

## Assignment 4: Assemble the Ideas

### Game Start

We see a boat on a sandy shore with waves calming down. It is early morning, a sailor is lying unconscious in the boat with soaked clothes and a dagger on his side. He slowly comes to senses and it is now our task to help him find out what has happened to him and why he was left on this grim island.

We begin with our main character stepping out of the boat on the sand and observing the surroundings. There is a forest starting just some meters from the shore, maybe around 30–40 meters. Behind waves are peacefully covering a strand with low murmuring sound. As the sailor walks on the beach he starts to hear obtuse animal noises coming out of the forest. He feels extremely thirsty and on the edge of starvation. Now the player has a choice to go to the forest to look for fruit and berries, hoping to find mushrooms or to investigate the beach to find something useful, for example a lump of wood which could serve as a club to defend against animals. Equipped with the dagger and club our main character may feel more confident when walking to the forest.

When the sailor goes to the forest he might encounter various reptiles and insects which he better avoid. He may as well drive away monkeys or other animals in the pursue of fruits (fight with a monkey for bananas). If he meets bigger beasts he should try to scare them off or fight for life.

After our character has gained enough energy and water the player continues exploration and goes toward running water sound and eventually reaches the river which fall into the sea and with a bridge. The sailor perceives that the island might have a settlement with people and crosses the bridge to discover a path leading into the island domain and going along with the river. He soon starts to see some houses on the other side of the river and another bridge looming ahead. The sailor decides to visit the village and after crossing the bridge he is immediately taken by the guards. The people of the settlement look with amazement while our hero is being brought to the central house where he is met with the chieftain. The chieftain hears the story of our guy and agrees to help him. From this point we shall be given numerous tasks of different type, meet important people and carry on to accomplish the quests.