# Narrative and Character Interaction

**Game can start with a short story sequence introducing the character to the story of the game through a series of still images. The story could go something like this: The companion character serves as a protector/guardian to the star signs. Something has corrupted them – starting off with Gemini. Gemini then harms the companion character and spreads the corruption to the other star signs. The companion character enlists the help of the player to return the star signs to how they once were. Having an external force corrupting the star signs could potentially open the game up to expansion – once the player has restored the current star signs then there could be an option to implement another set of levels to the game over time that continue on from the initial story.**

**The companion character would then act as a guide/tutorial for the player and help explain the base mechanics. There could also be an option to implement a type of gating to the game. In regards to the story, the companion character could have lost some of its power due to the attack it received from Gemini and enlist the player to help. This could add a levelling mechanic to the companion character and adds in the option for gating. For example, players could be locked from progressing to the next star sign and be required to get the companion character to a specific level before unlocking. Levelling up the companion character could be done by feeding star sign currency to it. Power ups could also be linked to the companion characters level and unlock as it increases. Once a power up unlocks, the player could be given one for free and must use currency to purchase more – this adds more incentive to level up the character and could also increase the chance of players spending money.**

**When a player reaches a new star sign, the companion character could give a bit of information about the back story of the star sign to help immerse the player in the story and perhaps hint about the mechanic related to that star sign. Once a player has completed all the levels for a star sign, the star sign will be returned to normal and will add some information to the narrative – perhaps hinting at the overarching antagonist of the game.**