**Wrackful Design Document**

**Main Quest**

***Overview***

The quest will stem from the criteria set in the initial assignment, the details of which can be found in appendix one. Following the enquiry into the packages whereabouts in Morthal, the player will eventually learn that the artefact was stolen from a Dwemer dungeon, but has since been returned for the safety of Morthal. The player can then choose to inform Auxentius Bithnus of this fact or go to retrieve the artefact themselves, and this is where the branch in the quest will occur, with a vastly different result dependent on this.

***Event Flow Chart***

***Locations of Interest***

* Morthal – Where half of the quest will be set as the player retrieves the quest and tries to work out where the artefact has got to. Most information regarding the quest will be obtained here, and the first branch will be encountered too.
* TBD Dwemer Dungeon – Where the other half of the quest will take place as the player attempts to retrieve the artefact necessary for the quest. Regardless of the choices the player makes they will have to battle through the dungeon, but upon retrieval of the artefact they will be presented with very different opportunities.

***Items of Interest***

* TBD Teleporting artefact – The artefact that Auxentius Bithnus is hoping to take delivery of, it will enable the player to access the area detailed below in the Extended Quest section.

**Extended Quest**

***Overview***

The quest will allow the player to perform a variety of tasks and earn various rewards in an expansive cave system similar to that of the existing location, Blackreach.

***Event Flow Chart***

***Locations of Interest***

***Items of Interest***

**Appendix One**

**Required elements**

Add a new building near the north end of the bridge in Morthal. The building should be suitable for a resident wizard – perhaps a small tower or a gentleman’s house. You can use a stock model. The interior of this building should have a layout that matches the exterior – shape, windows, doors. It is residence for a retired wizard who still dabbles in alchemy and enchantment. A new character “Auxentius Bithnus” owns the building. He is a male Imperial and should be set up to trade a few Enchanting-related items. During the day, he should be wandering around the tower – studying, eating, etc. At night, he sleeps in his bed, and the door is locked.

When the player first greets Auxentius, he says “Are you the messenger? Have you brought my package?” This should be recorded as MP3 speech and audible to the player. The player then has a dialogue option: “What package are you expecting?” Auxentius will reply cautiously. He seems reluctant to discuss the package in detail, but has been expecting a delivery for some weeks and suspects that someone in the village has intercepted it. The player should then get a quest to investigate further. The player should be able to discuss this with the residents of Morthal, but most of them know nothing about a delivery. One of them will reveal a clue……