**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 Growth Arc (Change Arc), meaning the player will reject their lie and embrace the truth.

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| **The Lie** | Jelle has a duty to save his sister. |
| **The Truth** | Jelle doesn’t need to save his sister, he should want to. |
| **Protagonists Need** | To realise Ember doesn’t need saving and that he doesnt need to act out of duty. |
| **Protagonists Want** | To stop the apocylipse / To save sibling. |
| **Protagonist Ghost (Why they believe the lie)** | Believes lie because parents always told him it was his duty to protect her, and because they had him tested and the tests came back as a match. Felt that he was the chosen one. |

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 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. Sister rejects him at ceremony.  Fire God gets sick and preist must chase and save her, but questions if he should. | **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 God of Fire, who reject the player and evolve the belief in the Lie. Character must decide to chase. | **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 from the God of Fire that he must protect and use to progress in the darkness.  This is where the protagonist receives help of how to overcome the belief he must save Ember, because he must earn that right. If hes not chosen its not just his duty to do it.  Gods examine | **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.

**Plot Structure**

The plot will unfold through the mechanics which will evolve as does the plot. The player will begin with no attack ability, only avoiding and trapping the darkness. As the player progresses and reaches the climax they will be able to stun the darkness with grenades to allow themselves to escape. However the climax is about accepting that the protagonist is not to blame for the events, and about dealing with the fact their sibling might die.

The story will be told by two narrators: The protagonist and their sibling. The protagonist is telling their sibling their story using the Aztec myth as a metaphor when the sibling is recovering from the second operation.

There will also be environmental storytelling in the form of:

* [A. "I want to use ES to teach or tell the player about certain mechanics or dynamics."](http://www.jethrojongeneel.com/articles/T3.php#section-6)
* [B. "I want to use ES to show the player his or her (strategic) possibilities in the level."](http://www.jethrojongeneel.com/articles/T3.php#section-7)
* [C. "I want to use ES to create a certain state of mind."](http://www.jethrojongeneel.com/articles/T3.php#section-8)
* [D. "I want to use ES to warn the player of upcoming or imminent danger."](http://www.jethrojongeneel.com/articles/T3.php#section-9)
* [E. "I want to use ES to create detailed world that feels alive and breathing."](http://www.jethrojongeneel.com/articles/T3.php#section-10)
* [F. "I want to use ES to help guide the player to the desired goal / reward."](http://www.jethrojongeneel.com/articles/T3.php#section-11)
* [G. "I want to use ES to explain or help remind the player of his or her objective."](http://www.jethrojongeneel.com/articles/T3.php#section-12)
* [H. "I want to use ES to immerse the player by creating a reactive world."](http://www.jethrojongeneel.com/articles/T3.php#section-13)
* When player dies, receives still image for exposition purposes (relevant to section of game they are in).

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| **Plot Point** | **What Happens** | **Character Arc** | **PTSD** | **In Game Representation/Scene** |
| **Exposition** | **RL:** Protagonist is telling story of their donation to sibling. They are in the hospital about to go into surgery.  AL: Preist is offered a chance to take the lead role in the sacrifice. Jumps at the chance | **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** |  | **Fire**  Narrator tells story of preist accepting ceremony honor. What a loved and cherished person preist is. Walk up to temple through crowds of people with sacrifice. Fire God is waiting at the top, laid on sacrifice table. |
| **Inciting Incident** | **RL:** The donation fails and sibling becomes sick.  **AL:** Sacrafice failes and apocylipse kicks off, priest takes Light and runs into temple in search of fire god (sibling). | **4. Give the Character an Inciting Event to Refuse****5. Evolve the Character’s Belief in the Lie****6. Make the Character Decide** | **Trauma Occurs** | **Fire**  The preist takes the sacrificial Light from sacrifice, and when they try to give it to the Fire God the fire god fits on the table. Screams and vanishes back into the table in puff of light and smoke. The sky cracks, people scream and cry, and the preist grabs the light and runs into the temple after the fire god.  Once inside the player is trapped, and must follow ghostly images of the fire god and glowing symbols to find him.  Darkness begins to stop player from progressing, and player avoids it which makes them turn blue from numbness. Every time player gets close to Fire God darkness attacks and NPCs push back. The temple is also showing signs of disrepair, with holes in the ground and walls that represent protagonists injured body and mind. |
| **Conflict 2** | **RL:** Protagonist is essentially left to fend for themselves while parents worry for very ill sibling.  AL: Terrified and alone, the protagonist avoids the darkness that is hunting them. | **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** | **Emergency State** | **Ice**  The player must stay on his path of Light or he will freeze in place, and or be attacked by darkness. |
| **Conflict 3** | **RL:** Protagonist withdraws from family and support as the siblings health declines.  AL: Darkness is extremely aggressive, and avoidance is becoming impossible. | **The Moment of Grace****Caught Between the Lie and the Truth****Part of a Subtle Evolution** | **Numbing State** | **Ice** |
| **Climax** | **RL:** The protagonist has to deal with their deamons or they cannot donate again. They visit sibling and stop avoiding the belief that its their fault.  AL: Traps the darkness long enough to escape, finally fights back rather than avoiding. | **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** | **Intrusive/Repetitive State** | **earth** |
| **Falling Action** | **RL:** Accepts and is shown the original operations failure wasn’t your fault.  AL: Is running from darkness into the light, towards the voice of sibling. | **The Ultimate Choice Between Want and Need****The Old Self Dies** | **Transition State** | **earth** |
| **Resolution** | **RL:** Donates organ again, and operatioin is a success.  AL: Gives Light to god of fire, cycle begins anew. | **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** | **Integration State** | **earth** |