{SKYRIM MOD EP 1.1

Basic Modding

(please note that "{" marks placeholders

QUEST FLOW:

- Player meets {NPC_Quest_Giver_01 in the Bee and Barb in Riften
- {NPC_Quest_Giver tells the player that he was attacked by bandits on his way to Windhelm
- Player must go to POI in the mountains between Ivarstead and Helgen, to the caravan attacked by bandits
- Player retrieves {Quest_item_01 from the caravan and returns it to {NPC_Quest_Giver_01 (item hidden, bandits gone)
- Episode 1 ends.

ASSET LIST PITCH 1:

A. Quest Giver NPC

B. Caravan attack location

C. Quest Item

D. Opt. Bodyguard NPC

A. QUEST GIVER NPC (M)

Possible Dark/High Elf race

Shady look, well kept, wealthy but discrete.

Deep calm voice (In case we do VO in EP 1.2 or 1.3)

*Opt. Accompanied by a wounded bodyguard (element D)

*Opt. Lie to the player about the item

B. CARAVAN ATTACK LOCATION (K)

In the mountain pass between helgen and Ivarstead

Broken Caravan (assets should exist from Cicero pre DBH quest)

Couple of dead guards (same race & racial armor as the Quest Giver)

*Opt Signs that it was an ambush

*Opt Quest item "Hidded" under one of the bodies, (as context of why bandits didn't take it)

C. Quest Item (D)

- Quest item is a wooden box
- The player should not see any way of opening it (magically sealed)
- *opt Engraved
- *opt small damaged area from the ambush

FURTHER INFORMATION PLANS&DEADLINES:

- ELEMENTS A,B AND C MOODBOARDS: 22.09

- NARRATIVE FIRST DRAFT: 21.09

- DEADLINE FOR PICKING AMBUSH COORDINATES: 23.09

- DEADLINE FOR PICKING ITEM AND NPC DETAILS: 25.09

- NARRATIVE 2ND DRAFT: 28.09 (POSSIBLE SCRIPT LOCK DUE TO SMALL SCALE)

MISC INFO:

- Reward: moderate amount of gold
- Desired emotions: Curiosity, Intrigue
- Goal: Set the stage for ep 1.2
- Themes: Mercenary Work/Mystery Employer

SKILLS REQUIRED:

- WRITING AND QUEST DESIGN

- 3D MODELLING OF ITEM AND TEXTURING

- CHARACTER DESIGN

- LEVEL DESIGN

- !KNOWLEDGE OF SKYRIM'S CK!

- VOICE ACTING NOT REQUIRED, BUT MUST BE POSSIBLE ON FURTHER EPISODES

POSSIBLE ITERATIONS:

1. {NPC_Quest_Giver_01 location

2. Caravan location

3. Caravan interactions (combat, puzzle, etc.)

4. Rewards

5. {NPC_Quest_Giver_01 race/Aspect

IMPORTANT LINKS:

(MIGHT BE SUBJECT TO CHANGE)

- GOOGLE SPREADSHEET: HTTPS://DOCS.GOOGLE.COM/SPREADSHEETS/D/1FYYUDHPRCAJHDAQVF3W CE82UVKPMJMS_ID0QFHFIE7Q/EDIT?USP=SHARING

- MONDAY: HTTPS://SKYFFOLK.MONDAY.COM

- GITHUB: HTTPS://GITHUB.COM/VMIRCEAX/SKYFFOLK.GIT