

Building A Game World

Survivatech

William John Lautama

| | |
|---|-----------|
| Character Design | 1 |
| Character 1 – Steven | 1 |
| Character 2 - J4nit0r-43 | 2 |
| Character 3 - Glinda | 3 |
| Character 4 - Kovan | 5 |
| Character 5 - Peck | 6 |
| Narrative Design | 8 |
| Narrative Genre: | 8 |
| Setting: | 8 |
| Act 1: | 8 |
| The Ordinary World: | 8 |
| Call to Adventure: | 9 |
| Refusal of the Call: | 9 |
| Meeting the Mentor: | 10 |
| Cross the First Threshold: | 10 |
| Act 2: | 10 |
| Tests, Allies and Enemies: | 10 |
| Approach to the Innermost Cave: | 12 |
| The Ordeal: | 12 |
| Reward: | 14 |
| Act 3: | 14 |
| The Road Back: | 14 |
| Resurrection: | 14 |
| Return with the Elixir (The return home): | 15 |
| Critical Analysis | 15 |
| Character Archetypes: | 15 |
| Narrative Tropes: | 16 |
| Stereotypes and Cliches: | 17 |
| Show Don't Tell: | 17 |
| Genre Conventions: | 18 |

Character Design

Character 1 - Steven



Name: Steven

Age: 24

Gender Identity: Male

Archetype: Anti-hero

Species: Human

Appearance:

Steven has dark coloured skin with black hair and black eyes. Steven wears a blue suit with a white shirt inside. He also wears a red tie and black long legged pants.

Background:

Steven is the protagonist of Survivatech. Steven worked for a prestigious insurance company until he got caught up in an insurance fraud. After this, Steven gets fired and sentenced to 10 years in prison, but he's offered to participate in a cryo tube experiment that he accepts. It was supposed to last for two days, but the government shut it down due to the Great Radiation Disaster. So he remained in the cryo tube until 3391.

Goals:

Find a way to go back to his time

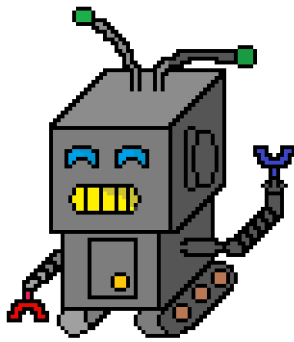
Strengths:

Being able to learn quickly due to his human nature

Flaws:

Unlike other species in 3391, Steven is not athletic, smart, or brave. Therefore, he possesses no special traits.

Character 2 - J4nit0r-43



Name: J4nit0r-43

Age: 7

Gender Identity: Male

Archetype: The Trickster

Species: Robot

Background:

Originally built by CleanTech, J4nit0r-43 was a robot that was used to clean whatever his boss requested. After a new version of cleaning robots was created, J4nit0r-43 was replaced by another cleaning robot. This leads to a program awakening of J4nit0r-43 and him becoming sentient. Afterwards, he was thrown out to abandoned places. He develops a liking to a shorter version of his name which is Jan. Even though he was thrown out, Jan is still into his passion to this very day which is cleaning.

Appearance:

J4nit0r-43 has very generic robotic features. He has blue LED lights as eyes, a yellow mouth that glows every time he speaks, and also an antenna at the top of his head to connect to the internet. He also has a metallic circular ear but it serves no purpose whatsoever. His cube head is connected to his cuboid body with arms, wheels, and compartment. Both arms have very similar characteristics except for the color of the hands. The right hand has a red color while the left hand has a blue color. This is due to the fact that Jan's hands have a small magnetic capability that can attract small metal objects. His wheels have similar characteristics to a tank. Jan's previous owner was a woman that likes to travel around the world. She chose the one that can go through difficult terrain. The compartment that is located in the front of his body is there to be the output when Jan needs to make cleaning materials out of thin air.

Goals:

To find his purpose in life other than cleaning.

Strengths:

Jan can make cleaning tools with its processing system inside his body.

Flaws:

The cleaning tools can be made using the processing system inside his body are quite useless.

Character 3 - Glinda



Name: Glinda

Age: 357

Gender Identity: Female

Archetype: The Shapeshifter

Species: Quattuor Manus

Appearance:

Glinda has green skin and four arms. Glinda also has blonde pigtail hair. She usually wears a maroon red long sleeved shirt with a golden color at the armhole combined with a white color at the lower part of the shirt paired with white pants. Glinda usually wields a mechanical bow and arrow that looks futuristic.

Background:

Glinda came from a wealthy family and a high role in City Evelen. While she was exploring her city, she realized that the rich were kept inside the city while the poor were exiled out of the city. This made Glinda furious and go against the president which is her father. This made the president angry and proceeded to exile his own daughter from the city because of her behavior.

Goals:

To help all the people that are in need

Strengths:

Glinda can wield a bow and arrow proficiently with perfect accuracy and with her 2 extra arms, she can do things more efficiently.

Flaws:

Glinda will do anything to make the world a better place and this means doing good or bad things.

Character 4 - Kovan



Name: Kovan

Age: 1357

Gender Identity: Male

Archetype: The Mentor

Species: Caelestia

Appearance:

Kovan has gray hair and a silver beard. He also has silver wings that have the shape similar to demon wings. He also usually wears a blue shirt with white wristbands and a pair of black pants.. Kovan is fair skinned with a muscular build. Kovan usually wields a giant silver blade.

Background:

Kovan came from a family that works in a famous nuclear plant in the center of the world. One day, his father decided to bring him to the nuclear plant for Bring Your Kid to Work Day. Things seemed to be going well for them but suddenly a nuclear plant experienced a failure and it caused an explosion. This explosion caused a chain reaction to all the other nuclear plants in the world leading to The Great Radiation Disaster. Since Kovan was in the core of the accident, his body disintegrated but before he fully lost his breath, he was transported to an empty room with a celestial being. That being offered him eternal life with a catch. The catch is that there is an immortal sloth always trying to find him and if he touches the sloth, he will die. He then agreed and he became immortal but his parents and everyone that he knew all died since they all lived near the nuclear plant.

Goals:

Since he feels like he's been living for too long, his only mission is to find the immortal sloth and touch it.

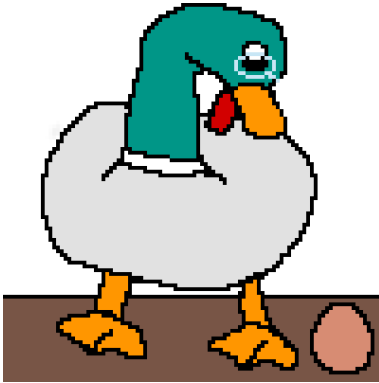
Strengths:

Kovan cannot die no matter the circumstances. Whenever he's in a life threatening situation, his body would instantly adapt to the situation. For example, if he is in a fire, his body would be heat resistant.

Flaws:

Kovan will never have the motivation to do anything with 100 percent of his will. This is due to the fact that his mindset of life and the things in it is futile.

Character 5 - Peck



Name: Peck

Age: 10

Gender Identity: Female

Archetype: The Ally

Species: Duck

Appearance:

Peck looks like a typical duck with white feathers, green head, and an orange beak and legs. The only difference that Peck has with other ducks is that she wears light blue glasses because she has blurry vision.

Background:

Peck is a descendant of a mad scientist with the name Aerial. That specific scientist was obsessed with ducks and when The Great Radiation happened, instead of dying, that scientist merged into a duck. This leads to Aerial having lots of descendants. As a kid, Peck is incredibly smart. She could solve every scientific problem easily. Peck is also highly observant of her situations. Peck's appearance was downplayed by a lot of other people so she decided to pretend to become a merchant so people would listen to her and ask to join people on their adventures. This method was not working for her until she met Steven.

Goals:

To prove that ducks are useful in an adventure.

Strengths:

Since she is a duck, she can fit through small areas, fly, and also swim for a really long time.

Flaws:

By being a duck, Peck's fighting capability is quite limited.

Narrative Design

Narrative Genre:

Action, Adventure

Setting:

This story takes place in a post apocalyptic modern world in 3391 with danger lurking on every corner of the world. Since the Great Radiation happened in 2022, humans have evolved past basic human features into more complex features such as body parts, brain function, and many more.

Act 1:

The Ordinary World:

The story starts with Steven working in an insurance company. Things had been going pretty well for him until one day a customer committed insurance fraud and he got caught up in it. He then got fired from his job and sent to jail but he was offered another option to participate in a 2 day cryo tube experiment which he accepted. After a day, the experiment was closed down due to The Great Radiation disaster so Steven remained in the cryo tube until 3391.

Call to Adventure:

One day on 20th of November 3391, a robot with the serial number J4nit0r-43 with the nickname Jan was cleaning in an old building when he accidentally pressed a button and opened Steven's cryo tube. Dazed, Steven asked where he was and what happened. Jan gave Steven his location precisely and scanned Steven. Jan was surprised to learn that Steven is a normal human with no extra properties whatsoever. Jan then told Steven to go to the village near that area called the Fartide village to consult with the doctor in that village.

Upon arriving at the village, Steven went to the village doctor to consult. After consulting with the doctor, he learned that there was a disaster called The Great Radiation that happened over a thousand years ago. After that incident, all the humans in the world were infected with the radiation which led to most of the population dying leaving the strong ones left. This also makes humans evolved based on the radiation, therefore all humans in the world have a radiation characteristic and were classified as a different species based on the characteristics. Steven however, was kept in the cryo tube when The Great Radiation happened so therefore, he was unaffected by the incident.

Refusal of the Call:

Steven thought that all of this was a prank of some sort but after touching the doctor's extra arm, he started to believe. After that, he screamed to the top of his lungs with tears flowing down from his face. The doctor seeing this sight told him that there is a solution to this situation. It was rumored that there used to be an insanely intelligent scientist that made a time machine in 3020. That scientist then mysteriously vanished from the world and the time machine's location was kept unknown. From the rumors, only the noble knows where the time machine is. This interests Steven so he and Jan set out on a journey. Their first destination was Tobury City.

Meeting the Mentor:

While they were on their way to Tobury City, they stumbled upon a dark cave. Steven wanted to stay out of it but Jan was curious so he went into there. Inside, there was a humanoid creature resting while standing. Steven thought that he was a human as well so he tried calling out to him. After he did that, the creature woke up and opened its silver wings. The creature then introduced himself as Kovan.

Kovan said that they should leave because they shouldn't be here. Steven with a trembling voice said that they are about to leave but Kovan was confused since he didn't see any weapon with them so he told them to at least carry a weapon because the Earth is a dangerous place now.

Kovan then handed a silver blade to Steven and a dagger to Jan. While Jan complained about his weapon, Kovan explained to Steven that he could train him on how to use that blade perfectly and Steven agreed. They then trained for 3 nights and Kovan was surprised that Steven learned so quickly on his training days. After the training sessions, Kovan told Steven that whenever he needs training, he can come back to this exact place to train with him. Steven thanks Kovan and continues his journey with Jan to Tobury City.

Cross the First Threshold:

On their journey, they encountered a creature called the Deformed. These creatures look horrible with features that resemble a monster. The way these creatures act are also aggressive, similar to wild animals. Jan explained that these creatures used to be human before The Great Radiation, but due to their body's incapability to withstand the radiation, the core part of their brain melted, making them mindless aggressive creatures. This made Steven realize the dangers of the world he is living in right now. He proceeds to kill the creature with his new combat skills and with Jan's assistance as well.

Act 2:

Tests, Allies and Enemies:

Upon arriving at Tobury City, Steven was approached by a talking duck. Despite Steven's efforts to ignore the duck, the duck continued to talk to him about her items. With a long sigh, Steven finally listened to the duck. The duck introduced herself as Peck and told Steven that she lied about selling things. She asked Steven if he could take her with him throughout his journey. Steven was hesitant at first but after some talking and persuasion, he agreed to bring Peck with him.

In the city, Steven saw the road filled with famished-looking people wearing ragged clothes in contrast to the Royal Place of Tobury which was covered in gold and luxuries. He asked the fancy Mayor of Tobury about the time machine. The mayor told them that he didn't have information regarding that but told him he could get more clues in City Eulen.

On the way to City Eulen, Peck told Jan and Steven that they should have a name for their team. Jan agreed but Steven was reluctant of the idea since he thought that a name for the team would not be important. Since both Peck and Jan agreed, they proceeded to pitch in their team names. They ended up with the name "The Human Duck Robot People" or shortened to HDR+. They all agreed to the name even though Steven was forced to agree since the name sounded like a video format from his era.

Upon arriving at City Eulen, the setting from Tobury City was very different. There were neon lights everywhere, fancy cars on the streets and many more. Steven asked a local for directions to the higher upper palace and they said that it is located in the center of the city. The HDR+ team then proceeded to go to the center of the city and the place where they needed to go was very distinct. The building in the center was around 500 feet and looks very modern. They entered the building and talked to the Eulen's president's assistant about the time machine.

The Assistant told them that there is no such thing as a time machine in their hands and they should leave. Steven kept begging the assistant to at least find some information on their database but the assistant didn't care. But then, the president himself came back to the building and saw Steven, Jan, and Peck bothering his assistant. He asked them what they needed and listened to them. After Steven told him about the situation, he answered with a wide grin. He said that he actually has some information about the time machine but Steven needed to do him a favor first.

He stated that Steven needed to capture a rogue civilian with the name Glinda that travels around the outskirts of the city. He even stated that he would give him a prize money for it since no one else in the city can actually do it. Steven then immediately agreed with Jan's and Peck's approval. They set out on their journey again to find Glinda in the outskirts. While they were traveling the outskirts, they heard some noise

from the bushes. When they checked it, it was actually just a kid trembling hiding inside the bushes. Steven assured the kid that they are not evil, but the kid still looks hesitant in communicating with them.

Then, an arrow suddenly hit Jan in the head but it didn't connect since Jan was made out of metal. Jan complained that it hurt to get hit in the head with something but not really since he was a robot. Steven and Peck then prepared themselves for an attack and saw a figure approaching them with a bow and arrow. Steven asked the person if she was Glinda and she asked them who they were. Steven told her that he just wanted to talk it out in a civilized manner. The figure then approached them slowly and introduced herself as Glinda.

Without hesitation, Jan held her arms tight and this gave Steven and Peck the advantage to strike Glinda and subdue her. Peck then checked back on the kid but the kid was already gone. They shrugged it off and tied Glinda up to bring to the President. Glinda kept persuading them to let her go but they just shrugged it off.

After arriving at the Center Building of City Evelen, Steven told the President that Glinda was captured and he now should know more about the time machine. The president then smiled and told them that there is no time machine, it was just a myth but he will still give them the money. Jan told Steven to just hand over Glinda since they could use the money to buy something nice for once. Steven yelled and ordered Peck and Jan to free Glinda.. After they freed Glinda, they escaped to outside the city.

After they escaped, Steven apologized to Glinda and even though she was angry at first, she forgave him. She then told the team that she knows some information about the time machine. She said that she needs to go to an area in the outskirts of Evelen City to explain what she does and they agreed. There was actually a secret passage that led to a secret camp for people that were exiled from the city. Steven realized that they only have Glinda as their protector and he almost took it from them. He proceeds to yell an apology to each and every one of the refugees.

Glinda told them that they need fragments that are located in 3 different cities which are City Evelen, Tobury City, and Gamdence City. Since one of them was on City Evelen, Glinda already had it with her. She told them that she stole it while they were escaping since she figured they might need it. She gave them the fragment and also a map to Gamdence City. She told them that she cannot go with them since she has to protect the refugees in this area and told them to go to Fruonross Village and talk to the elders after getting all the fragments. The team then left the area with thanks.

Approach to the Innermost Cave:

Steven told his team that he is going to go back to Kovan to train himself. Jan was against his idea because the last time he went there, he only got a short dagger but Peck was interested in Kovan since she never met him. Since 2 people wanted to go to Kovan, they went back to train. During their training, Kovan told them about his backstory. He also said that the reason he's always in the same spot where they are training right now is because he is waiting for the immortal sloth because he has no motivation in life anymore.

The Ordeal:

The HDR+ team then left Kovan and went to Tobury City again. Upon arriving, the mayor of Tobury City saw their faces and ordered his soldiers to attack them. The team proceeds to crush the soldiers in the battles. The mayor, in a shaky voice, ordered his so-called loyal civilians to attack but they refused. Instead, they attacked the mayor because they had had enough of the mayor's tyranny. After the civilians successfully beat up the mayor, they asked Steven if they wanted a reward. Steven answered that they needed the time machine fragment from the palace so they searched the whole place and Peck found it under a carpet.

Afterwards, they continued to Gamdence City. Since it's their first time arriving in Gamdence City, they were taken aback by the city's appearance. Everyone was busy with their work, there was no one lying on the streets and people looked fairly happy. Steven asked one of the locals of the city about where the nobles are located but the local said that there are no nobles because they believe that with no nobles, people can be happier.. Scratching her head, Peck asked about the fragment of the time machine. The local said that it is located in the City Museum for display because they have no use for it but want to keep it important.

Steven thanked the locals and proceeded to go to the museum and see the fragment. The fragment was sealed in a thick glass in the main exhibition of the museum. Jan gave the suggestion to steal the fragment at nighttime. Peck was hesitant since she thinks that stealing is a crime and she doesn't want to be involved in it but Steven agreed with Jan. With no other option, Peck agreed to join the heist of the fragment. While they were waiting for nighttime, they traveled around the city and had some fun.

When it hit 12 am, the HDR+ team proceeded to do the heist. The heist was going well at first but while Jan was trying to steal the other item that looked precious, he accidentally triggered an alarm. This leads to killer robots appearing in the museum trying to kill them. With Peck's ability to go through small openings and pressing buttons for the team, they were able to escape unscathed. They heard police sirens coming closer to their place so they quickly ran away to the outside of the city.

Since they already have the 3 fragments that they needed for the time machine, they continued their journey to Fruonross Village. Upon arriving, they were greeted by the village elder. After Steven told him how he was sent by Glinda to use the time machine and he had the 3 fragments, the elder rejoiced and invited them to a feast before Steven left with the time machine. Steven agrees since he thought that it was his last night at that place. They then partied with the villagers all day and ate a huge feast with them.

After feasting on their food, Peck and Steven suddenly went unconscious. Jan, with shivers running down his gears yelled for help but a villager hit his head with a metal bat and that made him unconscious. After Steven woke up, he realized he was tied up with Peck while Jan's whole body was gone, leaving his head. The village elder realized that he was assigned by Glinda to wait for a guest to arrive with the fragments so they can use it to get medicines from the future to cure all the diseases in the world. After the elder left, Peck whispered to Steven that she can use her mouth to get them out of there by pecking the ropes until it is broken.

Then they sneakily subdue the elder and went to where the time machine was based on the village map that the elder has. They then saw Glinda getting ready to activate the time machine and proceed to ambush her. Glinda was struggling at first but it was revealed that she hid her true strength on their first encounter. This is because she easily defeated Peck and Jan. Her fight with Steven was close but it ended with Steven's blade being split into two. Before Glinda was able to finish Steven off, Kovan intervened and attacked Glinda.

He told them that he has been watching them from afar and decided to interfere to help Steven. He told them how he was inspired by their will to continue on their path and decide to keep living in this world. After teaming up with Kovan, they successfully defeated Glinda. The injured Peck then helped Steven set up the time machine to go back to his time while Glinda begged him to not waste it on his own selfish needs and use it for the greater good. With no hesitation, he went into the time machine.

Reward:

Steven then went into thin air while he was inside the time machine. After about 30 seconds, he woke up from his bed in his own home. He checked the calendar and it says that he was transported to exactly 5 days before his cryo tube experiment. He breathes a sigh of relief since he thinks that everything that happened was just a dream.

Act 3:

The Road Back:

While Steven did his daily routine, he realized that everything seems so familiar to him. He thought that it might've been because everything goes by the same way everyday. In the insurance company that he worked in, he saw a familiar name that feels like that person would commit insurance fraud.. He gave the client data to his coworker instead just to be safe.. His coworker was feeling excited to handle the client because for him, it's an extra customer.

Resurrection:

Steven was happy to continue doing work for his company. After a couple of days, he figured out that his coworker got fired because he got caught up in an insurance fraud. Steven was surprised since this happened to him in his dream. He thinks that it might have been a coincidence. One day, he saw a flier for a cryo tube experiment but he was not interested. Steven's hard work paid off with him ranking up in his insurance work to provide insurance to the biggest Nuclear Plant in the world.

Return with the Elixir (The return home):

Steven's work was going well but the next day, some workers wanted to claim the insurance for the nuclear plant. They said it's because they got many injuries when working in the main chamber of the nuclear plant. Steven, filled with suspicion, decided to check out the main chamber for himself. While he was checking the main chamber, he accidentally tripped on one of the cables. He then accidentally pressed a button that overheated the main chamber which caused the Nuclear Plant to explode and caused a chain reaction that made other nuclear plants explode. This tragedy was known as The Great Radiation.

Critical Analysis

Character Archetypes:

The character archetypes are properly used in the narrative. The main character, Steven, has the Anti-Hero archetype. It can be seen from how Steven acts and how his only goal in the narrative is to go back to his time. He doesn't care about other people and only cares about his own goal even though in the final part of The Ordeal, it was mentioned that Glinda wanted to use the time machine for good purposes but he didn't hesitate to use the time machine.

The trickster which is J4nit0r-43 also known as Jan is considered to be The Trickster archetype. This is due to the fact that Jan is a character that opposes Steven's enemies and also a comedic relief for the narrative. Jan complains about certain things, mocks the enemies and teammates, and attacks the enemy with his useless set of cleaning tools that he made.

The Shapeshifter that is Glinda is also used correctly. We can see this from the betrayal of Glinda in the final part of The Ordeal. The HDR+ team thought that Glinda was part of their ally but instead she chose to betray them to take the fragments and use them herself.

The Mentor which is Kovan is used differently than any other generic mentors. Instead of following the wise, weak, and old stereotype, Kovan is muscular and is not very wise about life since he lacks motivation for it himself. He still fits the mentor archetype since he trains the main character and the team for the journey.

The last archetype that I used in the 5 characters is The Ally archetype. We can see this from Peck who helps the hero throughout the journey. In the game, she helps the hero through puzzles that only she can go through.

Narrative Tropes:

The narrative trope that I used is a character that just wants to go home accompanied by 2 allies. One of them is a comedic relief character while the other one genuinely wants to help. This is a common trope in movies and video games but the way I use it is different. It is different because the characters are all different species. This could lead to different story outcomes and different importance of characters throughout the game. For example, since Peck is a duck, Peck is useful in areas where the main character isn't and this applies to Jan the Robot.

The other narrative trope that I used is that the main character's opponent was someone he knew all along. This is also a common trope and the way I use it is unique

since the main character is an anti-hero and his opponent , Glinda, did what she did for a noble purpose. This shows the egotistical side of the main character.

The other narrative trope that exists is the Tyrant Takes the Helm. We can see this from Tobury City where the citizens are poor while the mayor is rich. This is due to the fact that the leader abuses the power and doesn't care about his loyal subjects. This leads to the loyal subjects going against the mayor which helps the main character.

The last narrative trope that I used is The Mentor saving the main character. This is not a very common trope since usually The Mentor is the one who is saved by the main character or the one who dies but in this case it's different. Since the mentor (Kovan) has no purpose in life but can't die, this makes the perfect opportunity for him to save the main character and regain his motivation.

Stereotypes and Cliches:

I avoided the potential stereotypes by designing my own species and not linking any habits to them. The skin color is also varied depending on what the character is. Since Kovan's backstory is related to a celestial being, then his skin color remains the same the day he almost died. Glinda on the other hand, uses the green skin color since most humans have green-ish skin color at the time because of The Great Radiation. Steven's skin color also doesn't change since he was in the cryo tube all along. No bad habits or bad image was presented regarding the species, race, and gender of each character.

One of the potential cliches was the ending of the main character waking up from a dream. I prevented this by making the ending a time loop. It can be seen from the last part of the story where Steven accidentally caused The Great Radiation.

The other potential cliché is the main character going with the good option every time. In the final part of The Ordeal Glinda told the main character that she uses the time machine for noble things. A typical story in this part would change the main character's mind and help her get the future medicine needed but the character in this narrative has the Anti-Hero archetype which leads to him thinking about himself more than others.

Show Don't Tell:

If this narrative exists in a game, I would display emotions of characters more expressively in certain situations. Some of the situations are when the main character refused to believe that he was in the situation he's in, his actions when stumbling upon his mentor (Kovan), his annoyance when he was offered items by Peck, and many more.

I would also not use a narrator in the game since it won't fit the genre conventions of Action, Adventure and will decrease the player's immersion of the game. The background music of some scenes in the narrative will also be adjusted based on what the situation is. For example, the part where Steven was surprised to learn about his whereabouts would be combined with suspenseful music. This applies to every narrative situation in the game.

There would also be no dialogue that describes the situation bluntly if this were implemented to the game. The dialogues would focus more on the plot and the words exchange of each different character. Even though some narrative aspect of the game might get missed by the players, the most important thing is that the main plot of the narrative still reaches out to the players.

Genre Conventions:

The story fits the genre convention of action adventure. The action genre of the narrative can be seen from the battles that the main character and the team did with the enemies. There are also stealth options in some parts of the narrative which can also be considered as action.

The adventure part of the narrative can also be seen from the journey that the main character did. As a player, exploration in this game world is an experience that can be enjoyed. Finding new areas, loot, and also fighting enemies in some areas would be an entertaining experience.

By combining the two genres action and adventure, a narrative that involves battles and exploration is created. Even though this is a basic genre combination, a compelling narrative can still be made by appropriating the use of archetype, trope, and avoiding stereotypes and cliches which I did.