Narrative Design:

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# Synopsis:

In a mysterious land, a small creature called Ciwtylluan has fallen out of his nest causing him  
to fall into a cave hidden deep below the Jungle where he lives. Seeing his situation, a God of  
Nature comes to help him return to his nest. But they have a long journey, through the dark  
depths of the Cave, the fiery inferno of the Dead place, and the savagery of the Jungle.

# The Story:

In a jungle, a young creature called Ciwtylluan, rests in his nest. Suddenly, a tremor causes Ciwtylluan to fall from his nest into a cavern far below. A god of nature seeing the creature’s predicament, decides to help him return to his nest.

Ciwtylluan seeing there is no way to return home from the way came follows a breeze that indicates that there may be another way out.  
The God of Nature begins to guide Ciwtylluan creature through the cave, helping him to avoid perilous falls and some dangerous creatures lurking in the shadows.  
Eventually Ciwtylluan finds the exit to the cave and goes through it. On the other side reveals the dead place. A hell pit full of fire and significantly more deadly dangers than there were experienced in the previous area.

The god of nature seeing that this isn’t any better than the place before and decides to continue to help Ciwtylluan traverses through the dead place. After getting through the harsh dangers of the dead lands, Ciwtylluan reaches the edge of the jungle where he lives.

But the god of nature knows the dangers of the Jungle and so continues to help Ciwtylluan traverse the jungle to reach his nest.  
It turns out that jungle has far more numerous and dangers than there were in both the Cave and the dead lands combined.  
Eventually passing through the many challenges that awaited ahead of Ciwtylluan. He eventually reaches his home and enters his nest where his mum is looking for him in distress. Seeing he has returned help him into the nest. The game ends with camera panning out. But as the screen fades to black, a sound of distress can be heard.

# Narrative in the Design:

## Level 1-3: (a.k.a. The Cave Area (This is our MVP))

At the start of the first level I think that Ciwtylluan should start below what looks like a hole. This should indicate that he must have fallen through it.  
If it would be possible to have a cut scene that shows Ciwtylluan falling through it and trying to flap back up there, but he can’t because he is too young and too weak.  
In this area of the game there mustn’t be too many dangers (some variation though (like spikes and small dangerous animals), just enough to make some challenge but not enough to make it too difficult.  
Also in the exits of each of the levels (in the cave) it could also help to show that there is wind blowing through it, to indicate that there is an exit that way.  
In the final level of the cave, it could be interesting to show ash on ground near the exit, to indicate that the area they are going to enter is far harsher than the one they are in. Also the light that indicates that this is the exit of the final level of the cave area, should be a more fiery-like light.

## Level 4-6: (a.k.a. The Dead place (This applicable is if we pass through MVP))

Obviously at the start of this are we need to indicate that the area that the player enters from should be a cave entrance, to relate it to the previous area.  
The dangers in this area are opposite to that of the previous area. That being there shouldn’t be too much variation, but definitely more common, increasing the challenge of this area.  
The level should be designed so that it is entirely on a cliff edge.  
The final levels exit should show dead foliage leading towards more dense and fertile looking jungle.

## Level 6-10: (a.k.a. The Jungle (This applicable is if we pass through MVP))

The area must show a lot of colour and look very fertile.  
There are a lot more dangers in both variation and frequency, giving that sense that the world that Ciwtylluan lives in is far more dangerous that the other areas were ever.  
In the final level, there should be no dangers, but rather be a puzzle of platforming to reach the nest.

## Other Narrative in the design ideas: (things that we could add if we are able to add anything at all)

Ciwtylluan may have a growth that becomes that begin to glow brighter every couple of levels. Maybe it could also slow him down showing he is not in the best of shape (and possibly Dying).

It could also be fun to have two endings. The first ending which is the default sad ending where Ciwtylluan dies. The second is the Special happy ending where Ciwtylluan lives, and this could happen if the player helps Ciwtylluan collect all these special items that could be a cure for the growth.