Narrative Ideas – Lonely Sorceress

Theme: Solitude / loneliness

    Not very popular in games or any other medium

    Something everyone can relate to from time to time

    Internal conflict in a genre that usually focuses on external conflict

    Already in the working title -> seems to be important for Thiago

    Question: How is this integrated into gameplay?

    A lot of interesting questions could be tackled

        How does solitude change people?

        Does power make you lonely?

        Can solitude also have positive aspects?

        How do we recognize whether someone else is lonely? Do we even?

        How do we recognize whether we are lonely ourselves? Do we even?

Setting: Post-apocalyptic medieval fantasy

    Setting itself lends itself to the theme of solitude

        Maybe, player is last sorceress / human alive?

    Post-apocalyptic settings already pose interesting questions for mysteries

        What happened to the world?

        Why did it happen?

        Who is responsible for the catastrophe?

        How did the protagonist survive?

        What did the world look like before the apocalypse?

    Extremely uncommon setting in fantasy

        Usually, some kind of catastrophic event has to be prevented

    Sets a darker, more mature mood for the story

Magic system: Tied to magical objects

    To use magic, you need to wear a special ring

Different crystals for the ring grant access to different types of magic

    Explains why you don't start with all spells available

    Tangible objects you need to find

    If worn on a ring, you can see the crystals even in a first person view

    Diegetic way of displaying which type of magic you're using at the moment

Amount of sorcerers in the world is always limited to two – the professor and the scholar

    Could explain why there aren't more survivors in this world

    Explains why protagonist has to complete this journey alone

    Poses a second mystery: Who is the professor and what happened to them?

Mode of storytelling: Dialogue, environmental storytelling

    Common dialogue would clash with the theme of solitude

    Protagonist could suffer from Schizophrenia

        You can have dialogue without other persons

        Not covered much in media

        Puts focus on internal, mental conflict

        Protagonist can be split up into different characters

        Solitude could be cause for this disorder

        So strong that mind made up persons to talk to

        In a fantasy setting, it creates an interesting mystery

            Is she using magic to talk to someone or is it a mental disorder?

    Environmental storytelling fits fast-paced combat systems quite well because the player can take in information at their own speed / direction