**Fall Arc**

* Play as a Aztec preist whose ritual to feed the sun god fails (a ceremony called ***Xiuhmolpilli***). Due to the preists failure the world ends, devoured by earthquakes and the terrifying Tzitzimime would come to tear apart all mortal beings. The last fire had not been coaxed into life, and the player must journey to Mitclan to coax it into life. The player is the worlds last hope before being devoured. This last fire is the lamp the player carries throughout the game, they must take it to a a god of fire (Xiuhtecuhtli) who will use the fire to start the new world cycle by ensuring the successful renewal of the sun.

Using a fall arc means that by the end of the narrative the player will end up in a much worse state than they originally began. The protagonist will being from a place of relative happiness and positivity, and fall through a series of negative choices.

The specific negative arc for this narrative is a Corruption Arc, where the protagonist will see their Truth, Reject that Truth, and embrace their Lie.

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| **The Lie** | The measure of a mans worth is through sacrafice to the gods.  Darkness always overcomes Light. |
| **The Truth** | A mans measure is through his actions.  Without darkness there could be no light. |
| **Protagonists Need** | To accept his own failings and seek redemption. |
| **Protagonists Want** | To stop the apocylipse. |

With this in mind, the overview of the narrative using the three act structure is:

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| --- | --- | --- |
| **Act** | **What Happens** |  |
| Act 1 (1st half) | The player starts the game as a High Preist, respected and loved by his community. He is offered the opportunity to lead the ceremony. This prestigess gift should be foreshadowed with how badly things are going to go for him. The Ceremony goes wrong(God of Fire doesnt turn up), the last fire isnt ignited properly after the sacrafice, and the apocylipse happens. |  |
| Act 1(2nd half) | The protagonist takes the lantern and scrambles into the Temple for safety, knowing his only hope is to find the God Of Fire. Once inside he finds a collection of souls (fuel), and fills up the lantern. |  |
| Act 2 | LPM Loop in the form of combat and puzzles. Protagonist meets a Boss who informs him what the fuel is, and the Protagonist takes his first step toward the Lie by choosing to fill the lamp anyway. Justified because he must get the lamp to the God Of Fire and stop the apocylipse. As he learns about his new abilities and journeys on, foreshadow that this decision is bad.  Protagonist is moving toward the Want by battling bosses and collecting fuel but as a result the darkness is growing and the bosses are getting harder. |  |
| Act 2 | Midpoint – takes clear action/revelation that is the point of no return. Presented with the Truth and one final opportunity to follow it. Protagonist now needs more and more fuel to combat the darkness, and as a result when he defeats a God he “kills” it, and uses its soul to fuel the lamp. It is here that protagonist rejects his own responsibility and embraces the growing darkness. After he fails to save a fellow preist from monsters, he kills and absorbs every one of them indiscriminately. |  |
| Act 3 | The protagonist realises its too late – there is noone left alive to save and its his own fault. Desperate for redemption, but refusing to admit his own wrong doing, he prepares against the final boss by consuming stored bones (souls the god of death uses to make people) basically ending the potential for the next cycle of humanity. During this fight the God of Death takes back the power of the souls the protagonist has consumed, and through a lucky trick the protagonist defeats him. |  |
| Act 3 | Climax: Meet God OF Fire, who tells him there is no salvation (apocylipse has happened, cycles myst start over, and there are not enough bones to return to how it was). The only this is for a living sacrafice to begin the new cycle. The protagonist is sacraficed by the God Of Fire, having been stripped of the lantern.  Resolution: The new cycle begins (pre human world). |  |

These questions for the First Act will help cement the character arc:

1. Will your protagonist fuilfill a disillusionment arc, a fall arc, or a corruption arc?  
   **2.**What Lie will your character fall prey to?  
   **3.**How does this Lie manifest in the beginning of your story?  
   **4.**How does the Truth manifest in the character (in a disillusionment arc) or in the world around him in?  
   **5.**How is the character devaluing the Truth in the beginning of the story?  
   **6.**What Ghost is influencing the character’s belief in or proclivity toward the Lie?  
   **7.**What is the Thing the Character Needs?  
   **8.**What is the Thing the Character Wants?  
   **9.**If you’re using a disillusionment arc, why does the Lie’s Normal World appeal to the character?  
   **10.**If you’re using a fall arc, how is the character already entrenched in the Lie’s Normal World? Why has he not yet made a move to escape this Normal World?  
   **11.**If you’re using a corruption arc, how is the character’s Normal World nourished by the Truth? Why is the character still less than comfortable in this world?  
   **12.**How can you use the Characteristic Moment to introduce your character’s proclivity toward the Lie?  
   **13.**What is at stake for the character if he chooses to follow the Lie?  
   **14.**What is at stake for the character if he chooses to follow the Truth?

Questions to Ask About the Negative Character Arc in the Second Act

**1.** What is your character’s great fault in the beginning of your story (e.g., lust, hatred, etc.)?

**2.** How does the First Plot Point initially seem to be a good thing?

**3.** How is the character’s eventual descent foreshadowed even amid the positive aspects of the First Plot Point?

**4.** In the First Half of the Second Act, what is hampering the character from gaining the Thing He Wants Most?

**5.** If you’re writing a disillusionment arc, what is your character learning about the Lie in the First Half of the Second Act?

**6.** If you’re writing a fall arc, how is your character suffering for his devotion to the Lie?

**7.** If you’re writing a corruption arc, why is your character growing more and more enamored with the Lie?

**8.** At the Midpoint, what moment of grace gives your character an opportunity to embrace the Truth? Why and how does he reject it?

**9.** How is your character actively and aggressively using the Lie to pursue the Thing He Wants in the Second Half of the Second Act?

**10.** In the Second Half of the Second Act, how is the character evolving into the worst possible manifestation of his initial great fault?

The Second Act is the heart of the negative character arc. The First Act is all about setting up the place *from*which he falls, and the Third Act is all about showing the place *to*which he falls. But the Second Act is where the falling happens. This is the meaty, chewy stuff that proves your story’s Lie and Truth and convinces readers of the realism of your character’s devolvement. Write a killer Second Act, and your negative change arc will rock readers’ worlds.

The Climax

**1.**He gains an apparent outer victory, in which he is able to claim the Thing He Wants, but in which his success is a hollow one. Without the Truth he can never find inner wholeness by gaining the Thing He Needs. In this type of ending, the Climactic Moment will likely include a glimpse of the Truth, in which the character comes to the crushing realization that his battle was a wasteful one and, worse, that the outrages he’s committed along the way have destroyed both himself and everything he once loved.

**2.**He loses both the inner and the outer battle. His inability to equip himself with the Truth dooms him to failure in his final conflict.

## Questions to Ask About the Negative Character Arc in the Third Act

**1.**How will your character fail in the story’s end?

**2.**How will his actions irrevocably damage others?

**3.**What tragedy will confront your protagonist at the Third Plot Point?

**4.**How will your character react to the Third Plot Point?

**5.**Why does your character’s refusal to embrace the Truth render him powerless to rise from the Third Plot Point better equipped to deal with both his inner and outer conflict?

**6.**What less-than-ideal (and possibly even downright evil) plan will your protagonist come up with for confronting the antagonistic force and gaining the Thing He Wants?

**7.**Will supporting characters try to reason with your protagonist? How will he respond?

**8.**In the Climax, will your character gain the Thing He Wants? If so, why will he realize his victory is still a hollow one? How will he react?

**9.**Alternatively, will your character fail to gain his ultimate goal? How will he react?

**10.**After his failure in the Climax, will your character at least momentarily realize the Truth and confront the futility of his actions?

**11.** How are your character’s actions in the Climax a magnified reflection of his Lie in the beginning of the story?

**12.** How does your Resolution show the effect of your protagonist’s actions upon supporting characters and the world-at-large?

**13.** Will you end on a hopeful note or a despairing note? Why?

**14.** How does your closing scene underline the character’s ultimate failure?

For this project we will be focusing on the First Act only, as we are only creating a demo level to then expand upon after graduation.