

In making your storyline...

prompt = a message shown to the player and requires an answer

narration = not-yet-planned dialogue or storytelling

potential = an action a player can do and its result

action = player activity

[input]

concern - Stella's question for Jordan = something to discuss, or give an answer to

Think of events as places as in towns, cities and routes. Decide what is their setting, such as whose house, what road or which route. What happens there? When thinking of what happens, it's okay to note details or things you'd like to add but the most important thing is the answer to "What does the player gain from this person or place? (How will it help them later?)" If you don't want to think in details, you can think in narration like reading a book.

Please note [input]. This is information taken from the player to use in the game, such as names for characters and pokemon.

Keep in mind:

Which towns have egg centers, clothing stores, salons, etc?

Where are the legends' towers?

How will you introduce game features?

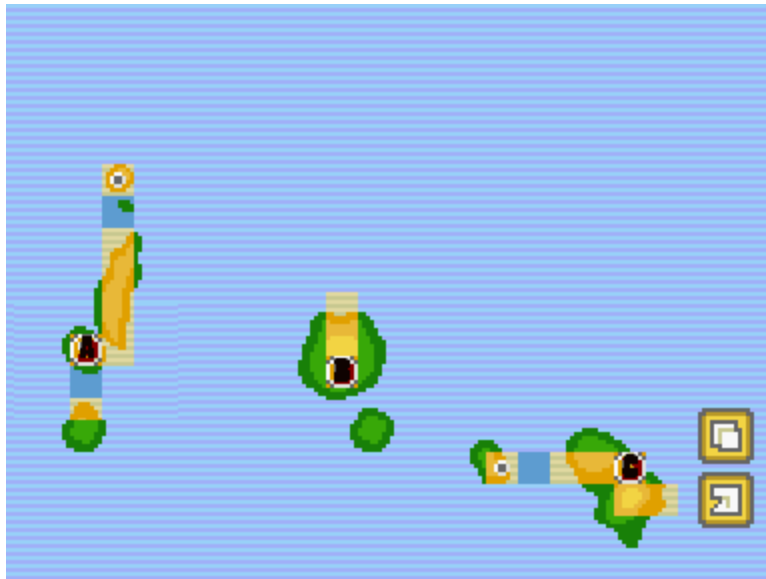
What operations does team rocket carry out in certain cities? How will the other Team Rocket Leaders (apart from Arlo) appear?

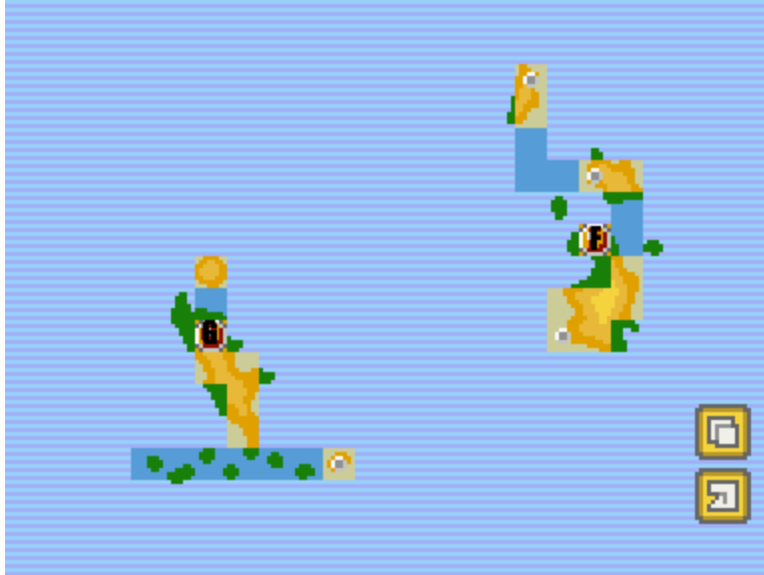


1: Celadon City, 2: Cerulean City, 3: Cinnabar Island, 4: Fuschia City, 5: Indigo Plateau, 6: Lavender Town, 7: Pallet Town, 8: Pewter City, 9: Saffron City, 10: Seafoam Islands, 11: Vermilion City, 12: Viridian City

+ Secret island: Safari zone

Include Sevii Islands??





----- STORYLINE

EVENT-01 = PALLET TOWN, an underground town

EVENT-0101: Born (Conversation between Mother and Father)

setting: darkness

prompt (Father): Is it a boy or girl? [set player gender/sprite]

prompt (Father) : What do we name him/her? [default: Gio/Vanya = set player name]

prompt (Father) : Did you hear about [Miyamoto]'s kid? I bet our children will get along. Was it a boy or girl? [set friend's gender]

prompt (Father) : What was his/her name? [default: Skellington = set friend's name]

prompt (Father) : [Tajiri] also had a kid. May be a nuisance in the future. Was it a boy or girl? [set rival's gender]

prompt (Father) : What was his/her name? [default: Genie = set rival's name]

narration: Leech interrupts. Father/Giovanni goes back to business school

Twelve years ago, a boy was born. He was named Gio. Speaking to his mother, his father predicted he would become friends with another boy named Skellington and perhaps friendly rivals with a boy named Genie. Before Gio's mother could agree, they were interrupted by their friend, Leech, who reminded Gio's father that he needed to get back to the business school. So Gio's father bade goodbye to him and his mother.

EVENT-0101: 5th birthday (Conversation with Father)

setting: house

narration: Father/Giovanni gives you meowth (shiny, not sweet).

prompt: What will you name your meowth? [set pokemon name]

What is this meowth's gender?

narration: Father/Giovanni tells the player about the world of pokemon. Then Father/Giovanni leaves to become the most powerful pokemon trainer (note: team rocket grunt).

On his fifth birthday, Gio was given a very special meowth, just like his father's persian. His father told him all about the world of pokemon and shared his dream to become the most powerful pokemon trainer in the world, but for that dream, he had to leave, and that was the last day Gio saw his father.

EVENT-0102: Arrival in Game (7 years later)

setting: house

narration: Meowth wakes you up (bedroom).

action: Player goes upstairs.

potential: if approach Mother/[name], find Mother is baking. Mother tells you to see Prof. Leech who has a present for you.

What is the mother's name?

Gio never forgot his father. So when his meowth woke him the morning of his twelfth birthday, he was excited to pursue the same dream as his father. He would become the greatest pokemon trainer ever and the first step to that dream was today! With meowth's help, Gio got ready and headed upstairs to see his mom who was busy baking as usual. All on the walls were his mother's awards and letters of thanks for her wonderful baking. Even his aunt Erika wrote a letter of thanks. Gio said good morning to his mother. His mother wished him a 'happy birthday' and told him Professor Leech, an old family friend, was waiting at his lab with a present.

EVENT-0103: Meet Best Friend

setting: underground tunnel

narration: Friend catches player outside house and greets them 'happy birthday'. Friend brings the player to Prof. Leech's lab.

As Gio walked out their front door, he was caught by his childhood friend, Skellington. Skellington wished him a belated 'happy birthday' and told him Professor Leech was waiting for them, now that their youngest was twelve too. Together, Gio and Skellington rushed off to Professor Leech's lab.

EVENT-0104: Receive Starter Pokemon

setting: prof. leech's lab (5 levels)

Professor Leech: college buddies with Father; wheelchair, scars on hands and face

narration: Prof. Leech greets player, friend and rival. Prof. Leech wishes the player 'happy birthday' and asks the player to look at the pokemon on the table.

action: Player views starter pokemon (charmander, bulbasaur, squirtle). Return to Prof. Leech

prompt (Prof. Leech): So which pokemon would you like? [Charmander, Bulbasaur, Squirtle, I don't like them]

potential: [I don't like them] => Prof. Leech gives player a pikachu

narration: 1) Player gets bulbasaur, rival gets charmander, friend gets squirtle, 2) Player gets charmander, rival gets squirtle, friend gets bulbasaur, 3) Player gets squirtle, rival gets bulbasaur, friend gets charmander, and 4) Player gets pikachu, rival gets bulbasaur, friend gets charmander.

narration: Rival challenges player. Prof. Leech protests but the rival insists.

action: Player battles rival.

if player wins: Rival storms off.

if player loses: Rival taunts the player and leaves.

then: friend challenges player.

action: Player battles friend.

narration: Prof. Leech stops player from leaving with friend and tells them their father is waiting in the pokemon league.

potential: if player tries to go downstairs, Prof. Leech mentions experiment for father

potential: if player talks to young researcher on second level, researcher challenges player = if player wins, gets ditto

Arriving at Professor Leech's lab, Gio and Skellington head down to the fourth level, where they are met by Professor Leech and their rival, Genie. With all three now twelve years old, Professor Leech says it's time for them to get their own pokemon and venture into the world of crime! "Excuse me," he says, "I meant pokemon." Since it's Gio's birthday, Professor Leech encourages Gio to choose first, so Gio went over to the table with pokeballs and one by one, he checked them. First was bulbasaur. Meowth did not like them. Second was charmander and meowth hissed. Last was squirtle who made meowth jump and hide behind Gio, so going back to Professor Leech, Gio did not choose any of them. With a laugh, Professor Leech offered Gio a pikachu instead. So Gio got a pikachu!

Following Gio, Genie took bulbasaur and Skellington took charmander. Annoying as usual, Genie challenged Gio to a pokemon match. Though Professor Leech protested, Genie said he would tell his mother, Professor's Leech's sister, so Professor Leech let them battle in his lab. Gio beat Genie's bulbasaur and in a huff, Genie stormed out of the lab. Having watched their battle, Skellington decided to challenge Gio as well. Gio won again. Beat, Skellington congratulated Gio and told him, "You'll definitely be the best pokemon trainer ever!"

Just as the two were about to leave, Professor Leech called Gio, so Skellington left first. Reminding Gio of his father, he wished Gio the best of luck. "If you reach the pokemon league," he said, "you will definitely see your father again and he'll be so proud of you. Seeing you battle like that, there's no doubt about it. You'll be the best pokemon trainer ever, even better than your old man! I'm rooting for you, Gio. Did you get your present from your mom yet?"

Gio shook his head.

Professor Leech laughed. "Well then, you better go get it. I hear it'll be really handy for traveling."

Getting excited, Gio nodded and said he would. But he's always been the curious type. Having finally come to the fourth level of Professor Leech's lab, he wondered what was downstairs. Professor Leech said "Now don't you mind that. It's an experiment for your father."

Gio bade Professor Leech goodbye but as he wandered through the upper levels, he was curious and asked the researchers what they were all working on. On the second floor, he met a young researcher who introduced him to a ditto. Gio said he already knew all about ditto, cause his mother taught him all about pokemon.

Surprised, the young researcher challenged Gio to a match and if he could beat him, Gio would get the ditto. So they battled. Gio won and got a ditto!

EVENT-0105: Receive ability to fly

setting: house

narration: Return to player's house and talk to mother. Mother gives the player a gastly that can fly.

dialogue (mother): All gastly will learn to fly, dear, but they can only fly along the ground. Once your gastly evolves into a haunter, it will be able to fly over forests and hills between cities and towns. Be careful though, haunter only likes to fly to places it has been to before. Once your haunter evolves into gengar, it'll learn to jump and can jump great distances.

EVENT-02 = [Route between Pallet Town and Viridian City]

EVENT-03 = [rename] Viridian City

EVENT-04 = [Route between Viridian City and Pewter City]

EVENT-05 = [rename] Pewter City

First Gym Leader [dark rock]: [rename] Brock

Team = Geodude, Onix (crystal)

EVENT-06 = [Route between Pewter City and Cerulean City]

EVENT-07 = [rename] Cerulean City

Game Corner (arcade)

Second Gym Leader [dark water]: [rename] Misty

Team = Staryu, Starmie, Lapras

EVENT-08 = [Route between Cerulean City and Lavender Town]

EVENT-09 = [rename] Lavender Town

EVENT-10 = [Route between Lavender Town and Vermilion City]

EVENT-11 = [rename] Vermilion City

Third Gym Leader [dark lightning]: [rename] Lt. Surge

Team = Voltorb, Pikachu, Raichu, Ampharos

EVENT-12 = [Route between Vermilion City and Saffron City]

EVENT-13 = [rename] Saffron City

EVENT-14 = [Route between Saffron City and Celadon City]

EVENT-15 = Celadon City

Fourth Gym Leader [Pokesweets / dark grass]: Mother's sister, Erika

Team = Victreebel (sweet), Tangela (sweet), Vileplume (sweet), Lotad

Find out Mother is Pokesweet baker

EVENT-16 = [Route between Celadon City and Fuschia City]

EVENT-17 = [rename] Fuschia City

Fifth Gym Leader [poison]: [rename] Koga

Team = Koffing, Muk, Weezing, Garbodor

EVENT-18 = [Route between Fuschia City and Lavender Town]

EVENT-19 = Lavender Town

EVENT-20 = [Route between Lavender Town and Saffron City]

EVENT-21 = [rename] Saffron City

Sixth Gym Leader [psychic]: [rename] Sabrina

Team = Kadabra, Mr Mime, Venomoth, Alakazam, (Galerian) Mr Mime

EVENT-22 = [Route between Saffron City and Lavender Town]

EVENT-23 = Lavender Town

EVENT-24 = [Route between Lavender Town and Fuschia City]

EVENT-25 = Fuschia City

EVENT-26 = [Route between Fuschia City and Seafoam Islands]

EVENT-27 = [rename] Seafoam Islands

EVENT-28 = [Route between Seafoam Islands and Cinnabar Island]

EVENT-29 = [rename] Cinnabar Island

Seventh Gym Leader [dark fire]: [rename] Blaine

Team = Growlithe, Ponyta, Rapidash, Arcanine, Blaziken

EVENT-30 = [Route between Cinnabar Island and Pallet Town]

EVENT-31 = Pallet Town

EVENT-32 = [Route between Pallet Town and Viridian City]

EVENT-33 = Viridian City

Eighth Gym Leader [dark ground]: Team Rocket Leader, Arlo

Team = Rhyhorn, Dugtrio, Nidoqueen, Nidoking, Absol

EVENT-34 = [Route between Viridian City and Indigo Plateau]

EVENT-35 = [rename] Indigo Plateau

Elite Four Member [dark ice]: Sonic

Team = Dewgong, Milotic, Slowbro, Jynx, Lapras

Elite Four Member [dark fight]: Mario

Speaks Italian and needs a translator

Team = Onix (candix), Hitmonchan, Hitmonlee, Onix (candix), Hitmontop

Elite Four Member [ghost]: Star Fox

Team = Gengar, Golbat, Haunter, Arbok, Dusknoir

Elite Four Member [dragon]: Yoshi

Team = Gyarados, Dragonair, Aerodactyl, Dragonite, Inteleon

Champion: Father/Giovanni

Team = Nidoking, Arbok, Gengar, Persian (shiny), Alakazam, Mewtwo (armored, shiny)

potential: if player sends out first meowth/persian => Father/Giovanni recognizes child, and meowth/persian refuses to attack Father/Giovanni's pokemon.

narration: Father/Giovanni sends out persian (shiny not sweet), persian refuses to attack player's pokemon.

narration: Father/Giovanni sends out armored mewtwo, mewtwo refuses to attack player's pokemon.

potential: if player loses to Father/Giovanni => return: Father/Giovanni "Back again, my (son/daughter)? Let's try this one more time."

narration: Father/Giovanni tells the player about a secret island (safari zone) on [Route between Celadon City and Fuschia City], which can only be accessed by riding a legendary. To get any of the legendary pokemon, the player must first go to the [rename] main tower and release them, then go to the other towers, where each legendary can be found among the levels of its tower. To access the tower, the player needs mewtwo's move: psystrike. Father/Giovanni gives the player the armored mewtwo.

EVENT-36...

Tower of Legends [7]

- pokemon: Moltres (galarian), Zapdos (galarian), Articuno (galarian), Entei (galarian), Suicune (galarian), Raikou (galarian)