**Change Arc**

* Exploring the duality of Light vs Darkness.
* Darkness: 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(parents = gods of death) 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 is a representation of the sibling) who will use the fire to start the new world cycle by ensuring the successful renewal of the sun.
* Light: The preist is actually a child who has gone through a living organ donation, and the game is about the child dealing with the feeling of rejection after they have donated their kidney to their sibling and the PTSD from the surgery itself. The sibling has also died??

Using a change arc means the protagonist will start with varying levels of personal unfufillment and denial. As the story progresses they will be forced to challenge their beleifs about themselves and the world until they conquer their inner demons. Overall the protagonist changes in a positive way.

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** | All sacrifice is pointless and offers no reward. |
| **The Truth** | Sacrafice is its own reward. |
| **Protagonists Need** | To learn that the apocylipse and worst has happened, but that does not have to define you. Realise siblings death wasn’t your fault – save self from madness. |
| **Protagonists Want** | To stop the apocylipse and to seek reward/gratification for giving their kidney to their sibling. To save sibling. |
| **Protagonist Ghost (Why they believe the lie)** | Believes lie because once the protagonist gave the organ to their sibling, the sibling died anyway or the player was rejected and cast aside and all attention given to the siblings recovery. |

The protagonsits characteristic moment should demonstrate their personality and the players lie and ghost and want. This moment can be in multiple parts, or scenes. This scene should be at the very beginning, building to the inciting incident.

**Normal World.**

Shows the players the protagonists “before” state where they must change to fit in.

This will be two places – the protagonists home with their (remaining?) family. And the Aztec temple where the player is a respected preist about to perform the fire ceremony.

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

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| **Act** | **What Happens** | **Purpose** | **PTSD Stage** |
| Act 1 (1st half) | The player is a High Priest, respected and loved by his community. He is offered the opportunity to lead the ceremony. This prestigious gift should be foreshadowed with how badly things are going to go for him. The Ceremony goes wrong(God of Fire doesn’t turn up), the last fire isn’t ignited properly after the sacrifice, and the apocalypse happens. | **1. Reinforce the Lie****2. Indicate the Character’s Potential to Overcome the Lie****3. Provide the Character’s First Step in Discovering *How* to Grow and Change** | **Trauma occurs** |
| 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. Is introduced the parents, who reject the player and evolve the belief in the Lie. | **4. Give the Character an Inciting Event to Refuse****5. Evolve the Character’s Belief in the Lie****6. Make the Character Decide** | **The Emergency Stage** |
| Act 2 | Provided with the lamp that he must protect and use to progress in the darkness.  This is where the protagonist receives help of how to overcome the belief sacrafice is unrewarding and pointless. By using his sacrafice (the light/organ) he is being rewarded and progressing. Player must sacrafice light to progress, showing that they are encountering difficulties due to the lie. Glimpses what life is like when sacrafice is its own reward from NPCs or mechanics??  Parents ask player to save as many souls as possible (Light refill) – the sacrafice shows player life without lie. | **1. Provide the Character With Tools to Overcome His Lie****2. Show the Protagonist Encountering Difficulties in Pursuing His Lie****3. Move the Character Closer to What He Wants and Farther From What He Needs****4. Give the Character a Glimpse of Life *Without*the Lie** | **The Numbing Stage** |
| Act 2 | Midpoint – takes action against voices/hallucinations by lighting as many torches as possible. Player finally sees the Truth that sacrafice is its own reward and unless he does so he cant save the world(sibling). This could come from a NPC death, or some other mirror moment. He is not rejecting the lie, but beginning to live in harmony with the truth by sacrificing more light and being rewarded with more light in return.  A fear induced panic from hallucinations/darkness where the player must light the room up and smash a statue (puzzle) that represents the Lie/Self and saves NPCs. | **The Moment of Grace****Caught Between the Lie and the Truth****Part of a Subtle Evolution** | **The Intrusive/Repetitive Stage** |
| Act 2 2nd half | Player can now save NPCs from death using the light puzzle.  Trapped between believing in sacrifice and hating it the protagonist knows they must sacrifice light to save NPCs but does it because they have to to progress, not because they want to.  The player is uncomfortable with leaving so many NPCs to die (its optional to save some of them), and the truth that sacrafice will give him more Light is entrancing him. Begins to act selflessly.  Provide a before and after scene, so provide a similar scene to contrast and compare the players anger and suffering in regard to their ignored sacrafice vs now when they feel rewarded for the sacrafice itself by putting them in the same situation twice to highlight the different reaction.  False victory over parents, who ask for the lantern and when you hand it over they betray you and reject you. The lantern is now weaker and the darkness greater.  Conversation with parents to validate the truth. Player learns that their sacrafice was not in vain and siblings death. He still wants to save the world and his sibling, but first hes going to save all the enslaved NPCs on his way. | **1. Allow the Character to Act in Enlightened Ways****2. Trap the Character Between the Old Lie and the New Truth****3. Initiate the Character’s Attempts to Escape the Effects of the Lie****4. Contrast Your Character’s “Before and After” Mindsets****5. Provide Your Character With a False Victory****6. Blatantly Demonstrate the Crux of Your Character’s Arc** |  |
| Act 3 | Player must choose between saving world/sibling via self sacrafice and choosing to sacrafice brother/world to save self.  This couold come in the form of seeing the cost of the Lie (permanent rejection, broken hearted parents, and sibling is still dead).  After choosing the Truth(Sacrafice is its own reward), player looses chance to save brother. This is a symbolic moment of the player dying and being reborn as a new person. The protagonist can actually be born, or the weather/environment can be life threatening in total darkness. Player chooses to sacrafice feelings of rejection and anger in order to come to terms with own suffering, by sacrificing self to save NPCs. | **The Ultimate Choice Between Want and Need****The Old Self Dies** | **The Transition Stage** |
| Act 3 | Dealing with the aftermath of realising how much player has lost due to the Lie. And how much suffering he has caused. The character reacts to the realisation of the Truth (sibling is dead perminantly, but the sacrafice wasn’t for nothing).  Up the stakes with darkness and only dim light. Player could be injured from altercation with parents and can only crawl. | **1. Up the Stakes****2. Keep the Character Off Balance****3. Prove How Far the Character Has Come****4. Renew the Attack Upon the Character’s New Paradigm** | **The Integration Stage** |

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.