**Story Design Doc**

**Area 1: The Dark Depths**

* The player wakes up in a cell surrounded by nothing except darkness. A pop-up dialogue appears as the player thinks, “Wh... Where am I? What is this place? Who am I?”
* Behind them is a chest that contains a note, “Ascend, for that is the only path forward”. Inside the chest the player also finds a key that allows them to unlock the cell door, the Battered Blade and a lantern.
* Beyond the cell is nothing but the darkness of the Deep Depths, a subterranean cave filled with nothing but feral creatures, abandoned mines and hidden passageways.
* As the player explores, they battle against Feral Bats, Giant Spiders and Glow Worms, collecting coins and finding chest containing items that help unlock abandoned passageways.
* While exploring the player finds a passageway that contains the Merchant, a mysterious man standing within the darkness.
* As the player approaches, the Merchant calls out “It has been a while since I have last seen you prisoner, feel free to ease your weary soul here.” Then the player can access the shop to purchase health potions and weapons.
* **Side quest:** The player will stumble upon the skeletal remains of an unknown person, and the skeleton has a medallion attached to it. The player must take that medallion and use it and attach it to a shrine, which will unlock the door to the next area. The shrine and the door are not attached.
* Eventually as the player continues to explore the Dark Depths, they will eventually enter a room they cannot escape as a massive spider crawls into the light. The voice of the Warden will speak through the Golem King, “Prisoner 1099, you have arrived at your first trial, defeat the Golem King and claim her key. Continue the ascent and fight for your freedom.”
* Upon the defeat of the Golem King, the player receives boots that enhance their speed and a special key to open the Warden’s Office. The room then unlocks and allows the player to continue to explore.

**Area 2: The Underground Forest**

* Eventually the player will end up in the underground forest where it is still dark but now, they are surrounded by large trees and grass as they get chased by wolves, Ents (walking trees) and Frogs.
* Once again, the player can explore until they happen upon a secret location that holds the Merchant who will offer his updated wares to the player.
* Eventually they will happen upon an area within the Underground Forest that will similarly lock down and a massive Grizzy Bear will enter and once again the Warden’s voice speaks out, “Good, you have come far Prisoner 1099. I present you with another challenge. Struggle, fight, survive and crawl your way to me.”
* After defeating the Grizzly bear the player will receive the last key to open the Warden’s office and then can proceed to the Castle.
* **Side Quest**: There will be an NPC that has been stuck behind a barrier of roots. The player must collect various items (Glowcap mushrooms, etc) and will dump them into a pot to create a concoction to dissolve the roots. The NPC will gift the player a key into the castle dungeon entrance.

**Area 3: The Castle**

* Entering the Castle, the player will fight through heavily plated knights, precise archers and magically floating sentinels as they rush towards the Warden’s Office.
* Somewhere along the way they can once again unlock a secret area the Merchant is in, where he will have his updated wares for sale once again.
* Eventually the player will come across a massive door that requires both the Golem King Key and the Grizzly Bear Key to be in the player's inventory to open.
* Inside the Warden’s Office, a massive and heavily plated Warden will appear before the player and say, “Congratulations, you stand one step away from your freedom. Defeat me and you break this hellish cycle. Perish and we begin anew.”
* Upon defeating the Warden, the door behind the Warden will open and allow the player to run through and stand at the top of the Castle.
* The ending scene will show the player at the top of the Castle staring out at the blue sky where a massive tree (Yggdrasil) is in the distance.