group of bunnies. The point of introducing the Bundlers at this time is to distract the Player from the larger conflict, the Carrot Curse. This is so that the Curse becomes a background uneasiness that grows as the game progresses, with bunnies actively trying to pretend it doesn't exist until it's too obvious to deny.

The Player helps Clover deal with some hostiles in the area, learning more about how combat works. Clover thanks the Player for the help.

At this point the main plot takes a brief break as the Player explores, gets to know the villagers, and is exposed to various subtle effects of the Curse.

EVENT 4:

After the Player defeats a certain area boss while exploring, the Seed, they gain access to both the Bundlers base (entrance secret) and a key to the gate blocking the Dragon Paths. When the Player returns to Bunnyville, the mayor will comment on the key and how he's seen a similar design on the gate to the Dragon Paths, at which point the player will gain a quest to open the gate and explore there. Upon entering the Dragon Paths, the Player will see a short cutscene depicting the environment, with its massive furrows in the stone and skeletons. In the Dragon Paths, more lost tablets and structures from the fallen Carrot Kingdom can be found, to help the Player learn the history. Upon exploring them, the Player learns of the hidden Sulphur Lakes, an underground area that is said to have been "the source of the Carrot Kingdom's power". The quest log will update to indicate the Player should investigate this further.

After defeating the area boss, the Player can now access the entrance to the underground Sulphur Lakes area. Before they do, there is a short forced dialogue with Hyacinth, who says more cryptic things and pushes the Player toward abandoning Bunnyville.

EVENT 5:

The Player enters the Sulphur Lakes. There is more evidence of the extinct dragons, and the fallen Carrot Kingdom. The Kingdom destroyed the home of the Dragons here during the war, annihilating one of their most deadly predators, and ancient carvings hint of some kind of dark power being harnessed in the Kingdom's favor that is now locked away. Reaching this point of the game unlocks some new dialogue with various bunnies in Bunnyville, as the Curse progresses in driving them mad.

The Sulphur Lakes is a challenging area with lots of environmental hazards to navigate. Once the Player defeats the area boss, they will see the large locked door to the Catacombs, with a riddle carved into it on where to find the key.

EVENT 6:

The Player returns to Bunnyville, only to find it on fire and chaotic. The Carrot Curse has driven the bunnies mad. The Player can decide to risk entering the village with Hyacinth, or flee with Clover. If the Player flees with Clover, she will help to solve the key riddle and enter the Catacombs with you, hoping to stop the Carrot Curse at its source.

If the Player enters Bunnyville with Hyacinth, he will guide them to the secret entrance to the catacombs/buried Carrot Kingdom, located within the village well. Clover will leave Bunnyville and hope to escape into another Valley settlement.

EVENT 7:

The Player and Hyacinth enter the Kingdom Ruins. The Player must escort and protect Hyacinth as he carries a lantern, the only light source in the Ruins. They must stay within the light's radius, or be devoured. As they defend Hyacinth, he continues to say cryptic and ominous things.

After reaching a certain point, Hyacinth regretfully informs the Player that he must continue alone, and expresses regret that the Player must die here. He then puts out the light of the lantern, plunging the screen into darkness. He has a couple more dialogue lines in the dark as he leaves.

The Player does not know at this point why Hyacinth betrayed them, but through exploring the Ruins, they can find clues. Hyacinth wants to wield the Ancient Sword, which can only be claimed by one bunny, because he believes that its magic will save his soul from the darkness.

The Player can find a new light source by which to navigate through the Ruins.

EVENT 8:

The Player fights two bosses while exploring the Ruins, the Swarm and the Researchers. These bosses are leading up to the final boss fight. Surrounding these battles are lots of lore revealing items and tablets that help the Player realize the source of the Carrot Curse, the hubris of the Carrot Kingdom in trying to create an endless carrot.

Hyacinth intercepts the Player, and depending on the Player's relationship stats with him, he will either fight the Player as a boss, or give the Player the key to the Sword Chamber. If killed, he will drop it.

The Player can then proceed to the Final Chamber, with the Sword Chamber door very obvious in the hallway leading to it. The Player may enter the Sword Chamber to obtain the Ancient Sword.

EVENT 9:

The Player advances to the Final Chamber. In this room, the Carrot Beast boss resides, guarding the immortal carrot that is the source of the Carrot Curse. The Player must defeat the Carrot Beast, a task that is easier with the Ancient Sword.

Upon defeating the Carrot Beast, the Player can destroy the source of the Carrot Curse.

EVENT 10:

The Player returns to Bunnyville after destroying the Curse. In Bunnyville, the villagers must repair the village and mourn what was lost. Different scenes might happen based on the Player's relationships with the villagers, showing what they do with their lives.

The End

Dialogue

The dialogue in CQ will be conducted in a visual novel-esque style, inspired by Stardew Valley. It will have branching path options, and will change based on the player's decisions throughout the game. The dialogue will also be influenced by the player's relationship level with the npc, which can be tracked and changed during conversation.

Sample Dialogue

Characters: Player, Clover, and Hyacinth

{PLAYER approaches CLOVER where she is lingering outside of Bunnyville. The village has fallen into mayhem as the Carrot Curse takes over, driving the bunnies mad. HYACINTH is lingering nearby, listening to their conversation.}

CLOVER: Oh, please. Oh please oh please oh please...

PLAYER: What's wrong?

CLOVER: [player name]! Oh, I'm so glad you're here. Where have you been? Everyone's gone crazy!

PLAYER: What do you mean?

PLAYER: Are you okay?

CLOVER: No! Nothing is okay! [player name], please, just—it's awful. The Curse, the Carrot Curse, it's taken all of Bunnyville.

PLAYER: How did this happen?

CLOVER: I don't know, I was out patrolling and I came back to mayhem. They've all lost their minds, and—oh, my brother! He's still in there!

CLOVER: It's the Carrot Curse! Everyone's started eating everything, and fighting, and just—going crazy! The whole village is trashed, and—oh, my brother! He's still in there!

PLAYER: Where is he?

CLOVER: Probably still in his shop... oh, please be okay...

PLAYER: Let's go after him.

CLOVER: But, we can't! It's the Curse—we can't go in or it'll take us too. As much as I want to, I just—we just can't. We can't risk it.

HYACINTH: Will you spend your whole life running, then?

CLOVER: Hyacinth, you made it out! At least one bunny managed to not get caught up in this.

HYACINTH: ... Perhaps. The Curse is inescapable, but I don't plan on letting it catch me from behind. Fear makes us prey, you know.

CLOVER: Hyacinth, what...

HYACINTH: I'll be heading in now. If you still plan on running, I'd start soon. It's only going to get worse from here.

PLAYER: I'll go with you.

PLAYER: You're crazy, Hyacinth.

HYACINTH: Perhaps.

CLOVER: Hyacinth, you can't go in, you'll die! Or something near to it, at least. Come with us, don't throw your life away!

HYACINTH: Does my life lose meaning if I chose to leave it behind? Don't worry about me, dear Clover. I'd rather face death head on than wait for it to catch me.

{HYACINTH walks into the village.}

CLOVER: Wait! Hyacinth! Fuck!

PLAYER: We should go.

CLOVER: I just... you're right. I just can't believe he would throw his life away.

PLAYER: He's a fool.

PLAYER: He wants to. He doesn't see it as a waste.

CLOVER: It is, though. It is.

{PLAYER and CLOVER sadly leave Bunnyville behind.}

CLOVER: Yeah... I wish this curse would stop taking everything.

{PLAYER and CLOVER sadly leave Bunnyville behind.}

CLOVER: What? [player name], that's insane. You're both insane. Hyacinth, what are you thinking? You can't just go into a place taken by the Carrot Curse. I've seen what it does, you don't...you don't want that.

HYACINTH: Interesting. I'd be happy to have you. Don't worry about us, Clover. Just keep yourself safe.

CLOVER: You can't—I won't just let you throw your life away!

HYACINTH: Will you stop us?

CLOVER: I...

HYACINTH: Take care, Clover.

{HYACINTH and PLAYER enter the village, as CLOVER stares on forlornly. Eventually, she turns and hops away.}



Quests

QUEST 1:

Dewdrop the engineering bunny and Oakly the builder bunny are good friends. Lately, they've come up with an idea to build a clocktower in Bunnyville. Dewdrop has already drawn up the schematics, and the two bunnies have already started building the tower, but when the Player defeats the first boss, Pitchfork, the resulting destruction destroys their hard work. The bunnies guilt the player character into helping them rebuild and finish the tower. They need to rebuild the foundation, as well as obtain some very specific materials. Luckily, a bunny vagabond who recently came to town has (been) volunteered for the job!

To begin this quest, the player must talk to Oakly after defeating the first boss of the game, Pitchfork. (During the fight the clocktower is destroyed and the bunnies blame the player) Oakly will mention his and Dewdrop's plans for the clocktower and ask for the player's help retrieving materials. He will give the player a list of things to gather: 50 wood, 30 iron, 10 gears, 1 pizza, and 1 power source.

The player can find wood in the Farm Fields and the Forest - the two lowest level areas. Iron can be found scattered throughout various areas, but is most plentiful in the Dragon Paths and the underground areas found later in the game. Gears can be found in any Carrot Kingdom ruin, which are rare in the beginning areas of the game. The pizza can be bought from the merchant bunny for a high price, as it is a delicacy (Oakly only needs the pizza to snack on while he works). Three different power sources can be found and used to make the clock tower; in order of easiest to hardest to find: a Carrot Crystal, an Ancient Gem, and a battery. Depending on which power source the player picks, villagers in Bunnyville might have different dialogue.

The player can bring back the gathered materials to Oakly at any point, freeing up inventory space as they continue the game. He will inform the player of how much more of each material he needs whenever the player asks him about the clocktower. The clocktower construction site will also visually change as more materials are brought, showing stacks of wood, metal, etc.

When the player completes the quest, Oakley will thank them, and then a brief cutscene will play showing the construction of the clocktower. After it finishes, the player will enter a dialogue with Oakly and Dewdrop as they thank him and discuss the clock tower. They will have different dialogue based on which power source the player brought them (for example, if the power source is the Carrot Crystal, they will comment on how hungry they suddenly are).

The Curse meter in Bunnyville will go up if the Carrot Crystal is used, causing villagers to behave more irrationally. If the Ancient Gem is used, the villagers will comment on how they sometimes hear voices or see ghosts. If the battery is used, all of the villagers will convert all of

their light sources to electricity and begin to use more modern slang.

Completing the clock tower quest will grant the player a high number of Carrot Seeds, and increase the favor of Oakly, Dewdrop, and the Mayor toward the player. It is also necessary for the player to finish Oakly's quest line. He will move next to the clocktower if it is completed, and can be talked to for another quest.

If the player fails to complete the quest, there are no consequences. The player has until the takeover of the Carrot Curse in Bunnyville to complete the quest.

QUEST 2:

Valor the guard bunny (named after the ancient Carrot Kingdom hero) is curious about the Carrot Kingdom history. If the player talks to him while he is on patrol, he will mention how he collects ancient tablets. If the player brings him ancient tablets, he will pay the player 100 carrot seeds for each tablet, and give the player additional lore on Carrot Kingdom history.

The player can find a total of 20 ancient tablets throughout the game, located in the ruins of the Carrot Kingdom (more rare in beginning areas). Some are very hard to find. If the player brings Valor 5 tablets, it will unlock a further quest chain with him. After 15 tablets, he will give you a sensor that shows the remaining on your map.

If the player brings Valor all 20 tablets, he will give the player Ancient Armor, the most powerful armor in the game. He will also claim to have started to regain memories of a past life, perhaps one in which he was a powerful warrior...

QUEST 3:

Rescue Dancer, the carnival bunny, from the Bundlers. To get this quest, the player must have unlocked the Sulphur Lakes area of the game. If the player returns to the Farm Fields, Clover will run up to them and ask for help, claiming she saw Dancer be captured in the Forest. She will lead the player to where Dancer was captured, where the player can pick up his Jester's Hat.

The player then must follow Clover along the trail Dancer was taken, fighting occasional forest creatures along the way, until they reach a Bundler camp. Dancer is tied up in it, and Clover tells the player they can either sneak him out or fight their way through. Either way, once Dancer is freed, he will begin to act strangely.

A dialogue with Dancer will show that his mind is slowly changing. He will mention being

forced to drink “the waters”, and that he feels like he is changing. A cutscene will show Dancer transform into a beast, which the player then has to defeat with the help of Clover.

After defeating Dancer, another cutscene will play in which he thanks the player as he dies. After his death, Clover will confide in the player about her doubts about Bunnyville and the Curse, and then say they should inform the town of Dancer’s death. The player’s screen fades to black and they appear in Bunnyville, indicating time has passed. The reward for this quest is the Jester’s Hat the player picked up earlier, and the carrot seeds found in the Bundler’s camp.