

# THE DARK LADY AWAKENS

## OVERGROWN CREATURES



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## 1 CHANGELOG

Revision History		
Who	Date (DD/MM/YYYY)	Comment
Andrea Carrarini	22/10/2020	Document created, World Diagram added
Michele Leva	24/10/2020	General story added
Marco Grande	24/10/2020	Level and goal outlines added
Michele Leva	25/10/2020	Library script and dialogue with the ghost added
Andrea Carrarini	25/10/2020	Level Script Section A added
Andrea Carrarini	26/10/2020	Level Script Section C added
Marco Grande	31/10/2020	Added High Concept, Settings, Themes, Synopsis and Story Flowchart sections
Michele Leva	01/11/2020	Added Characters section
Michele Leva	05/11/2020	Fixed some circumplexes
Andrea Carrarini	05/11/2020	Formatting

## 2 HIGH CONCEPT

Minerva, a role model student, joins a new club with her two best friends: Edward and Nora. This club's administrator is Olivia De Mort, a mysterious teacher that gathered the best Hogwarts students to teach them advanced magic.

A strong rivalry between Edward and Nora for the role of best student in all Hogwarts is decided to be settled in a private duel. After the battle Edward is found in a comatose state and the police decide to take Nora in for investigations. Minerva knows that something isn't right since they were all really close friends with no motive to do something that cruel.

Starts here the adventure of Minerva to discover the truth. People from the club are suspected to be involved, so Minerva begins to doubt her own friends.

The events that happen during the club missions to learn new magics bring Minerva to question good and evil, trust and doubt. While in moral doubt, Minerva travels between dungeons, defeats terrible beasts and gets to know the people around her.

With the guide of her professor Dumbledore, Minerva, eventually, will learn her true feelings and what really matters to her.

## 3 THEMES

**Good and Evil:** The main theme of the story is based on the hard decisions that Minerva must undertake. When people are put under pressure is when the true self starts to show and all the difficulties that cross Minerva's path are not easy tasks.

**Trust:** Proceeding with the investigations means doubting people. Without her two best friends Minerva is now alone in a school of possible suspects, her teacher Dumbledore is the only person who can guide and help her.

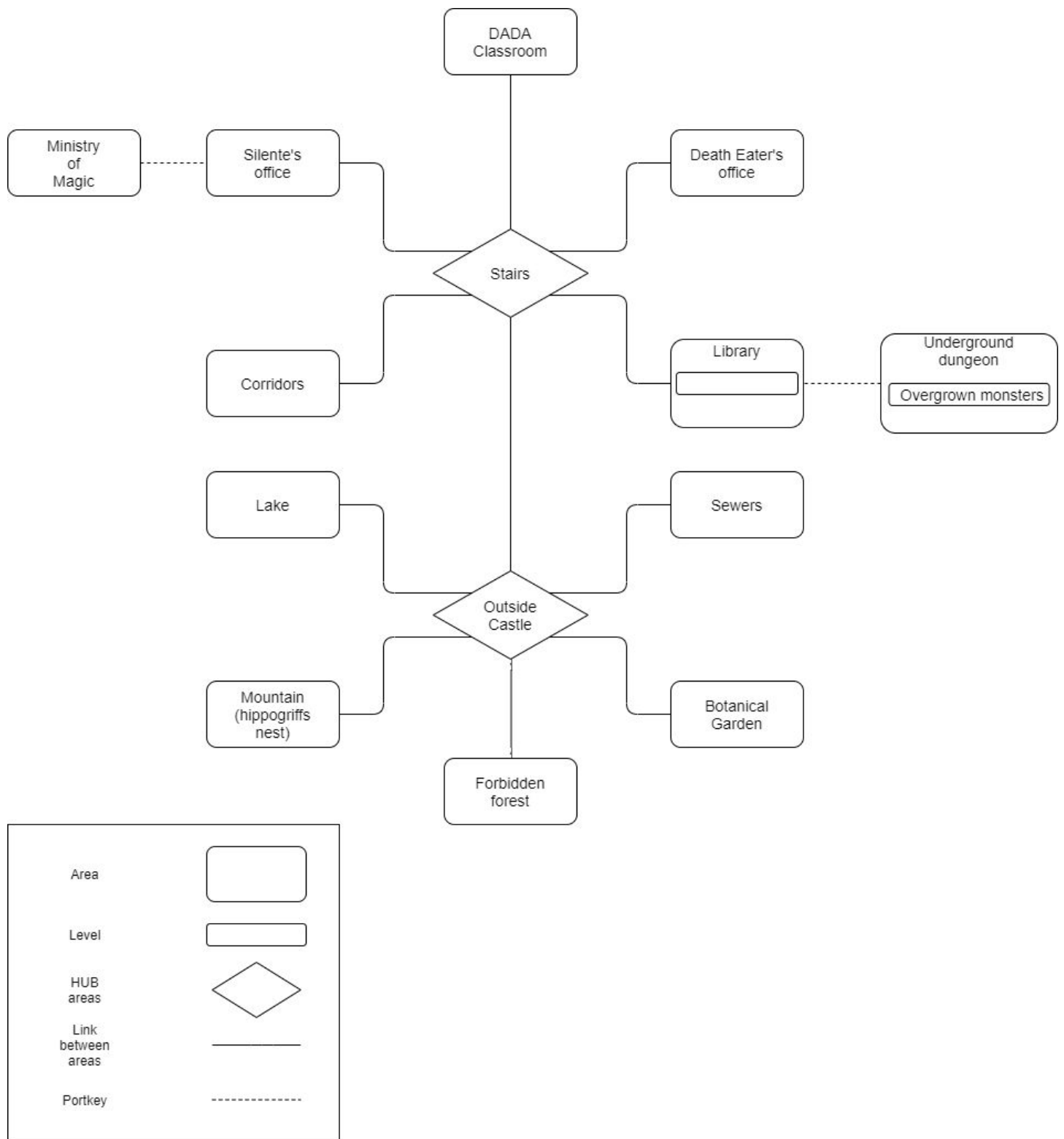
**Thirst for Power:** Minerva will learn dangerous and powerful spells, but with power comes the need to be cautious with the use of her abilities.

**Friendship:** With the difficult situations of her friends, now more than ever, Minerva will learn to evaluate more the people around her.

## 4 WORLD MAP



# 5 WORLD DIAGRAM





## 6 SETTINGS

The locations are situated all around Hogwarts castle and the near areas.

On her adventure, Minerva will travel in forests and mountains to gather clues and to retrieve objects. She will dive into a dangerous lake on De Mort's order and will explore the most mysterious places in Hogwarts.

The farthest location that Minerva will explore is the place where her dear friend Edward is taken: the Ministry.

The overall setting is not much different from Harry Potter times and the danger is still hidden everywhere.

### 6.1 Hogwarts

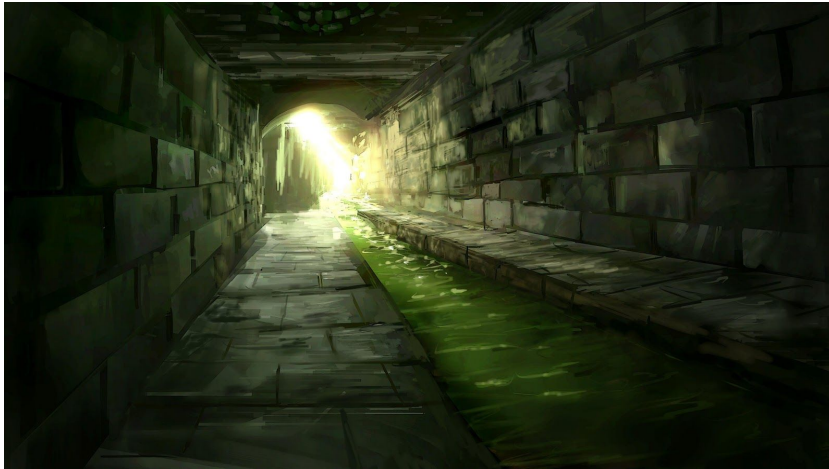
This school is considered one of the best institutions of magic in Britain. Here young mages learn how to use their power and also grow as persons. The halls are full of life as students speak about their mundane life and their ambitions. Even ghosts are so cheerful to join conversations that almost forget their conditions.

The school has a gothic and almost labyrinthine design. Hogwarts has a lot of hidden and dangerous places which access is forbidden to students.



#### 6.1.1 Hogwarts sewers

Certainly the less igienic spot in Hogwarts territory, this location is full of rats and dirty water. It's access is not forbidden to anyone but there is no reason to go there and obviously no one wants to go, unfortunately the rat invasion is a problem.



### 6.1.2 Hogwarts library

The library is the most popular spot between smart students, which means it is not visited very often.

The room is full of books on every shelf and the lights give a calm and relaxed feeling. There are not many windows in order to make immersing in the reading easier and without distractions.

The library's access is forbidden to students at night and around that time is usually supervised by a guard and ghosts that are not willing to go to sleep. A neighboring section gives access to the prohibited books room but there is no way to enter that place without passing in front of the guard that is attending the library.

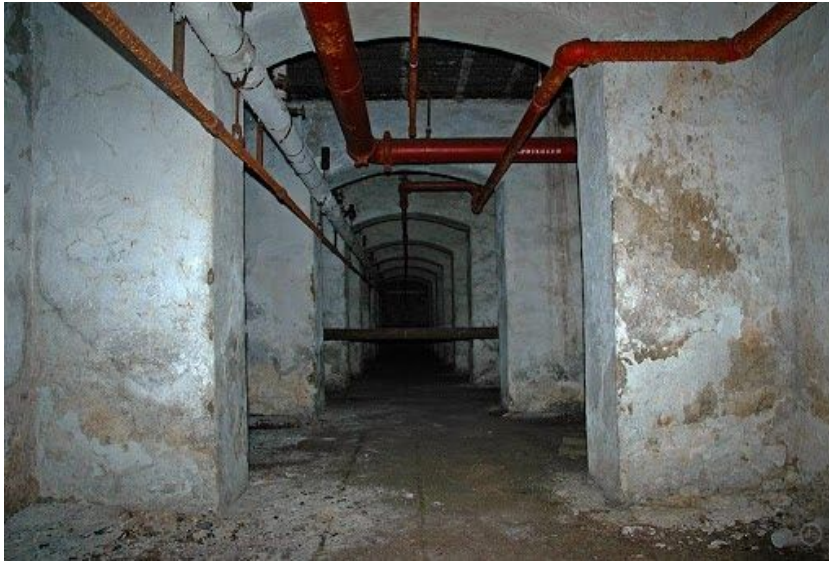


### 6.1.3 Hogwarts underground dungeon

An old abandoned section of Hogwarts which access is not available anymore. The only way to enter into this dungeon is to use a portkey that is located in the library.

This place was previously used by students but now its structure is ruined and the hydraulic system is broken. The water in the pipes got infected by a parasite and now all the creatures that live in the dungeon have mutated.

A terrible noisy and dangerous creature is said to live here.



## 6.2 Forbidden forest

The Forbidden Forest is a patch of untamed forest that grows on the grounds of Hogwarts School. It is home to many magical creatures, including unicorns and centaurs.

The access to this forest is obviously forbidden to any student because of the high amount of dangers but it is also the main field for ambitious students to secretly practice or to find rare ingredients.



## 7 SYNOPSIS

### 7.1 Premise

A very powerful death eater named Olivia De Mort (fake name) finds a way to travel to the past, her objective is to corrupt a young Minerva McGonagall to join Voldemort's ideals.

Olivia becomes the Dark Arts professor at Hogwarts waiting for the right time to get close to Minerva.

### 7.2 Act 1: Introduction

Olivia forms a club gathering the best students in Hogwarts, three of them are Minerva and her friends. Olivia's young self, Elizabeth, is also part of the club but doesn't know neither the professor's true identity nor her plans.

Minerva's friends, Edward and Nora, decide to have a private duel to establish who is the strongest student in Hogwarts but Elizabeth, being a prideful and stubborn student, wants to take part.

Olivia takes advantage of the situation to set up a crime: sends Minerva and Nora away from school on different tasks and gives Elizabeth the opportunity to battle Edward. Olivia steals an item from Nora (her watch) and enhances its power using magic, then proceeds to give the enhanced item to Elizabeth to boost her capabilities.



Elizabeth fights Edward but her magic is now powerful enough to send her opponent into a coma. Elizabeth starts to panic, drops the item to the ground and runs away.

The police, searching for a culprit, finds Nora's item and Olivia's (false) testimony enough to take Nora in and it's now the turn for Minerva to help her friends.

## 7.3 Act 2: Progress

Minerva, with the help of her transfiguration teacher Dumbledore, learns how to turn into a cat and starts investigating the club's members.

During her research she continues to help in Olivia's missions that start to become more violent and with questionable morality.

Minerva gets more and more suspicious about the club's members and investigating on her own discovers that the culprit is most likely part of the Ravenclaw house. All her doubts lead back to Elizabeth but she doesn't have any concrete proof yet.

On Dumbledore's advice, Minerva is convinced that the best thing to do is to analyze Nora's watch to search for magical clues but in order to do so they need to retrieve some magical items.

After collecting everything needed Minerva and Dumbledore head to the ministry of magic, the place where Nora is. Minerva sneaks in where the watch is kept and analyzes it. On the way back she visits Nora which tells her that she wasn't at school when everything happened.

Back to Hogwarts Minerva analyzes Elizabeth and finds the same trace of magic, finally Minerva has decisive proof.

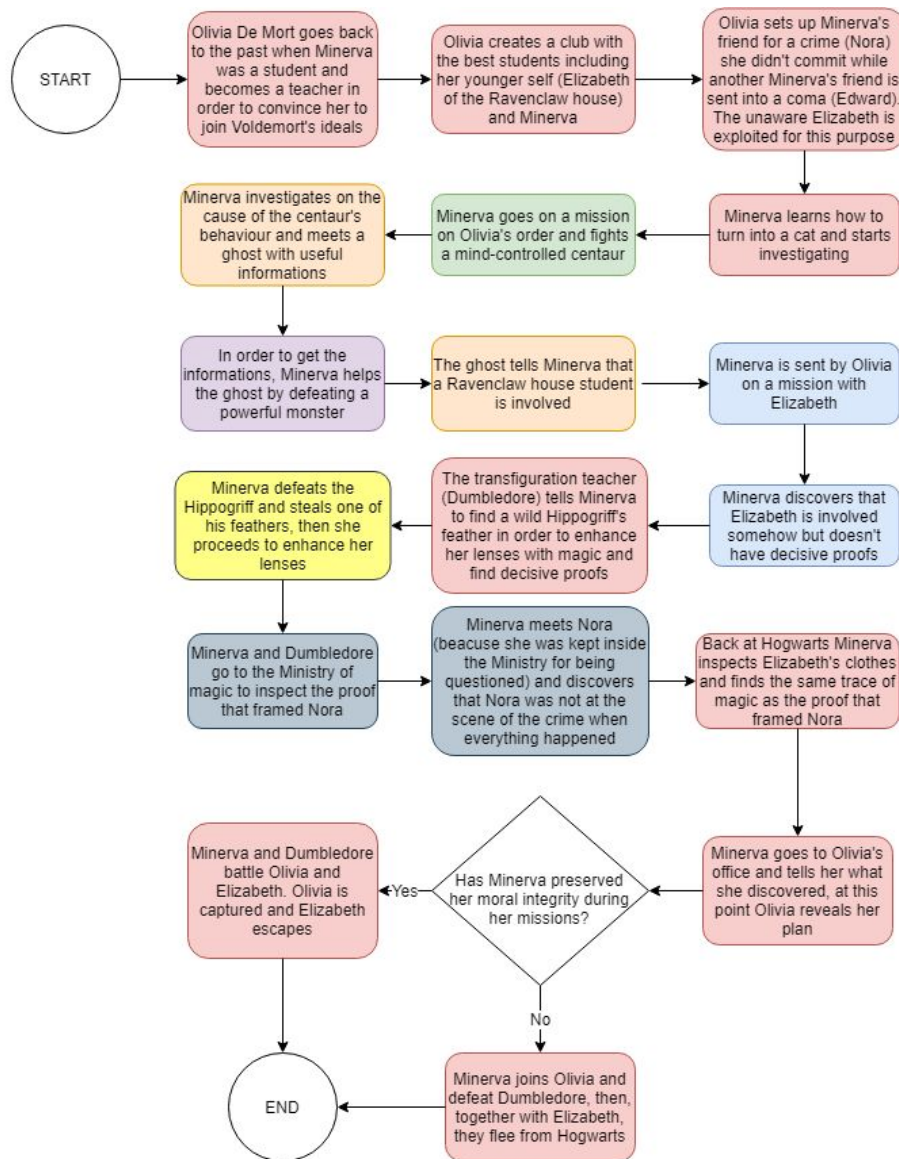
## 7.4 Act 3: Conclusion

Minerva goes to Olivia's office to report everything that she discovered.

**Bad ending:** Olivia reveals her plan but so far Minerva has committed numerous crimes during her missions, so Minerva, corrupted by her own actions, decides to join Olivia. Olivia and Minerva fight and defeat Dumbledore, then they flee from Hogwarts with Elizabeth.

**Good ending:** Olivia reveals her plan and Dumbledore intervenes. Suddenly Elizabeth bursts into the room and helps Olivia, they engage a 2v2 fight but Elizabeth is losing. Olivia, knowing that she can't let them capture Elizabeth, sacrifices her chance to win by shielding her. Elizabeth escapes but Olivia is captured. Nora is cleared of any charge and Edward awakes from his coma.

## 8 STORY FLOWCHART



### LEGEND

HOGWARTS

FORBIDDEN FOREST

LIBRARY

UNDERGROUND  
DUNGEON

GREAT LAKE

MOUNTAINS

MINISTRY OF MAGIC

THE LOCATION IS NOT  
RELEVANT

# 9 LEVELS AND GOALS OUTLINE

## 9.1 Chapters and Levels

### Chapter 1 : Hogwarts routine

Lv 1 : Rats in Hogwarts sewers (Area: Hogwarts sewers)

Lv 2 : Transfiguration lesson with Dumbledore (Area: Dumbledore's office)

### Chapter 2 : Retrieving ingredients

Lv 1 : Searching for ingredients (Area: Botanical garden)

Lv 2 : The strength of magical creatures (Sub-Area: Greenhouse)

Lv 3 : Investigating a teammate (Area: Hogwarts)

### Chapter 3 : A rebel in the woods (Area: Forbidden forest)

Lv 1 : Exploring the forest

Lv 2 : A new dangerous spell

Lv 3 : Battle with the centaur (Boss fight)

### Chapter 4 : Noise in the library

Lv 1 : Sneaking into the library (Area: Hogwarts library)

Lv 2 : The hidden dungeon (Area: Hidden dungeon)

Lv 3 : Battling the monster (Boss battle)

### Chapter 5 : Stealing eggs at the lake (Area: Lake)

Lv 1 : Finding the lair (Sub-Area: Coast of the Lake and underwater in the Lake)

Lv 2 : Battle for the eggs (Boss battle)

### Chapter 6 : The magical lenses

Lv 1 : Up the mountain (Area: Mountain)

Lv 2 : Entering the Hippogriff's nest (Sub-Area: Hippogriff's nest)

Lv 3 : Battle against the hippogriff (Boss battle)

Chapter 7 : Meeting a dear friend (Area: Ministry of Magic)

Lv 1 : Sneaking into the Ministry of Magic

Lv 2 : Searching for the Watch

Lv 3 : Going back outside

Chapter 8 : It all comes together (Area: Dark Arts professor's office)

Lv Good ending : Battle against the young culprit

Lv Bad ending : Battle against Dumbledore

## 9.2 Goals Outline

1. Remember how to fight and learn how to transform
  - a. Resolve the rat infestation problem. (**Chapter 1: Hogwarts routine**)
    - i. Go to the sewers.
    - ii. Kill the rats.
  - b. Learn how to turn into a cat.
    - i. Go to Dumbledore's office.
    - ii. Try the movement of the cat form.
2. Find the culprit
  - a. Retrieve the ingredients for the Potions Master. (**Chapter 2: Retrieving ingredients**)
    - i. Go to the Botanical Garden
    - ii. Battle the magical creatures in the Greenhouse.
    - iii. Follow your teammate to investigate the incident.
  - b. Resolve the disturbance in the forest. (**Chapter 3: A rebel in the woods**)



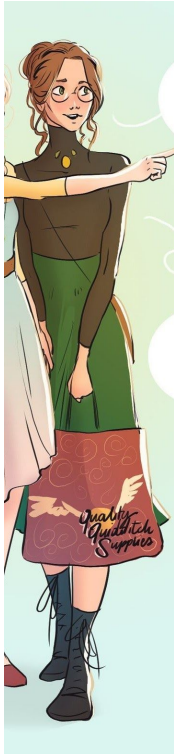
- i. Explore the forest
  - ii. Learn a new spell
  - iii. Fight the centaur
- c. Recover the prohibited book. (**Chapter 4: Noise in the library**)
  - i. Sneak into the library
  - ii. Search for the source of the problem inside the dungeon
  - iii. Defeat the Troll
- d. Steal the rare eggs. (**Chapter 5: Stealing eggs at the lake**)
  - i. Explore the Lake to find the monster's lair
  - ii. Steal the eggs
  - iii. Fight the monster
- e. Find the hippogriff feather. (**Chapter 6: The magical lenses**)
  - i. Explore the mountain
  - ii. Search for the Hippogriff and steal his feather
  - iii. Fight the Hippogriff
- f. Sneak into the Ministry of Magic to examine the pocket watch. (**Chapter 7: Meeting a dear friend**)
  - i. Sneak into the Ministry of Magic
  - ii. Find the pocket watch
  - iii. Get out of the Ministry
- g. Learn about the truth. (**Chapter 8: It all comes together**)
  - i. Go to the Dark Arts professor's office
  - ii. Fight the culprit

**OR**

- ii. Fight Dumbledore

# 10 CHARACTERS

## 10.1 Minerva McGonagall



### 10.1.1 Description

Minerva is a student of the Gryffindor house at Hogwarts School of Witchcraft and Wizardry.

She is a young teenage girl with brown eyes, a fair complexion, and black hair usually combed back into a tight bun. She does not wear any accessories if not for her square spectacles when she needs to read.

Minerva is a serious and quiet person, who does not easily show her emotions except when she is in the company of her friends. Despite her stern personality, she is not afraid to speak her mind when the situation requires it. Minerva does not tolerate injustice and she always puts family and friends above herself.

She is also an excellent Quidditch player and an even better student. Having Dumbledore as a teacher and mentor, she becomes extremely capable in the Transfiguration discipline.

### 10.1.2 Backstory

Minerva is a Scottish half-blood witch, born in 1889 from a Muggle presbyterian minister Robert McGonagall and a powerful witch Isobel Ross.

She inherited from her father his strict trait and from her mother her incredible magical skills.

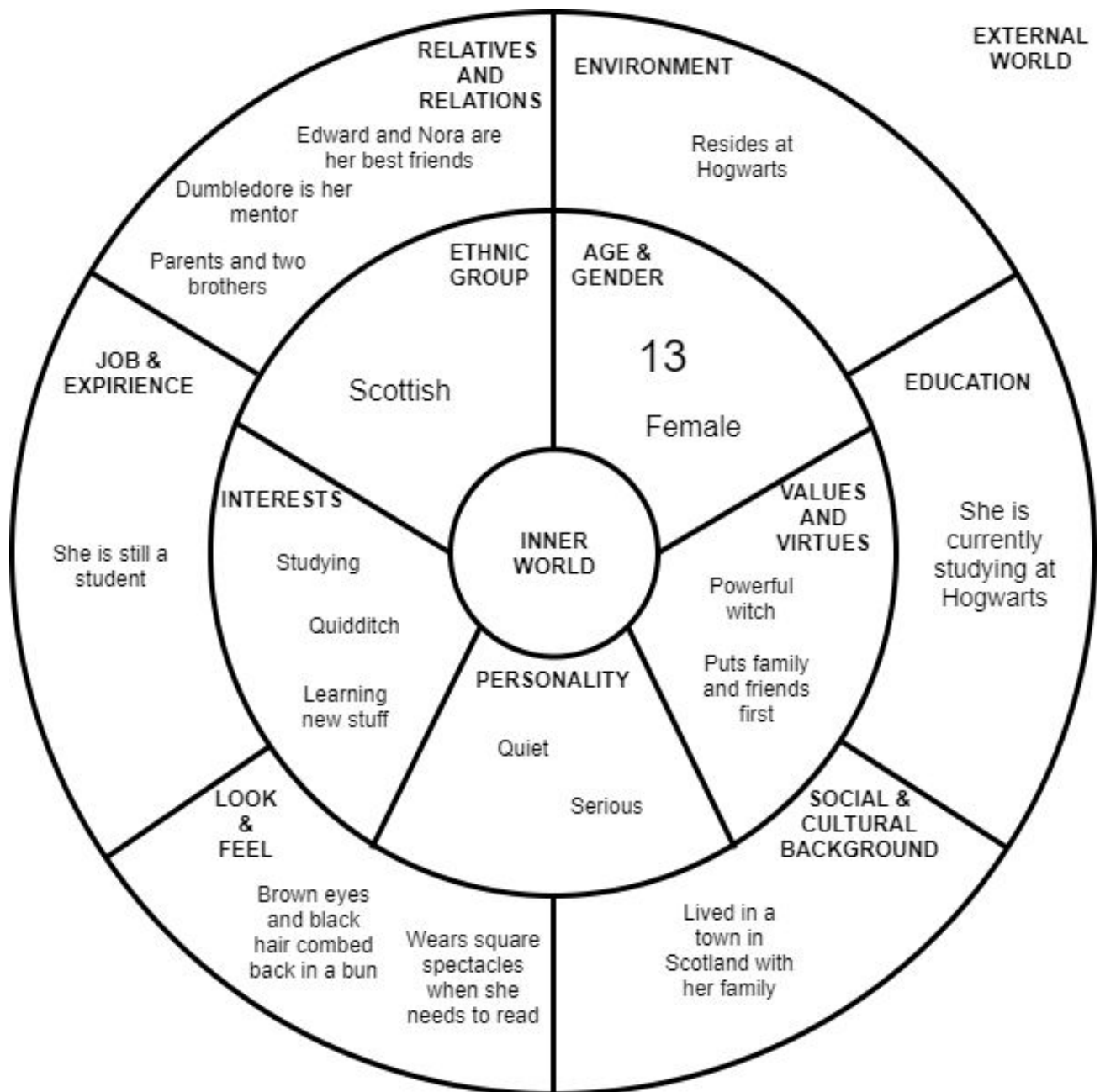
Minerva manifested for the first time her magic abilities in her infancy, which was a shocking revelation to her father, who until that moment did not know the magical capabilities of his wife.

She is the eldest sister of two brothers, Malcolm and Robert Jr, both wizards too.

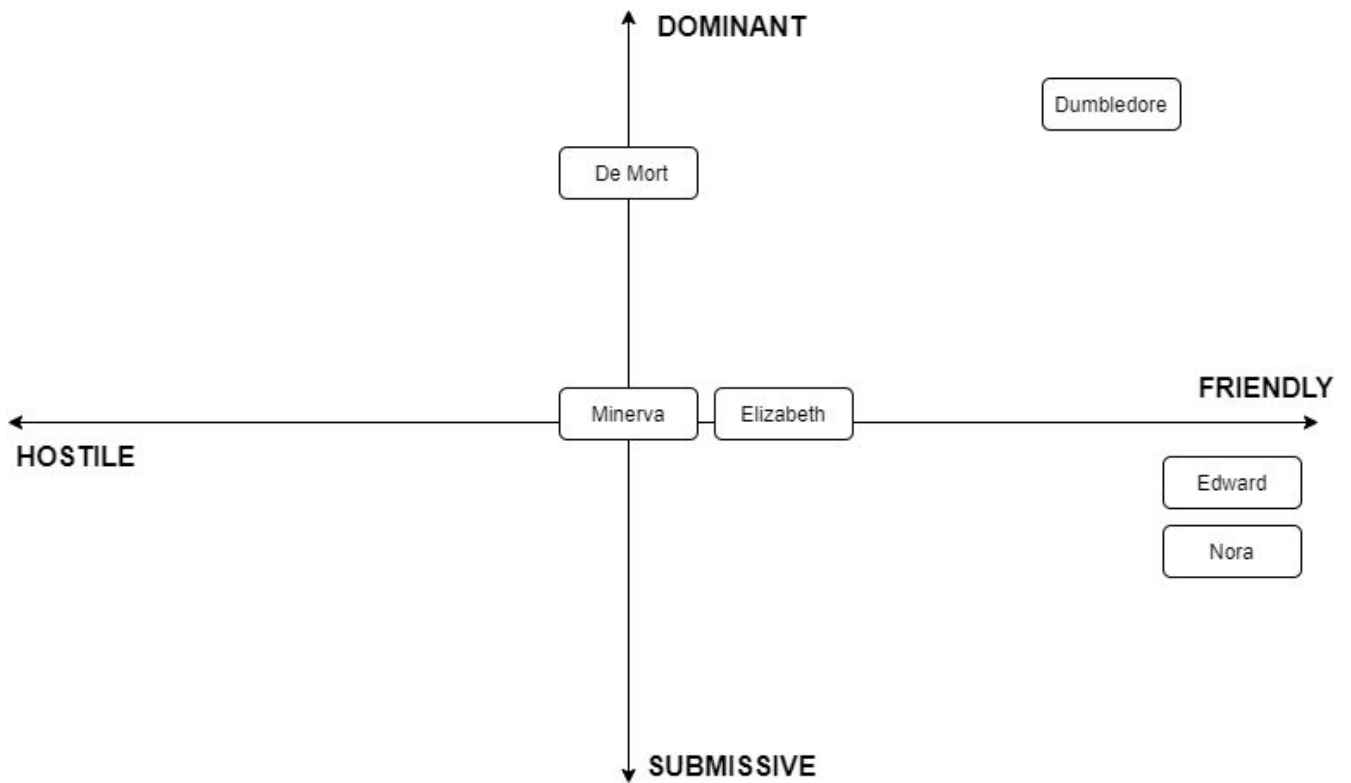
Minerva received her admittance letter from Hogwarts School of Witchcraft and Wizardry on her eleventh birthday, making her mother proud as she was a student at the same school.

Quickly after joining the school, she met her two best friends among the students of her house: Edward Martin and Nora Davis.

### 10.1.3 Circumplex



### 10.1.4 Map of relations





## 10.2 Elizabeth Lynch

### 10.2.1 Description

Elizabeth is a student at the Hogwarts School of Witchcraft and Wizardry, belonging to the Ravenclaw house.

She is a young teenage girl with red hair and pale complexion. Having lost her mother as a child, she found in her teacher Olivia De Mort a mother figure and mentor since her first year.

Behind De Mort's guidance, Elizabeth became a powerful witch, whose strong point is the magical duel. Behind a quiet appearance she began to develop an intense ambitious spirit, and this young witch now never pulls back from a challenge.

Elizabeth has a shy attitude and speaks very little, preferring the company of books to that of her peers. This has not allowed her to make many friends, even though she considers De Mort as such.

### 10.2.2 Backstory

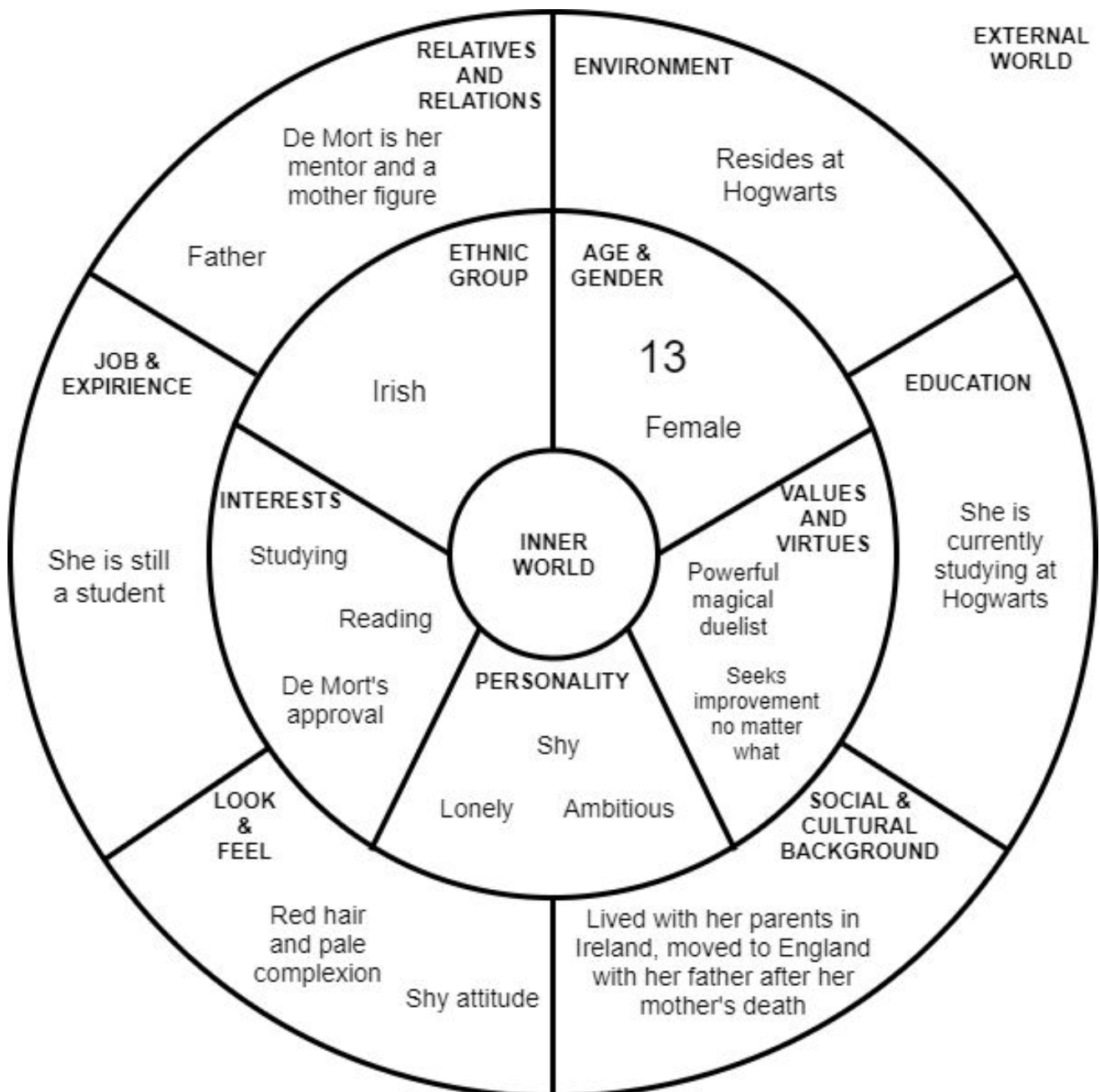
Elizabeth Lynch is Irish, she lived with her parents, both wizards, in the northeastern region of Ireland until an illness took her mother away when she was still very young.

This tragedy dragged her father into a severe depression. As a result, he lost several jobs and was forced to move with his daughter to England in search of better luck.

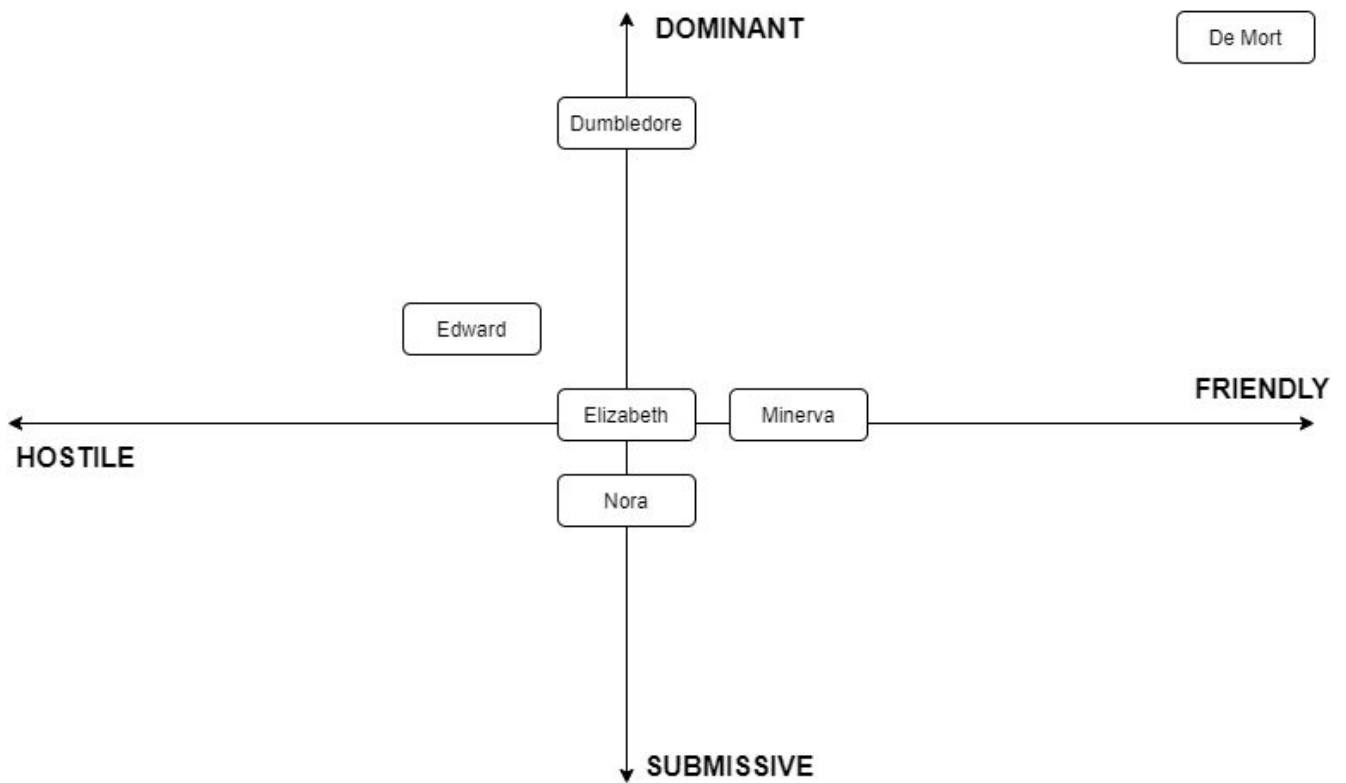
Elizabeth did not have neither a happy childhood nor great opportunities to develop her magical abilities properly, which manifested themselves a few years before her admission to Hogwarts.

After she joined school, she met De Mort who took her under her wing, and was finally able to learn what she was really capable of.

### 10.2.3 Circumplex



## 10.2.4 Map of relations





## 10.3 Olivia De Mort

### 10.3.1 Description

Olivia De Mort is the Defense Against the Dark Arts teacher at Hogwarts School of Witchcraft and Wizardry and the head of the Ravenclaw house.

She is a young woman with an elegant bearing and haughty attitude. She dresses in flashy clothes but appropriate for a school environment, wearing makeup in moderation and long red hair tied behind her back with a black ribbon.

Olivia is an exceptional witch, extremely capable in defensive magic but with an extensive knowledge of offensive magic, both traditional and dark.

She is appreciated by her colleagues as an excellent teacher and demands the utmost commitment from her students, despising, though not openly, the less magically gifted students.

She has created a private circle with the best third-year students, including Elizabeth, Minerva, and her two friends Edward and Nora.

### 10.3.2 Backstory

Olivia De Mort, as the player will discover at the end of the game, is in reality Elizabeth Lynch from the future, where she was a death-eater at the service of Lord Voldemort.

She has the same past as Elizabeth from this timeline, having had herself from the future as a mentor and therefore being corrupted towards Voldemort's way from an early age.

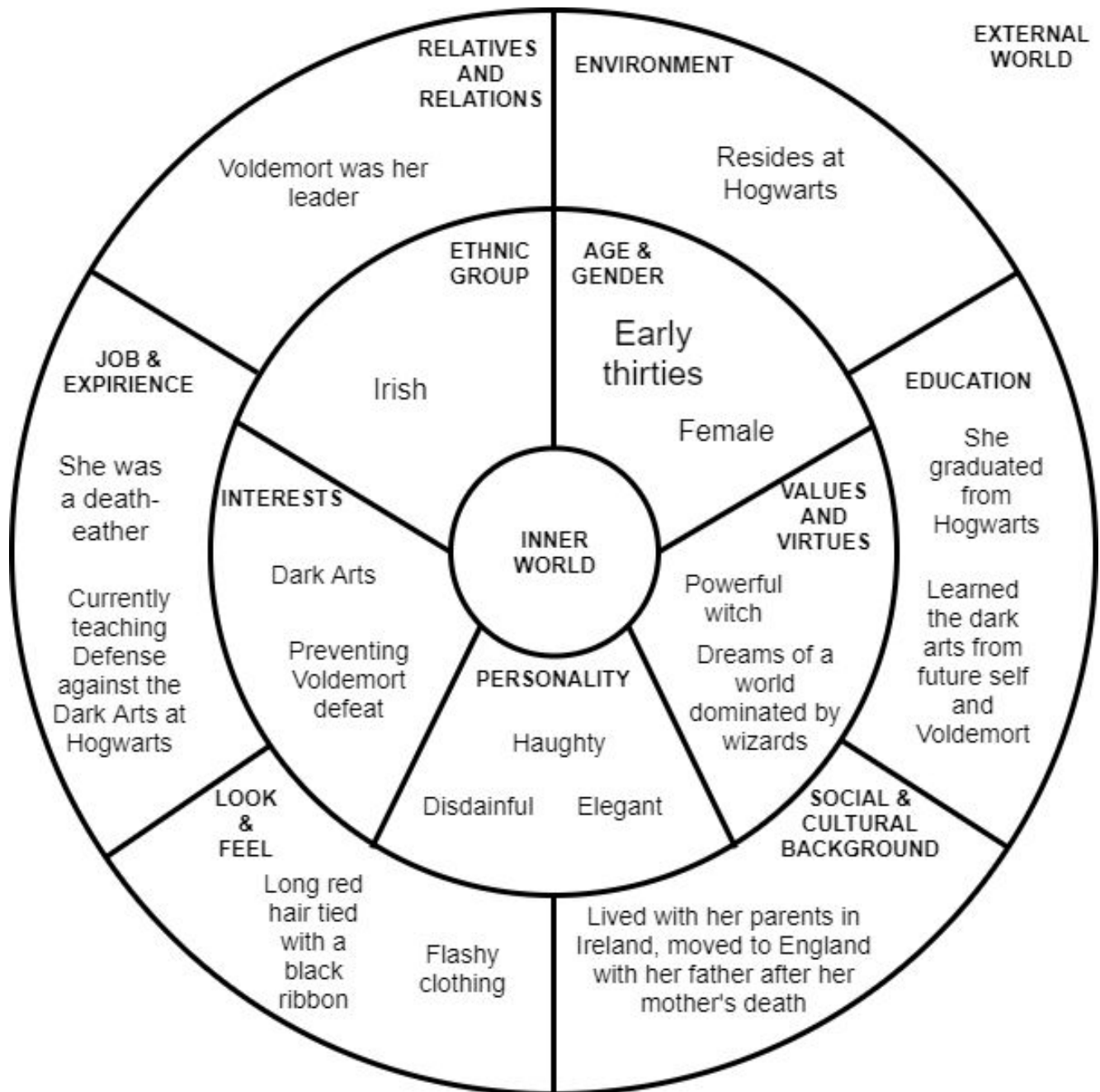
Together with the Dark Lord she shares the contempt for Muggles and her dream is a world ruled entirely by wizards.

She was a Death Eater loyal to Voldemort until his defeat, after which she was able to take over a time-turner and to go back in time to bring Minerva McGonagall to the dark side.

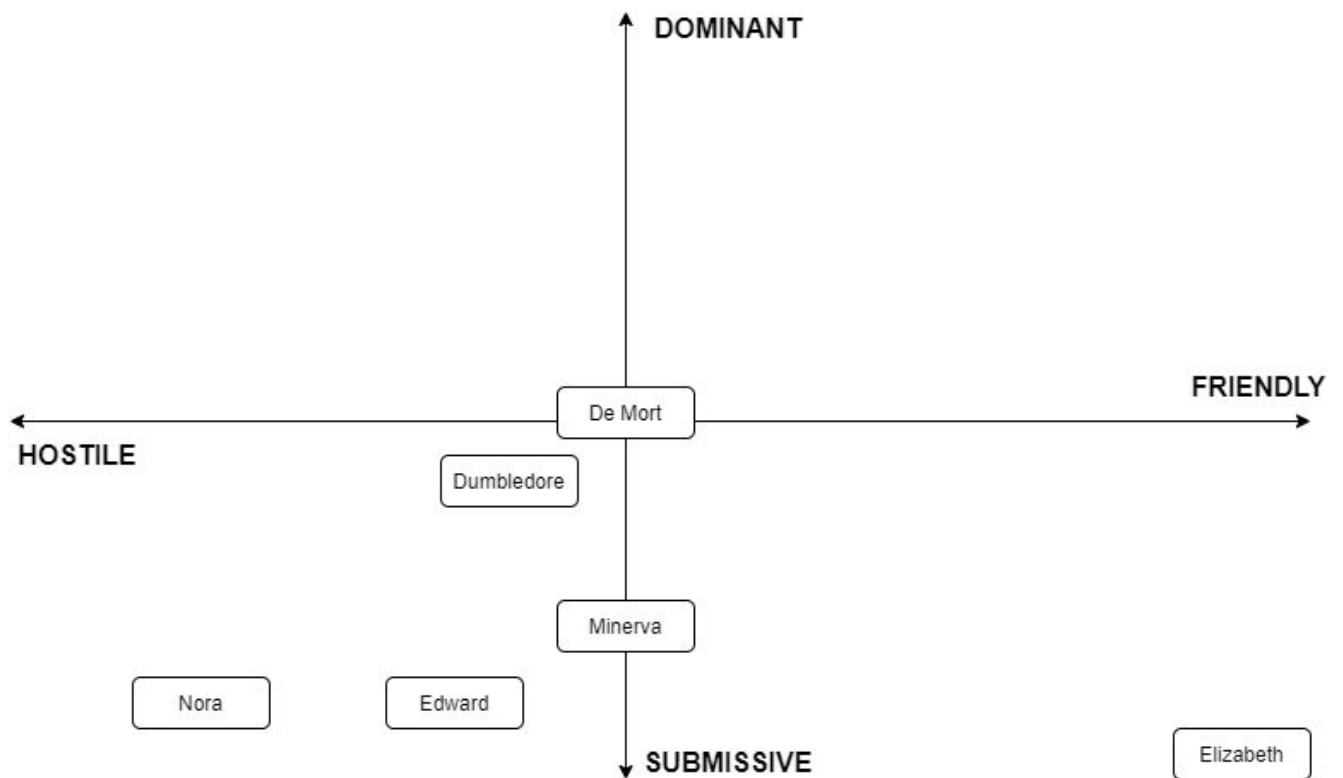
She manages to infiltrate the ranks of Hogwarts' teachers to carry out her work, using dark magic to keep a young look, and changing her name to Olivia De Mort, a tribute to the Dark Lord's name, to avoid being recognized.



### 10.3.3 Circumplex



### 10.3.4 Map of relations





## 10.4 Albus Dumbledore

### 10.4.1 Description

Albus Dumbledore is the Transfiguration teacher at Hogwarts School of Witchcraft and Wizardry.

He is a very powerful magician, the most powerful of modern times according to many, who came to teach the same year of Minerva McGonagall's admission to school after years as a researcher in various parts of the world.

Albus is a distinguished man, with a well-groomed beard and slightly thinned, as clothing he prefers elegant suits.

He is highly appreciated by his colleagues and students for his great educational skills and his ability to find the best even in the least talented students.

He has a calm and relaxed demeanor and loves to use humor to make other people feel comfortable in his presence.

### 10.4.2 Backstory

Albus was born to Percival and Kendra Dumbledore in the summer of 1881 and is the elder brother of Aberforth and Ariana.

A tragedy marks his childhood when Ariana is attacked by Muggles after seeing his magical abilities, making the child magically unstable. Albus' father takes revenge on these Muggles, and for this he is locked up in Azkaban where he dies.

Shortly after finishing his studies at Hogwarts, his mother also dies, leaving him as guardian of his siblings.

It was during this period that he met Gellert Grindelwald, his first love, and was fascinated by his dreams of a world dominated by magicians.

Because of these dreams he comes to confront his brother Aberforth and Gellert himself, whose conflict culminates in a duel in which his sister Ariana is fatally wounded.

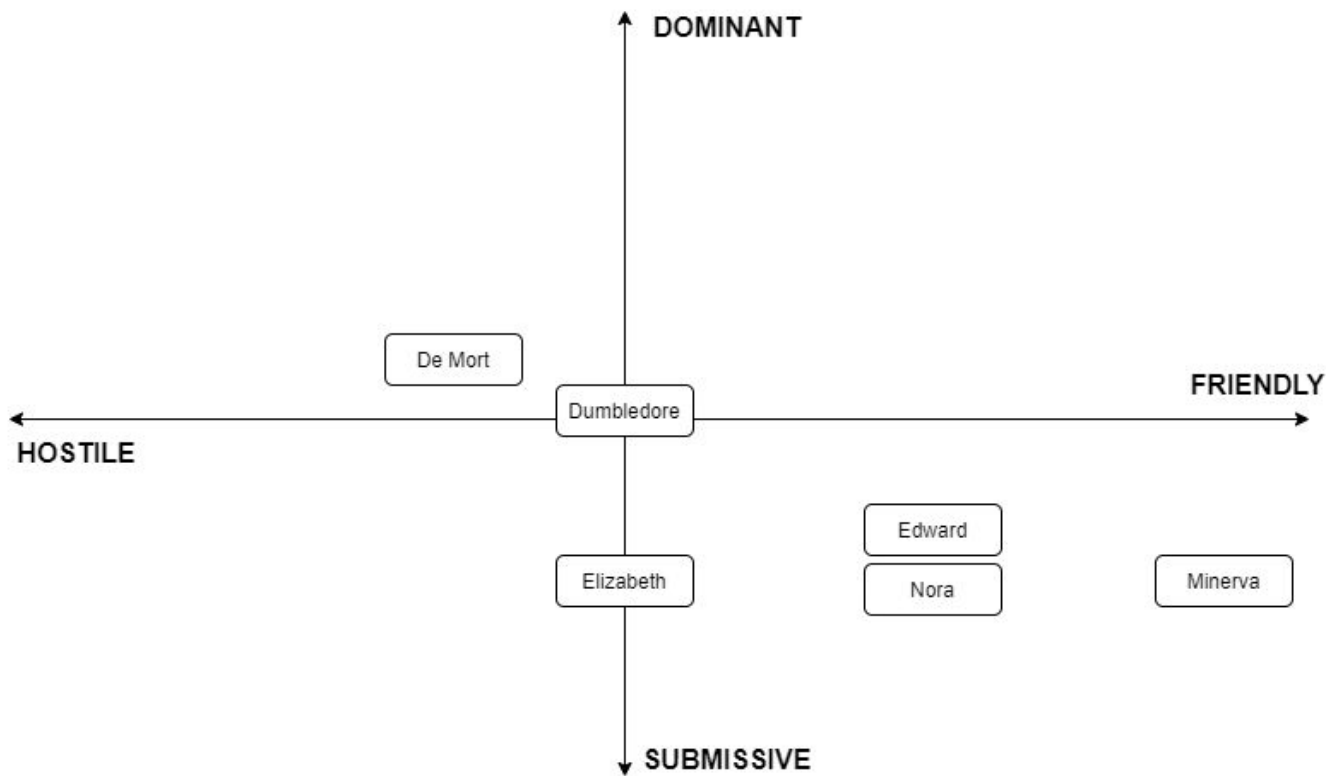
After this event Albus leaves for the world as a researcher and then returns to Hogwarts as a teacher.

His early losses greatly affected him early on but, in turn, made him a better person.

### 10.4.3 Circumplex



#### 10.4.4 Map of relations



## 10.5 Edward Martin



### 10.5.1 Description

Edward Martin is a Gryffindor student at the Hogwarts school of Witchcraft and Wizardry, peer of Minerva McGonagall and Nora Davis.

He is a young teenager, tall and athletic, making him perfect for his role as a keeper of the quidditch team of his house.

Edward has blond hair, brown eyes, and a bold look. He is known for his confidence almost leading to arrogance, born from his competitive spirit. He never

misses an opportunity to prove himself to be the best, especially to members of other houses.

As far as school subjects are concerned, he had some problems in the early years, but thanks to his friendship with Minerva and Nora, among the best students of the year, he managed to become an excellent student. He will always be thankful to the two girls for the help they have given him.

### 10.5.2 Backstory

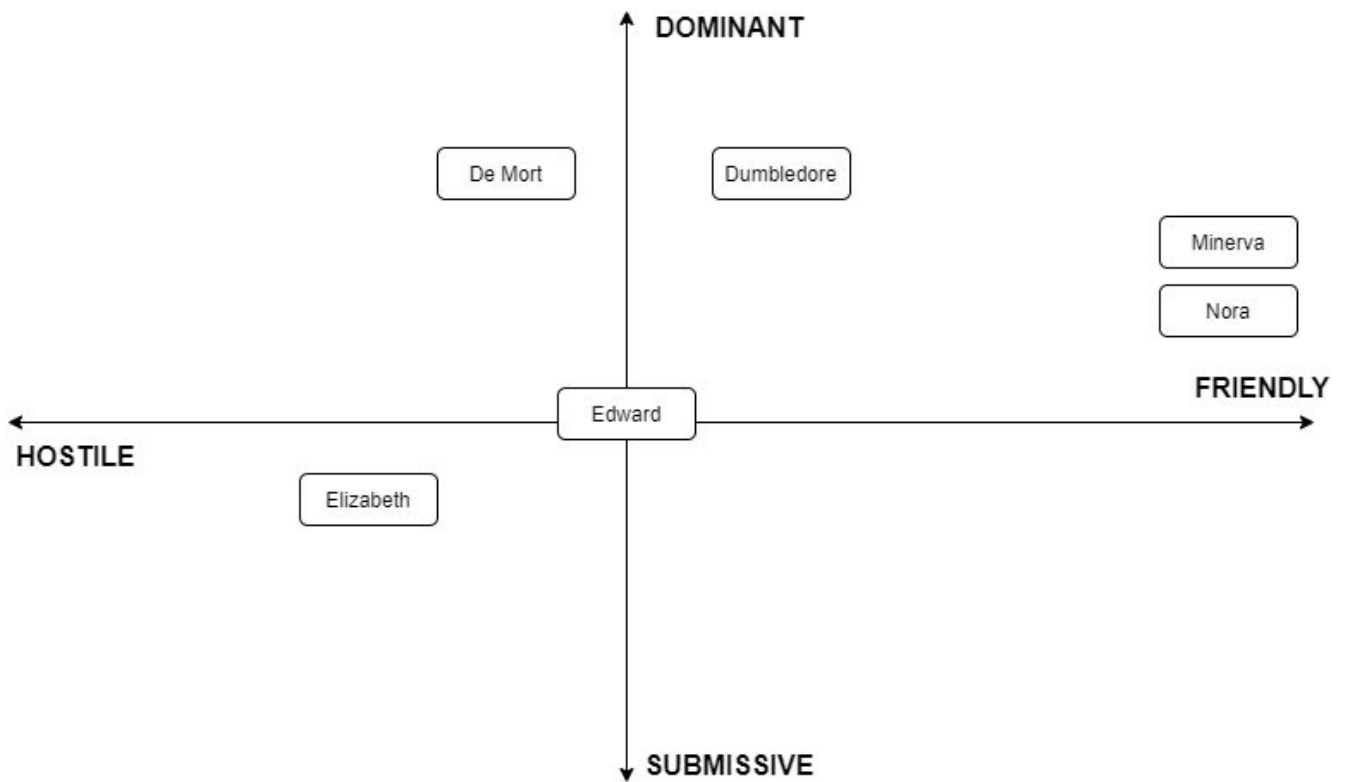
Edward Martin comes from an English pure-blood family of noble origins, and from a lineage of important Gryffindor students.

He has two older brothers, both already successful wizards, and he is looking forward to prove his worth to his family as well, by achieving the best possible results at school.

### 10.5.3 Circumplex



### 10.5.4 Map of relations





## 10.6 Nora Davis



### 10.6.1 Description

Nora Davis is Minerva and Edward's best friend, and as them she is a Gryffindor student at Hogwarts school of Witchcraft and Wizardry.

She is a petite teenage girl with blue eyes and a cheerful look. Her innocent face is surrounded by long brown hair, held above her forehead by a clasp. She has a pocket watch given by her parents on the day she left for Hogwarts, a gift she is very fond of.

Nora is among the best students of the third year, second only to Minerva, with whom she has a great friendship. With her friend she loves to study and chat, and when she starts talking she is not able to stop easily, but Minerva greatly appreciates her company and brilliance.

Through Minerva she met Edward and helped him in his early years to raise his school average, gaining a new friend in return.

She has a kind and friendly soul but is always ready to put herself on the line if the situation requires it by

showing the typical Gryffindor spirit.

### 10.6.2 Backstory

Nora Davis is muggle-born, and she lived a quiet childhood in London with her parents and her little sister until she received the letter of admission to Hogwarts.

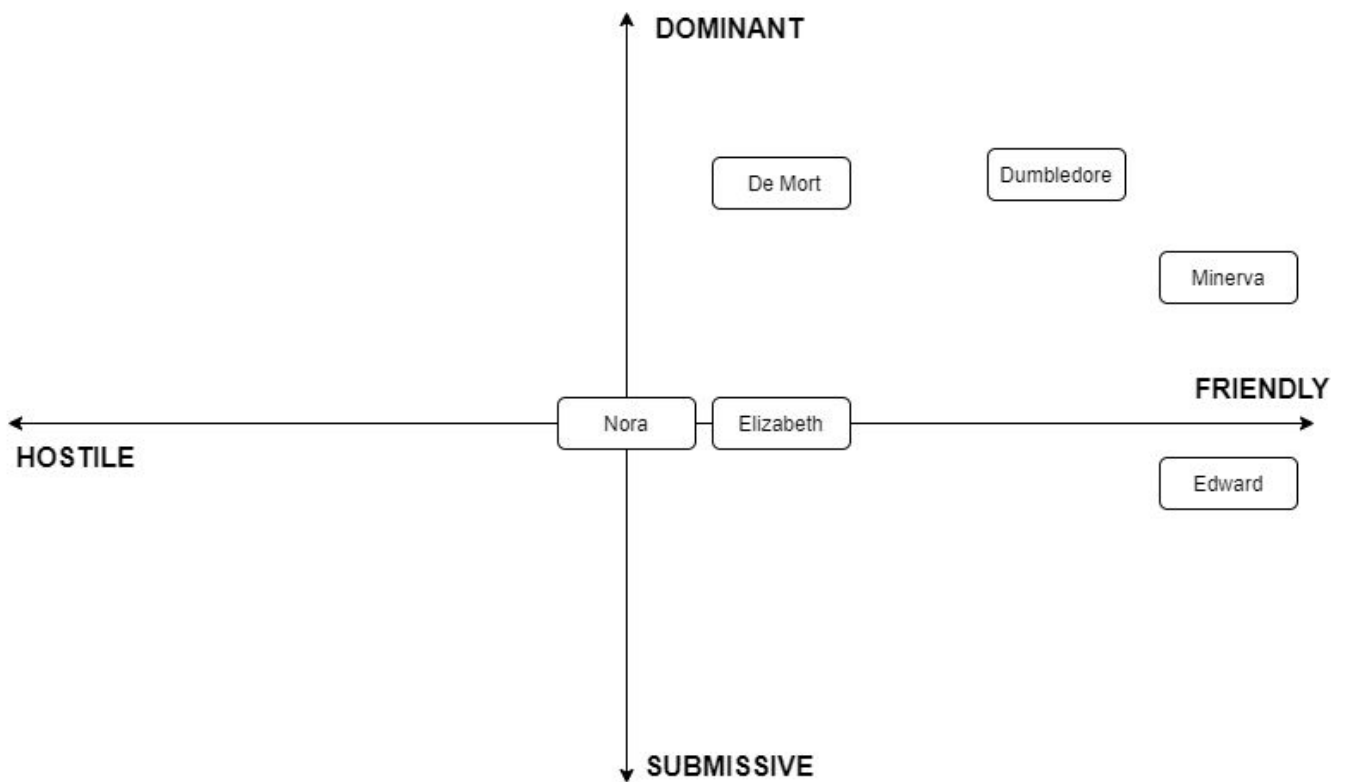
That letter was a surprise, as neither her nor her parents knew she was a witch. Strange events happened in her presence, but they were not meaningful as Nora was able to subconsciously control her powers, an indication of great potential.

Her parents, even if perplexed at first, welcomed this peculiarity in their daughter with joy and pride, and did not object to her admission to the magical school.

### 10.6.3 Circumplex



#### 10.6.4 Map of relations



# 11 STORY

## 11.1 Premise

After the defeat of Voldemort, the death eater Elizabeth Lynch manages to get hold of a time-turner to go back to the beginning of the 20<sup>th</sup> century. Her objective is to try to turn a young and powerful Minerva McGonagall to the dark side, identified as the major reason for the Dark Lord's defeat. With McGonagall on their side, Harry Potter will stand no chance.

She infiltrates the Hogwarts School of Witchcraft and Wizardry a few years before Minerva starts to attend the school and manages to make herself a name as a good teacher, waiting for the right time to enact her plan.

## 11.2 Story

The story begins at the beginning of the school year with a magic skills assessment test that students of the third year undergo at the behest of the new Defense Against the Dark Arts teacher, Olivia De Mort, head of the Ravenclaw house.

The best performing students of this test are invited by De Mort to join her private club, composed by the best students of the third year. Among these students there's Minerva McGonagall, her two best friends from the previous years, Edward Martin and Nora Davis of the Gryffindor house, and Elizabeth Lynch, a student from the Ravenclaw House.

One day at the club, Edward and Nora organize a private duel between them to find out who is the most powerful wizard between them.

Elizabeth hears the conversation and tells them that she wants to prove herself too, but Edward refuses to include her. Elizabeth, upset about this, goes to Ms. De Mort's office to tell her. Olivia De Mort, who is in reality old Elizabeth, uses this opportunity to make her move on Minerva.

De Mort subtracts Nora's pocket watch and charms it to strengthen Elizabeth's spells and gives it to her, telling her she will prove her strength to Edward. Olivia assigns Nora a mission exactly before the time the duel should take place, so she could not warn Edward of her absence. The teacher also gives Elizabeth a Polyjuice potion to take the appearance of Nora.

Elizabeth duels then Edward, but powered by the watch's magic, seriously injures Edward. Elizabeth, panicked, leaves the scene, dropping the pocket watch, which in the meantime activates itself and glows also producing sounds, in order not to get caught.

In the meantime, Minerva is on a mission assigned to her by Olivia with two other members of the Club, William and Annie, which consists in getting rid of the rats living in Hogwarts sewers.

Returning from the mission, McGonagall watches in astonishment as Aurors take Nora away and Edward is taken to the hospital, where he will remain in a coma. The Aurors take Nora and the evidence found in the crime scene to the Ministry of Magic.

Minerva has lost both her best friends and she could not do anything about it. De Mort hopes that due to Minerva's search for greater strength and her guidance, the student will become her ally.

The next day, Minerva hears the Potions Master complaining to Dumbledore that some ingredients are missing from his personal reserve. Minerva recognizes that they are the ingredients used for creating the Polyjuice potion. With this new information and knowing Nora, Minerva doubts that the accident did really go as the Aurors have reconstructed, but someone may have framed her.

She talks about it with Dumbledore, his mentor and teacher of transfiguration. He teaches her to become an Animagus and tells her to investigate on her own, but he agrees with her about Nora.

So, she decides to investigate on her own starting from the members of the Club who are the people with whom Edward was more in touch before the misdeed.

De Mort assigns another mission to Minerva, William and another member of the circle, David.

They must retrieve some ingredients for the Potions Master's school supplies in the neighboring Botanical Garden. During the quest, Minerva asks David what he was doing when the tragedy happened to get some information. David feels attacked by the question and his answer does not convince her.

During the mission they are attacked by magical animals and plants and they must fight them.

David's suspicious behavior at McGonagall's question pushes her to investigate him, and after the mission she follows him until he meets a friend of his. They have a talk, in which he confides his friend that during the accident he found the door of the Potions Master's reserve open, and he wanted to steal some ingredients to make a Love Potion. He did not manage to do it because the reserve was protected by a curse causing him to have an extremely runny nose, so he ran and hid in his room to wait for the end of the curse.

Minerva therefore discovered that the person who stole the ingredients of the Polyjuice potion is not David and that he knew about the curse protecting the Potions Master's reserve too.

In the next mission, De Mort asks McGonagall, William and Annie to defeat the rebel centaur that is causing ruckus in the Forbidden Forest and its surroundings. The teacher also teaches the students a powerful offensive magic to help them.

The three face various enemies, the fauna living in the forest, and they manage to find the furious centaur who attacks them. McGonagall and her friends beat the centaur and get him out of the spell he was under, he does not remember anything about what he was doing. McGonagall has the chance to believe him and let him go away or to finish him with the magic she has just learned before.

At the castle, Minerva asks Dumbledore about the possible magic that may be used on the centaur for mind control. Dumbledore answers that it is an advanced magic that a simple student could not know, but, remembering a forbidden book in the library, he asks the student to go get it.

Minerva infiltrates the forbidden section of the library at night avoiding the guardians to reach the library area where the book should be.

She does not find the text however she is discovered by a ghost who threatens to report her to the guardians. She tries to convince him not to do so, to which the ghost tells her that he will not let her be found out if she will do something for him, and if she does it he will also tell her who he saw taking the book she is looking for.

The ghost points Minerva to a book-portkey and tells her that in the dungeon to which the portkey is connected to there is something that makes noise and disturbs the quiet of the castle, so he asks her to take care of it.

Minerva touches the book and finds herself in a dungeon, which she recognizes is in the basement of Hogwarts, with no access but the portkey.

At the end of this dungeon Minerva defeats a monster which is the cause of the noise that bothers the ghost.

Minerva reuses the passport to return to the library. The ghost, pleased, informs Minerva that the thief belongs to the Ravenclaw House but he didn't manage to look at the thief's face.

For the next mission Ms. De Mort instructs Minerva and Elizabeth to steal some eggs from a lake monster that she needs for an experiment.

They go to the lakeshore in search of the entrance to his lair, once found they enter it.

During the exploration Elizabeth will let herself slip out that she was aware of the duel between Edward and Nora. Minerva until now did not know the nature of the accident and this revelation makes her suspicious. Elizabeth tries to deflect by saying that it is only her supposition.

In the end Minerva and Elizabeth find the monster to steal the eggs from, and they fight.

After defeating it Minerva is faced with a choice: take the eggs or leave them.

If she does not take them, once reached De Mort's office she will find out that Elizabeth took them in her place.

Minerva has strong suspicions about Elizabeth, she is a member of Ravenclaw and she is aware of the duel, but she has no concrete evidence, so she turns to Dumbledore.

Dumbledore tells her that the only option is to investigate Nora's pocket watch, currently at the Ministry of Magic, as he too believes she was framed and its magical properties may be a clue to the culprit.

He also knows that a good magician has erased the traces, but he knows about a very ancient and difficult spell capable of restoring them.

This spell can enchant lenses to be able to see these traces. But Dumbledore needs several ingredients for its execution, so he asks McGonagall to take care of one of them.

With the help of her broom, she reaches the base of the nearby mountain where she must retrieve a wild Hippogriff's feather.

She cannot use the broom to get directly to the top as she would be discovered and attacked immediately by the hippogriffs, so she must climb to the top.

When she reaches the nest, she collects a feather from the ground, but she gets discovered by the Hippogriff and gets attacked. Once she has defeated the hippogriff, she can decide to finish him or to flee before he gets up again.

He finally reunites with Dumbledore to whom he delivers the feather, and after the preparations he enchants Minerva's glasses with this powerful magic.

Dumbledore and Minerva then leave for the Ministry of Magic where Nora and her watch are kept.

Minerva camouflages herself to leave Hogwarts as the students could not leave the school normally.

Minerva infiltrates the Ministry while Dumbledore helps her to enter the building but does not continue with her.

Avoiding the Aurors, she infiltrates deep into the building and finally reaches the office where the pocket watch is kept and she analyzes it with her glasses.

While getting out, Minerva finds Nora's room. Nora tells Minerva that she had a duel planned with Edward, of which Elizabeth knew about and wanted to take part in but Edward prevented her. Minerva realizes that Elizabeth lied to her.

She also finds out that Nora could not go to the duel because De Mort had assigned her a mission at the last moment preventing her from both going and warning Edward about it.

Back to Hogwarts, Minerva uses her glasses on Elizabeth and discovers the same magical traces of the watch. Having finally some decisive evidence, she heads to Dumbledore. Dumbledore tells her to report it to De Mort to find out her reaction, as he already suspects her involvement. So, Minerva goes to her and reports what Elizabeth has done.

**Negative ending:** De Mort reveals her plans and, as she highlights Minerva's evil tendencies, she convinces the student to side with her by revealing that all these events were part of her plan to make Minerva the most powerful sorceress of all times. The teacher also tells Minerva that she is not innocent, in fact this is what she has always wanted, and her choices made during the school year confirm it.

Suddenly, Dumbledore enters De Mort's office attacking her, who however is helped by Minerva, now fully on the dark side. The death-eater and Minerva duel Dumbledore and defeat him, then they flee Hogwarts together with Elizabeth, who joins them after the battle.

**Positive ending:** De Mort reveals her plans and Minerva decides to fight her. Dumbledore intervenes, as he knows Minerva is no match for De Mort. Elizabeth enters the office in aid of De Mort, against Dumbledore and Minerva. A duel ensues.

De Mort, aware of the fact that if her younger counterpart is killed she will disappear, shields Elizabeth allowing her to escape with a portkey. Dumbledore and Minerva, joining forces, manage to defeat De Mort and to capture her.

## 12 LEVEL SCRIPT

### 12.1 Premise

Minerva is tasked by Dumbledore to fetch a book in the forbidden section of the library, as it contains the spell used to enchant the centaur previously defeated by the young witch and her schoolmates in the mission assigned by De Mort. The book may prove to be crucial about the investigation of Edward's assault.

### 12.2 Following level

After the events described in this mission an important new information is added and one of the major suspects is certainly Elizabeth, one of the circle members that belongs to the same house described by the ghost. In the next mission De Mort will assign to Minerva and Elizabeth the task to steal the eggs of the monster of the lake, valuable items with magical properties. Minerva, finally, will have some time alone to talk with Elizabeth and make questions that will gather more evidence towards the culprit.



## 12.3 Library

Minerva can start the mission at any time after its assignment by Dumbledore by entering the library at night.

After opening the door, Minerva will find a large room full of bookshelves and desks, the common area normally accessible by the students during the day.

The room is almost in complete darkness if not for the feeble light of candles scattered on the tables and the shelves, and the eerie lights by ghosts that are roaming around the place, incredibly able to hold and read books.

The room is completely silent, so Minerva will have to take her cat form to navigate around the furniture to reach the door of the forbidden section of the library, without alerting the ghost or the guardian that she knows guards the library.

If spotted by coming into the sight of the ghosts or the guardian, she will be captured and will fail the mission, and she will have to repeat the whole level.

As she moves deeper into the section of the library, avoiding the sight of the ghosts, she will notice a greater light that will capture her attention coming from a side of the room. Once she comes closer, she will see that the light is coming from a lantern sitting on a desk.

Sitting at the desk she will recognize the guardian, a burly old man focused on reading a newspaper. On the desk Minerva will also notice a bunch of keys that she understands will be needed to access the forbidden room.

She cannot simply pick up the keys, she will need the guardian to leave the desk first.

To do so, she will realize she can make some books fall to make noise to hopefully attract the old man, allowing her to reach the desk safely.

After toppling a book, the guardian will raise the head from the newspaper to scan the room with a wary look. The ghost of the room will also raise their heads from the book they are reading to look around themselves with a surprised face.

“Who’s there?” the guardian shouts. After the expected silence, the guardian will mumble something under his breath and will sit up from the desk, take the lantern and start moving towards the source of the noise.

Minerva will again have to avoid the ghosts and the guardian now roaming to snatch the keys from the desk and to reach the door in the far side of the room, leading to the forbidden section. On the side of the door, a sign with big, red letters recites “NO STUDENTS ALLOWED”.

If she reaches this door without the keys she will find it closed, unable to be opened with the door-opening spell (Alohomora), prompting her realization that the appropriate keys are

needed. The light coming from the lamp of the guardian's desk is clearly visible from this spot, which is a useful hint.

Once collected the keys Minerva will finally be able to open the door of the forbidden section.

This section is darker than the previous, but no ghosts are in sight so Minerva can resume her human form and use the light-making spell (Lumos) to navigate it.

The room is smaller and Minerva will have no problem reaching the bookshelf of "Mind control spells" and as soon she is near it a cutscene will start.

## 12.4 Dialogues with ghost

### 12.4.1 First encounter

Scanning the labels she quickly notices that the book she is looking for, having the label reciting "Mind control of the beasts of the woods", is missing.

"The book is missing! I will have to tell Dumbledore tomorrow as soon as possible." she whispers to herself.

As soon as she turns around to go back to the dormitory, she will meet the inquisitive look of a ghost who was floating behind her back.

The ghost is an old woman dressed in an expensive dress and adorned by expensive jewelry and an elaborate hairstyle.

"What are you doing here?" she asks Minerva, staring at her. The young student is petrified, she knows she has been found and doesn't really know what to say.

"I-I was..." Minerva stutters, to which the ghost will say: "Ah. You younglings nowadays have absolutely no respect for the rules, back in my time no student would have attempted to break curfew, moreover to dawdle in the forbidden library! I'm sure the gentleman in the other room will know what to do with you."

The ghost starts to turn around.

"No, please!" Minerva says, "I was looking for a book... for an investigation".

"An investigation?" asks the ghost as she turns back to Minerva raising an eyebrow.

M: "Yes, I'm looking for information about a mind control spell that could have been used on centaurs. My friends and I have been attacked by one of them in the forest, but he said he wasn't controlling his actions, so someone must have cursed him."

G: "Oh dear... I heard about this incident. I have also seen who is the thief that stole the book you're looking for."

M: "A thief?"

G: "Yes, this criminal entered this section a few nights ago just like you, but I didn't manage to catch him. If only I was still alive..."

The ghost sighs.

M: "I need to know who it was, please, Mrs...?"

G: "Lady Sophia Prickett, and you are?"

M: "Minerva McGonagall"

G: "Well, I will help you Minerva, but only because you're a Gryffindor just like me and only if you do something for me." She says as she glances at the emblem of the Gryffindor house on Minerva's robe.

M: "Something for you?"

G: "Yes, you see after my departure I lingered in this castle as it is the place where I had my most happy memories. Recently, an annoying noise keeps disturbing my preferred place of rest, and I want you to stop it, whatever it is."

M: "Where is the source of this noise?"

G: "I'm not really sure, but I suspect it is in the old floors of the castle, sealed as the structure sunk into the ground in the past centuries."

M: "If it is sealed, how am I supposed to go there?"

Sophia smiles.

G: "It's very simple, I know of a portkey that some students used to reach the old library on those floors. That portkey happens to be a book in this section of the library."

Sophia moves to a nearby bookshelf, and points to a very dusty book. Minerva follows the ghost.

G: "Good luck Minerva, prove me you're a worthy Gryffindor."

The cutscene ends, Sophia still stands near the bookshelf, if interacted before completing the assigned mission she will say: "Still have not done what I asked you, Minerva?"

If Minerva interacts with the book-portkey, Minerva will touch it and will be transported to the sealed floors of the castle, in a section of an old library.

## 12.4.2 After the defeat of the dungeon boss

Minerva is teleported back in the forbidden section of the library, in the same spot where she left.

When interacting with the ghost a cutscene will start.

M: "I've done what you asked, your rest won't be interrupted anymore."

G: "Thank you, Minerva. Wasn't that hard, was it?"

Minerva opts to not tell her about the monsters residing in the sealed floors.

M: "It wasn't. Will you now tell me what you saw that night?"

G: "Of course, I always keep my promises. The thief was a student just like you, I didn't manage to see their face, but I definitely saw the Ravenclaw emblem on their robe."

The dialogue ends here, and after a cut Minerva is transported to the entrance of the library, free to go back to her dormitory.

## 12.5 Dungeon

The dungeon is an old section (underground floor) of the castle that has been sealed because there is a source of **magical water** that if drunk will make the creature (even humans) grow excessively.

In this dungeon Minerva will have to defeat **overgrown** monsters in order to proceed and complete it.

it is divided in 4 sections:

1. section A
2. section B
3. section C
4. Boss arena

## 12.5.1 Section A

Minerva is teleported inside the underground floor by the portkey and she immediately notices that the atmosphere is completely different from the castle she knows.

The architecture is very old and simple: large stone bricks composing a not so refined floor, straight walls with no decorations on them, no paintings, also the furniture is poor.

Huge stone columns (most are broken) arranged symmetrically fills the large room area.

She can clearly feel the humidity of this place and she thinks that if in the past it was used as a library it is no surprise it has been sealed, all this water in the air clearly destroys books.

She looks around the room and she notices a huge stone door so she approaches it trying to open it and continue forward, but she soon discovers that the door is locked and it won't move without the right key, not even with alohomora.

M: "It won't open, I need the key."

Then she notices that the room has 2 lateral exits leading to tight and poor lighted corridors.

The left one leads to room A, in which she will have to solve a puzzle involving moles (that have infested this room).

When she solves the puzzle she will obtain the first half of the key.

M: "It's only half of the key, I must keep searching."

The right one should lead to room B, but the ceiling has collapsed and it's impossible to proceed.

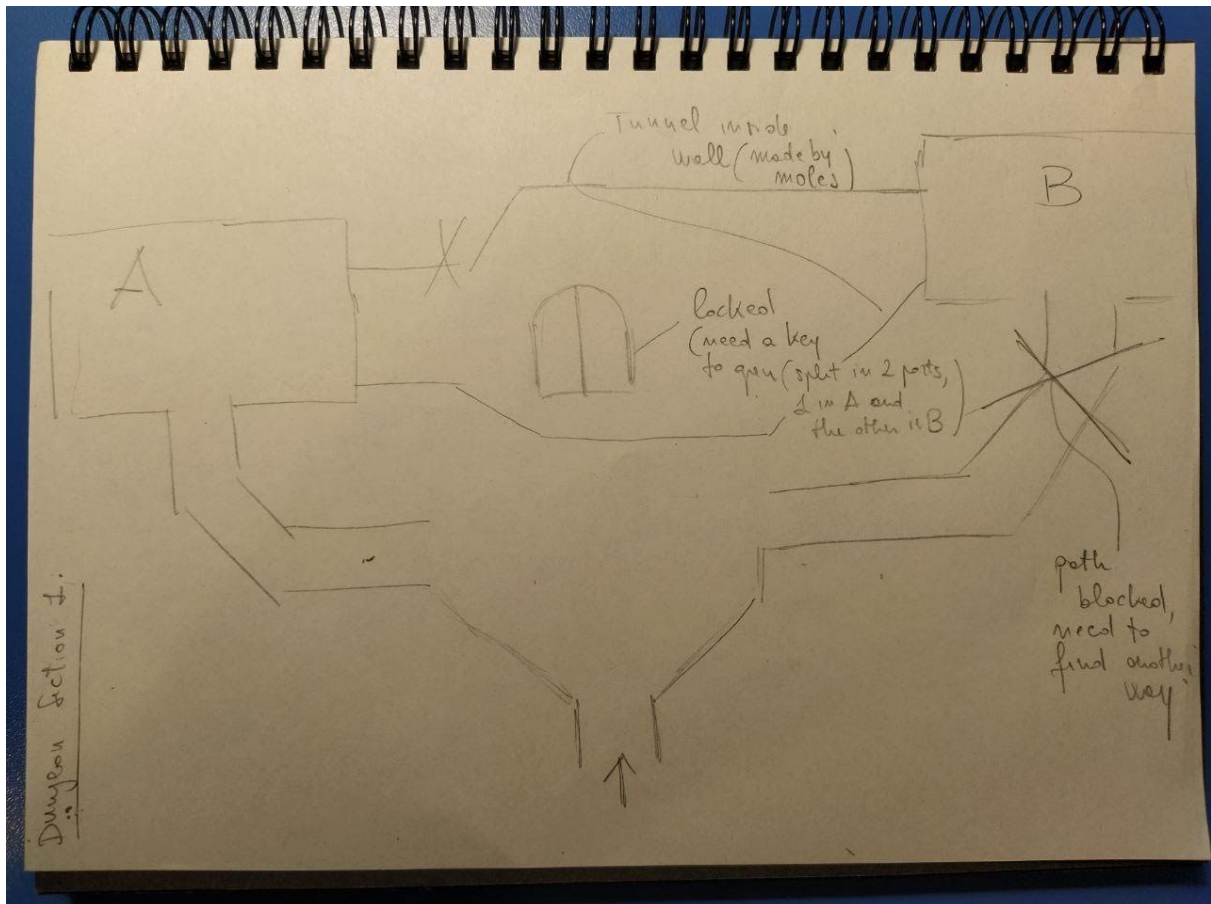
After some searching Minerva will find a small tunnel (only walkable in cat form) that moles (really big) have dug in the floor that leads to room B.

In room B she immediately notices that columns are broken and that the room is too high to be on a single floor and by looking at the debris on the ground she understands that there was at least a ceiling, or more.

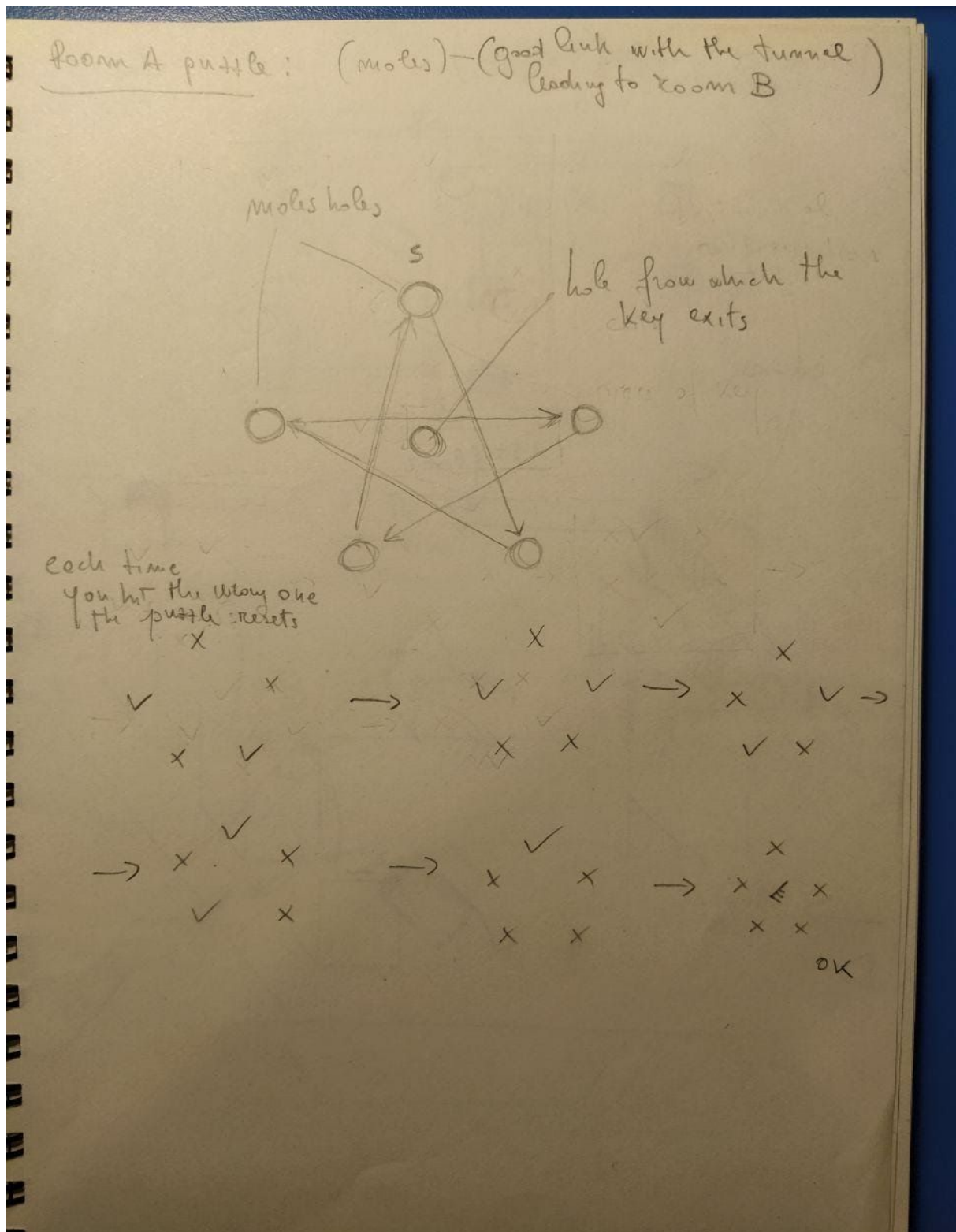
She also notices an exit in a really high position and she thinks that the key might be there.

She has to perform a platform section both in cat form and in human form in order to get to the exit leading to a really small room with the key inside.

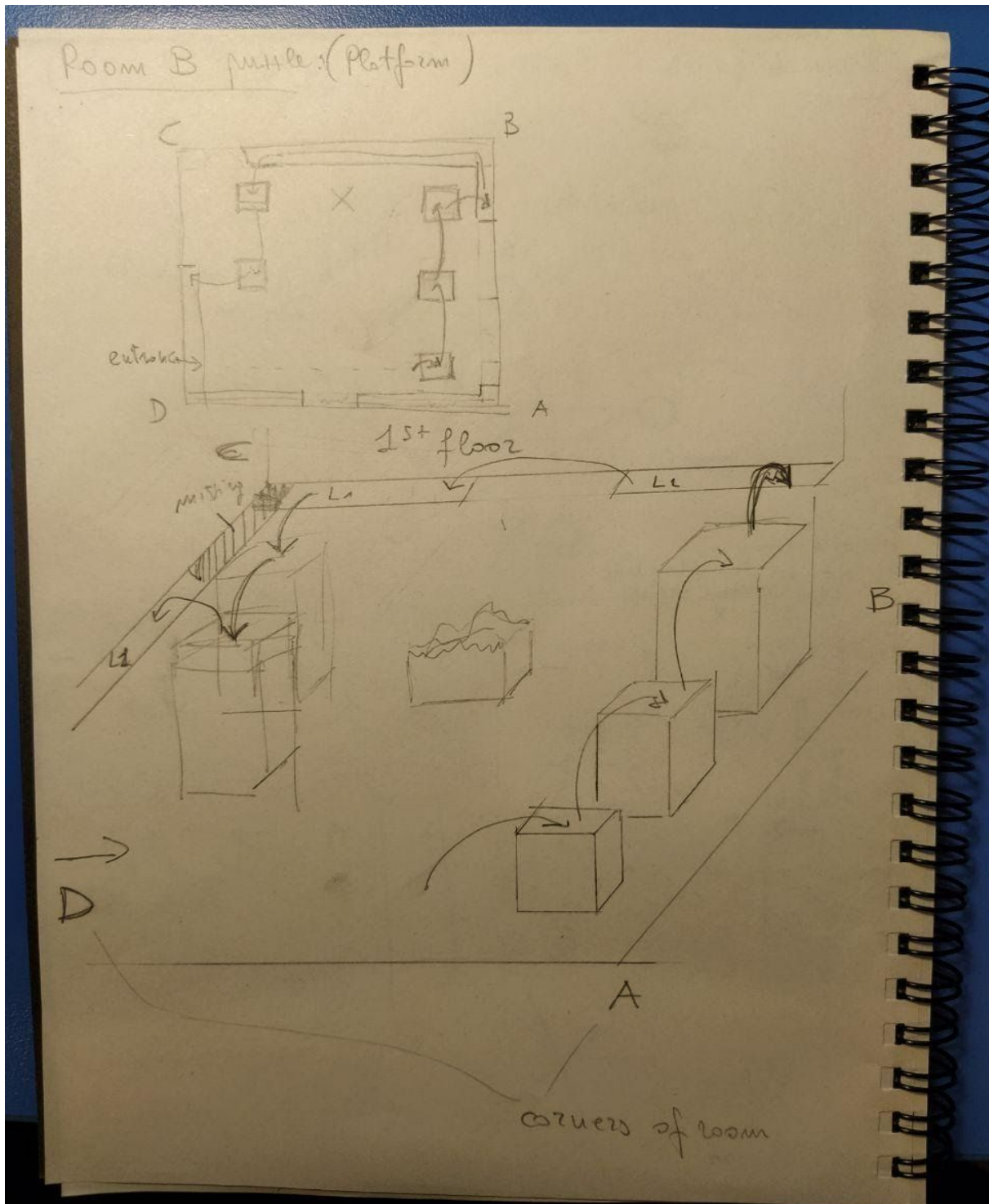
Once she has both the key parts she returns to the main room and, using the key, she opens the stone door, entering Section B.



Section A: general design

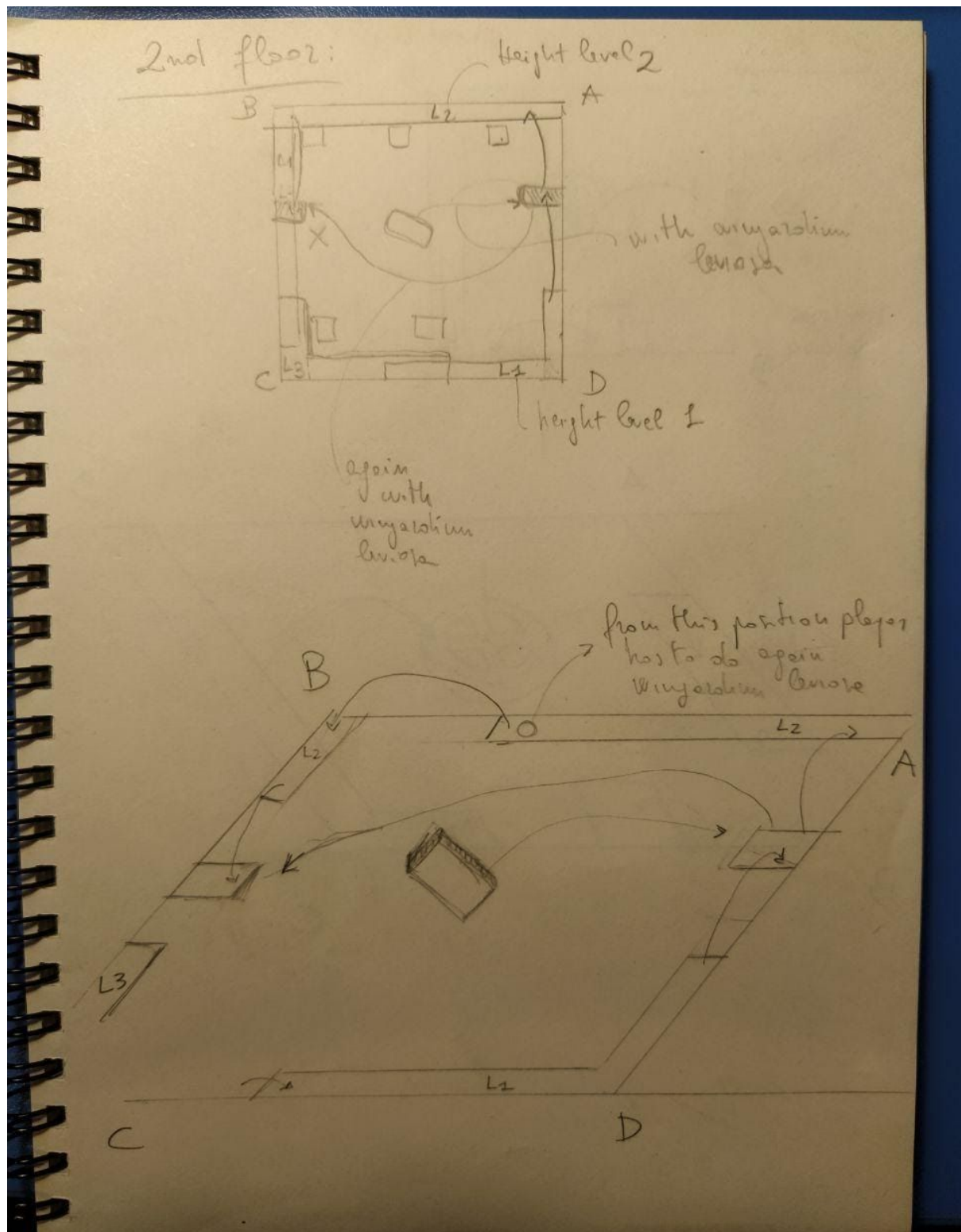


Room A puzzle

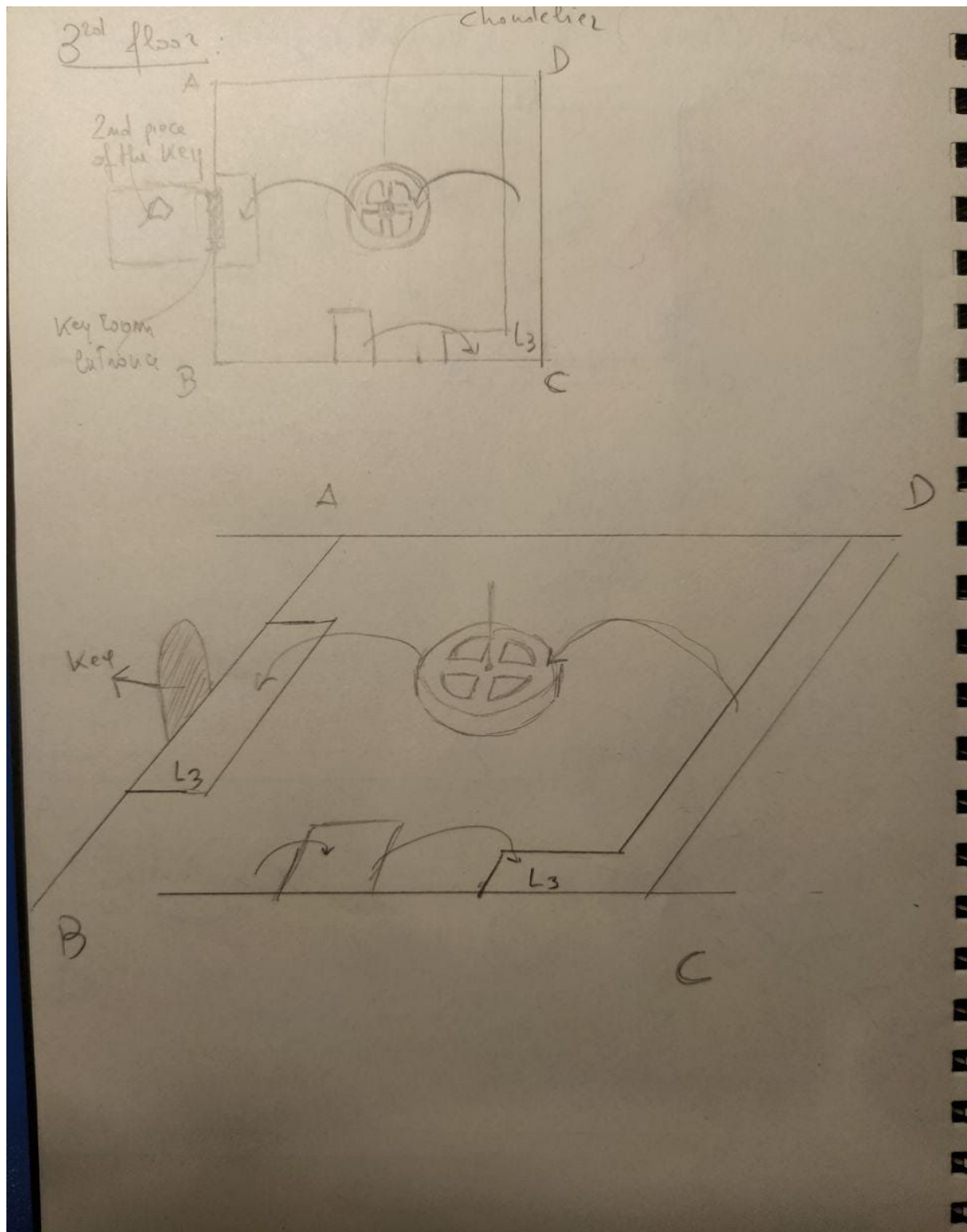


Room B 1st floor

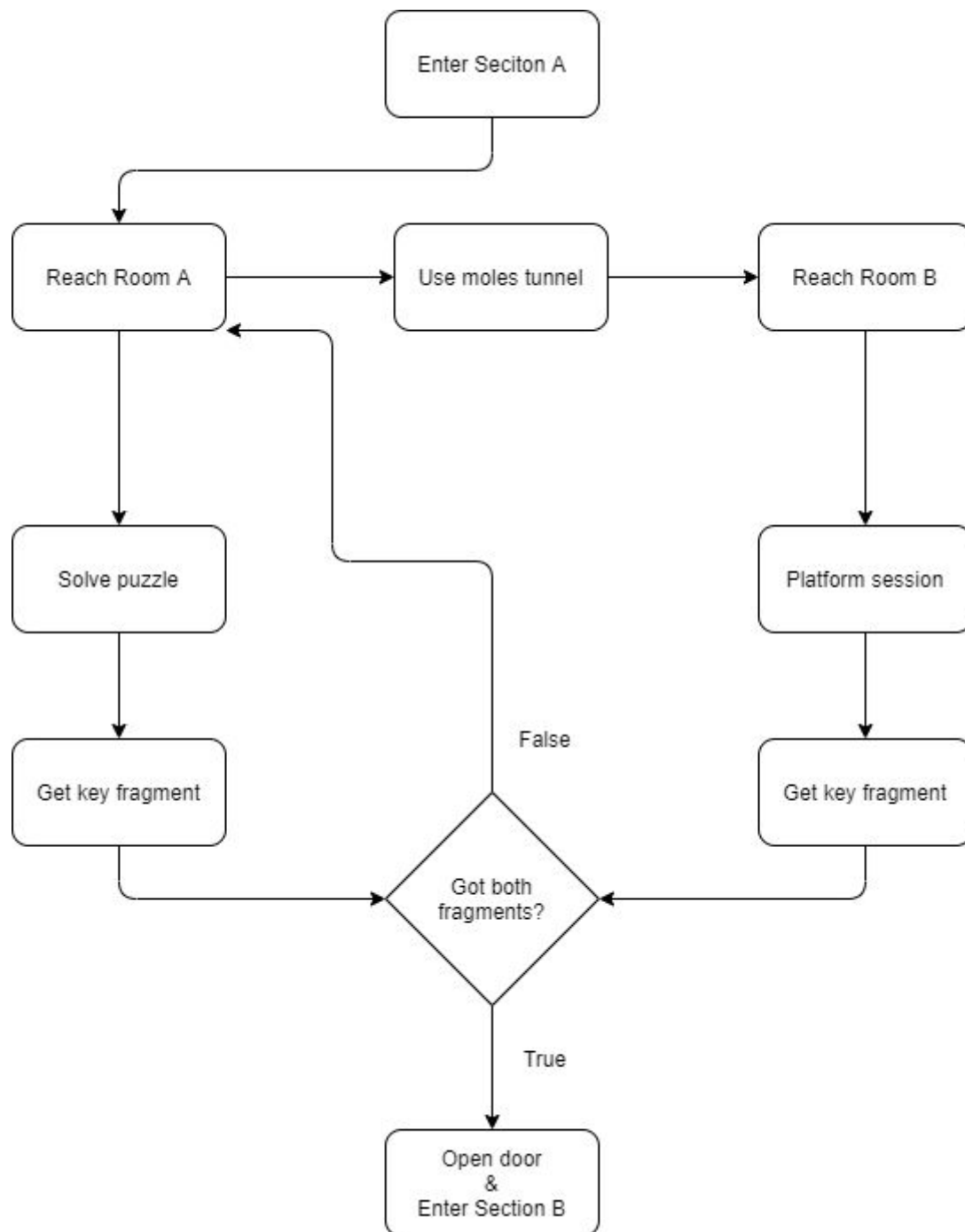




Room B 2nd floor



Room B 3rd floor



Section A flowchart

## 12.5.2 Section B

At the start of the level the player can make three choices: go to path A, go to path B or go straight.

At the end of both path A and B you can take a shortcut to get to the main central zone, this shortcut are small tunnels that can be crossed using Minerva's cat form (you can't go from the central section to the sides using this shortcut because it is high up).

Path A leads to some enemies protecting a chest while path B leads to enemies that grant more experience points than usual. If you want you can ignore these sections and go straight into a platforming section in which you are able, if sufficiently skilled, to get a reward by avoiding a time-based trap.

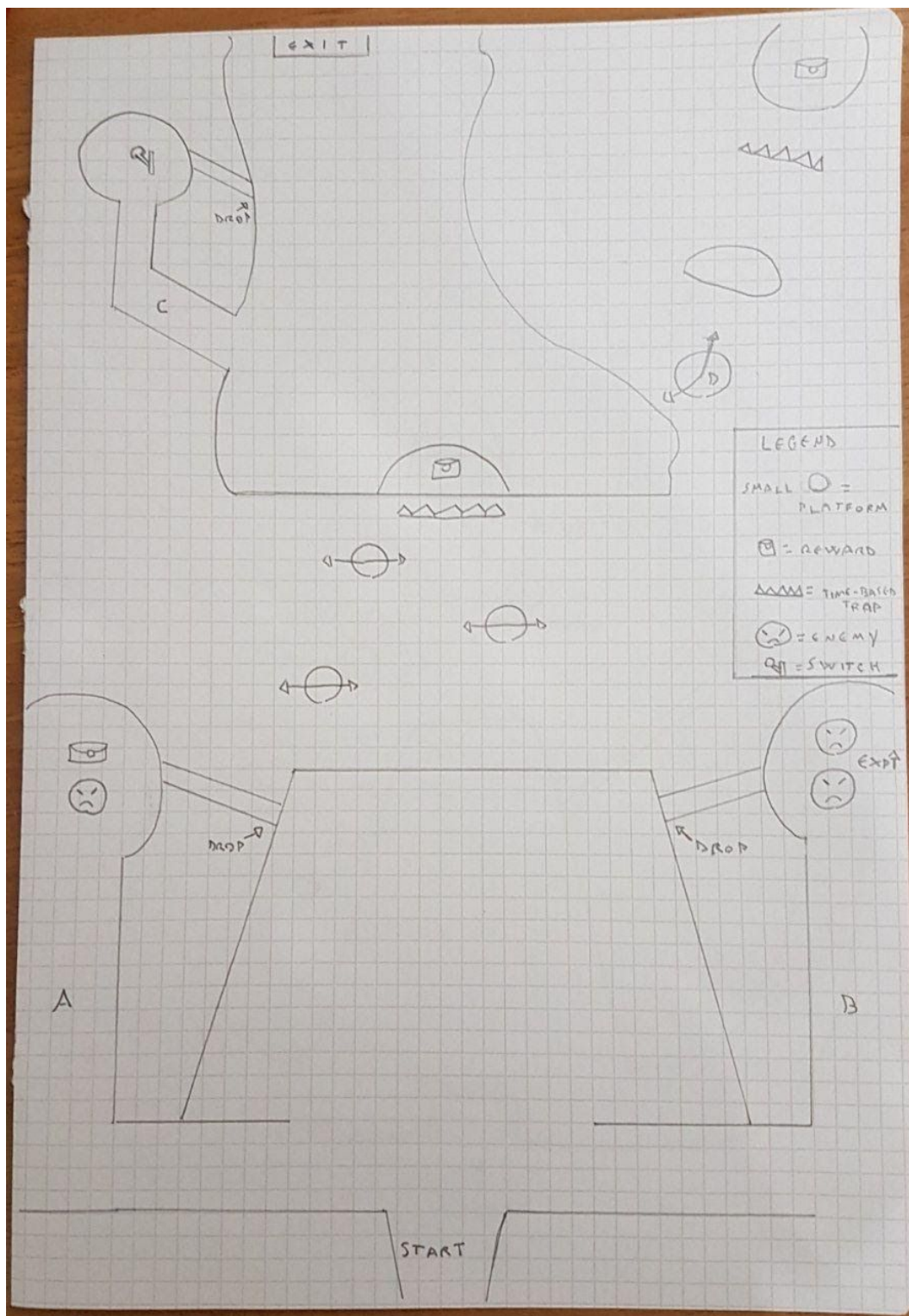
Afterwards you have once again the possibility to make a choice but this time the straightforward path is blocked, and a door must be unlocked. Path D is another platform sequence but a new obstacle is introduced: this time you have an high obstacle that can be jumped only in Minerva's cat form and you'll have to time the movement of the platform and the timing of the trap in order to get the reward, always being aware of the danger of the obstacle.

Finally, Path C leads to a room with a switch that unlocks the door and allows progress to the next section.

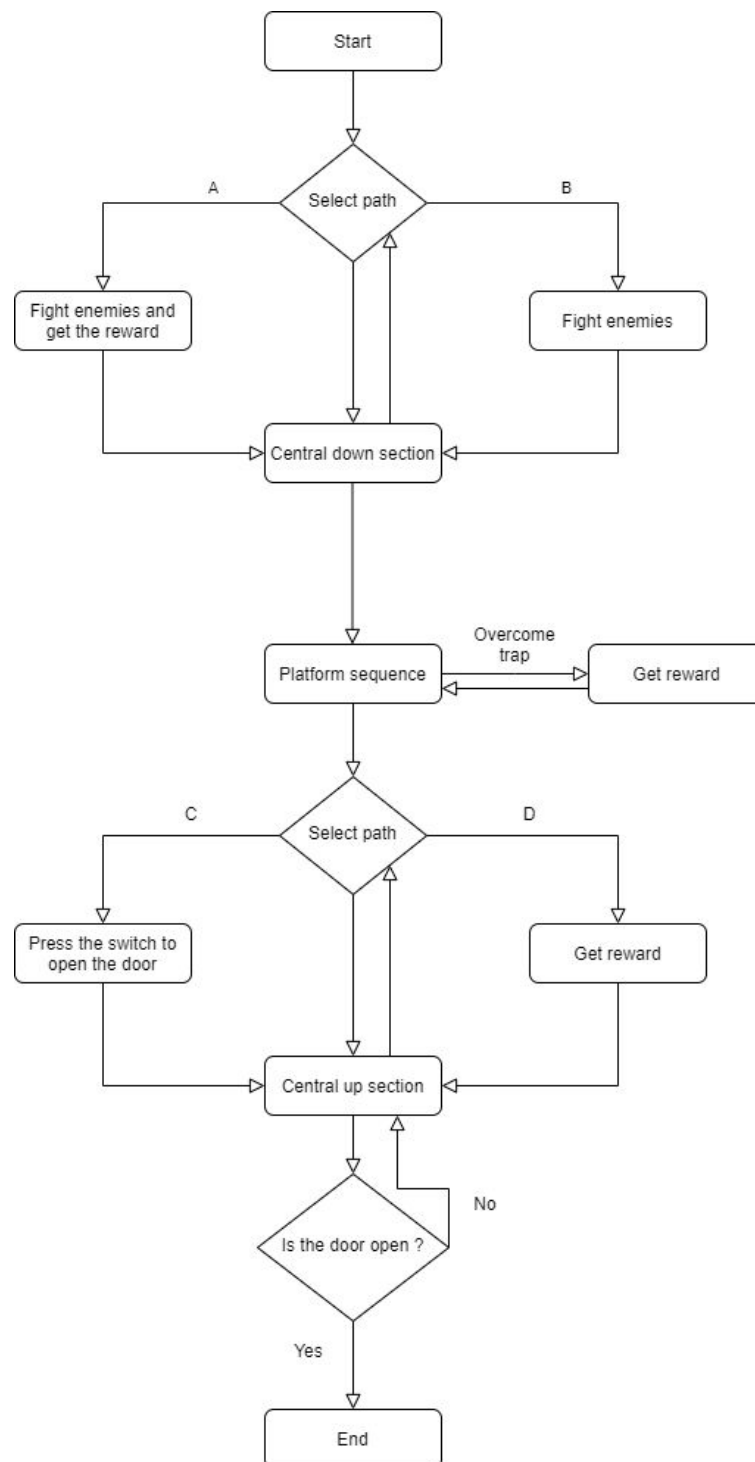
The platforms are moving giant Chizpurples (crab-like creatures) that have rocks on their back.

At the bottom of the falling section there are mutated dangerous plants that will instantly kill the player.

The time-based traps are areas of the floor that fall after you stay on it for too long



Section B: general design



Section B flowchart

### 12.5.3 Section C

The third room is larger than the other two and more spacious.

The huge stone columns supporting the ceiling and the length of the room makes her think of some sort of a hall.

There's water puddles on the floor and the air is much more humid than the other ones.

The lighting is good and she can admire the ancient decorations of the stone walls.

At the opposite side of the hall there's a great locked stone door with decorations on it and 4 statues, 2 on each side of the door, representing women with an amphora on their heads.

Over the door and the statues there's a tangle of pipes and she notices that some pieces are missing and the water is falling down to the ground.

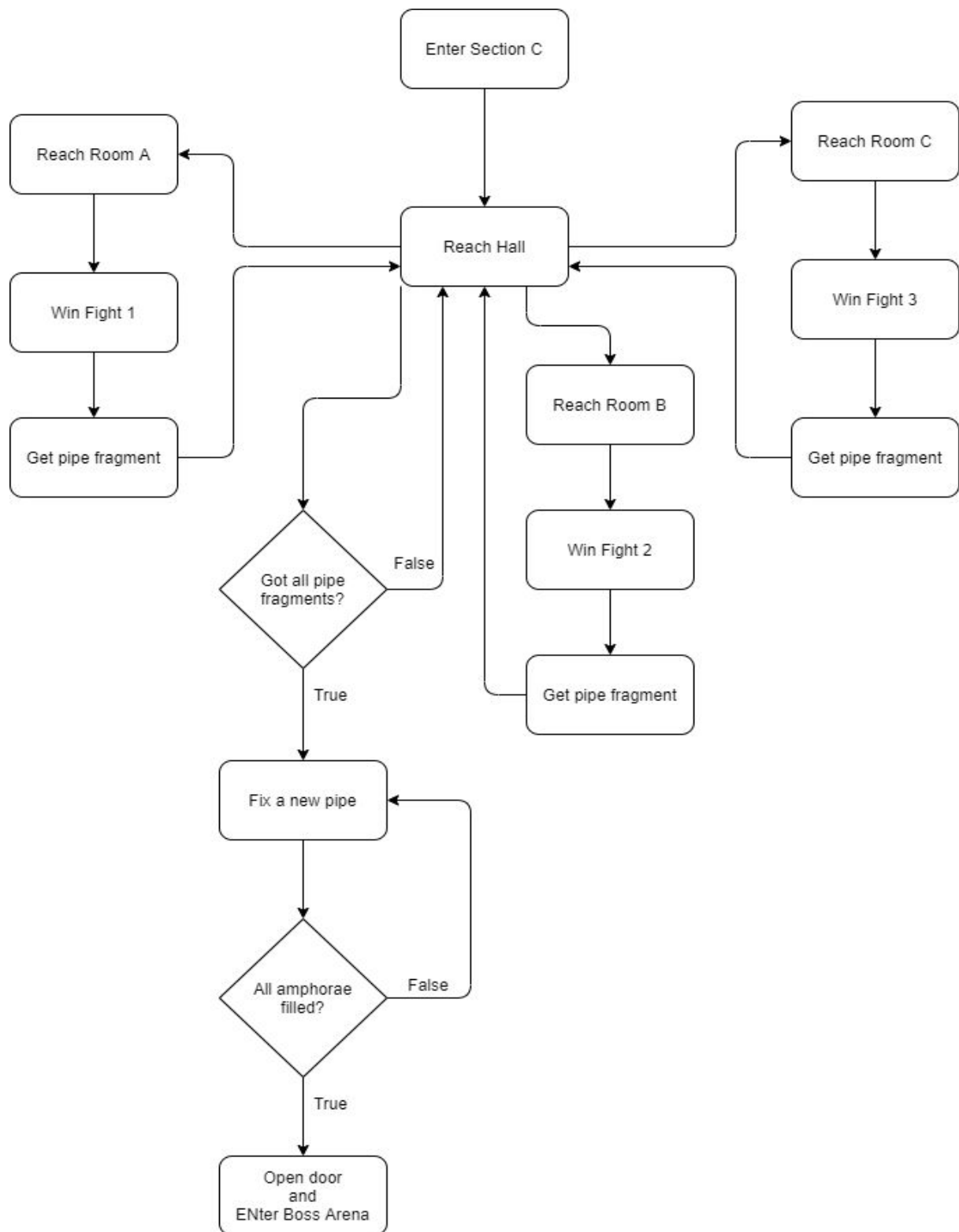
On the lateral sides of the room (2 on the left and 1 on the right) there are exits leading to smaller rooms in which the missing pieces of the pipes are.

Minerva has to recover these pieces defeating the monsters inside each room and once she gathers all of them must solve the puzzle to open the door.

The puzzle consists in putting the 3 pieces in the right spots in order to fix a single pipe at a time so that the water can flow inside an amphora held by a statue to fill it up.

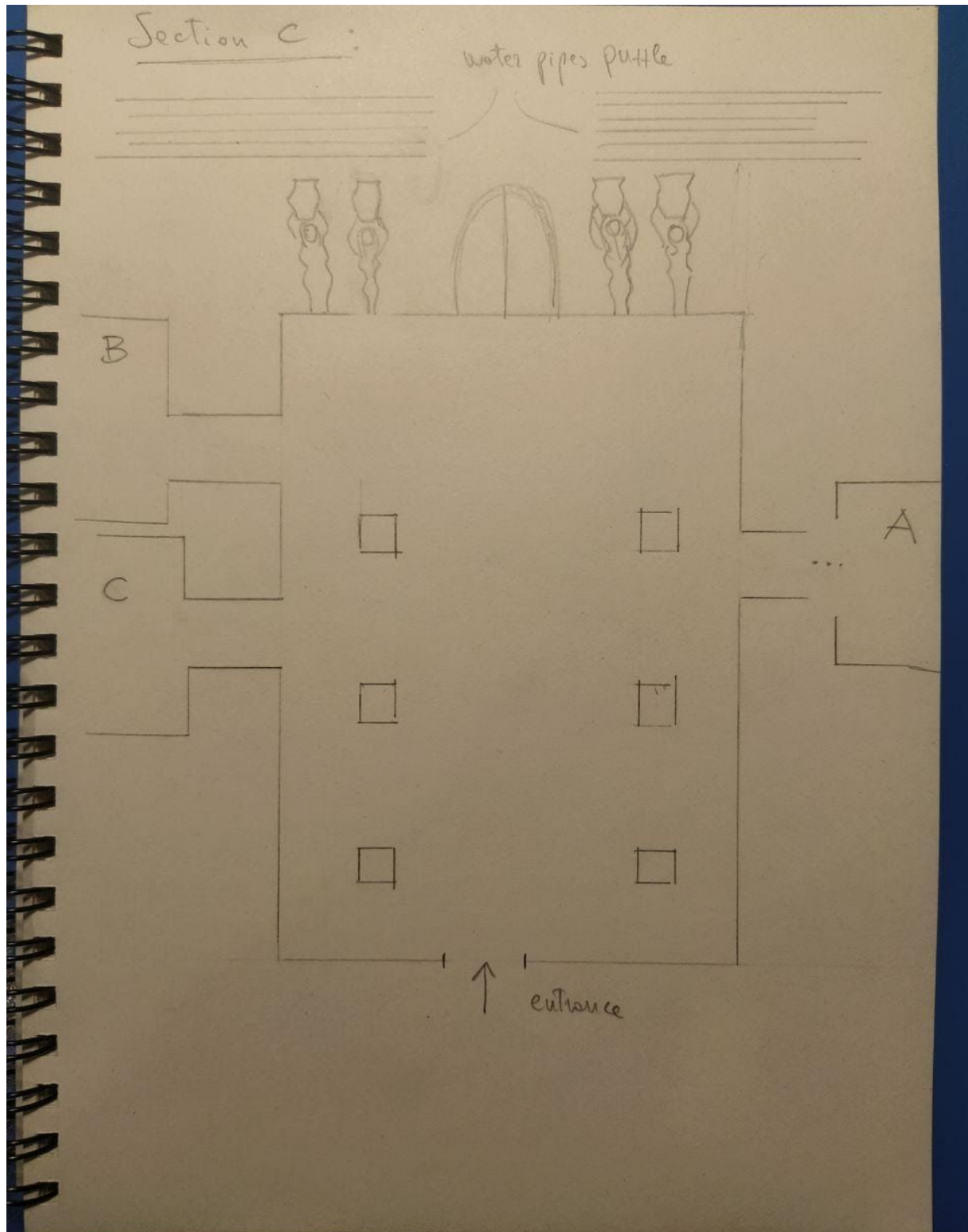
If the 3 pieces are not placed correctly and the pipe is not complete, the water will fall down on the ground causing the spawn of some enemy that Minerva has to defeat to try again to solve the puzzle.

Once all amphorae are filled then the door opens leading Minerva to the boss arena.



Section C flowchart





Section C Hall

## Boss Arena

The boss arena reminds of the old bathrooms on the third floor, it's a big circular room with a thermal tub in the center.

The tub is not full because there are cracks that let the water flow, and since the water is also constantly falling from the damaged pipes on the ceiling is not empty either. There are switches outside the tub and around the room that stops the water from flowing into the pipes.

Inside the tub there is the boss: a giant Kappa.

On the head of the monster there is a concavity that contains water. This water gives energy to the Kappa and makes him practically unbeatable. The player has to stop the water flow and make the Kappa drop the water on his head in order to turn him into a vulnerable state.

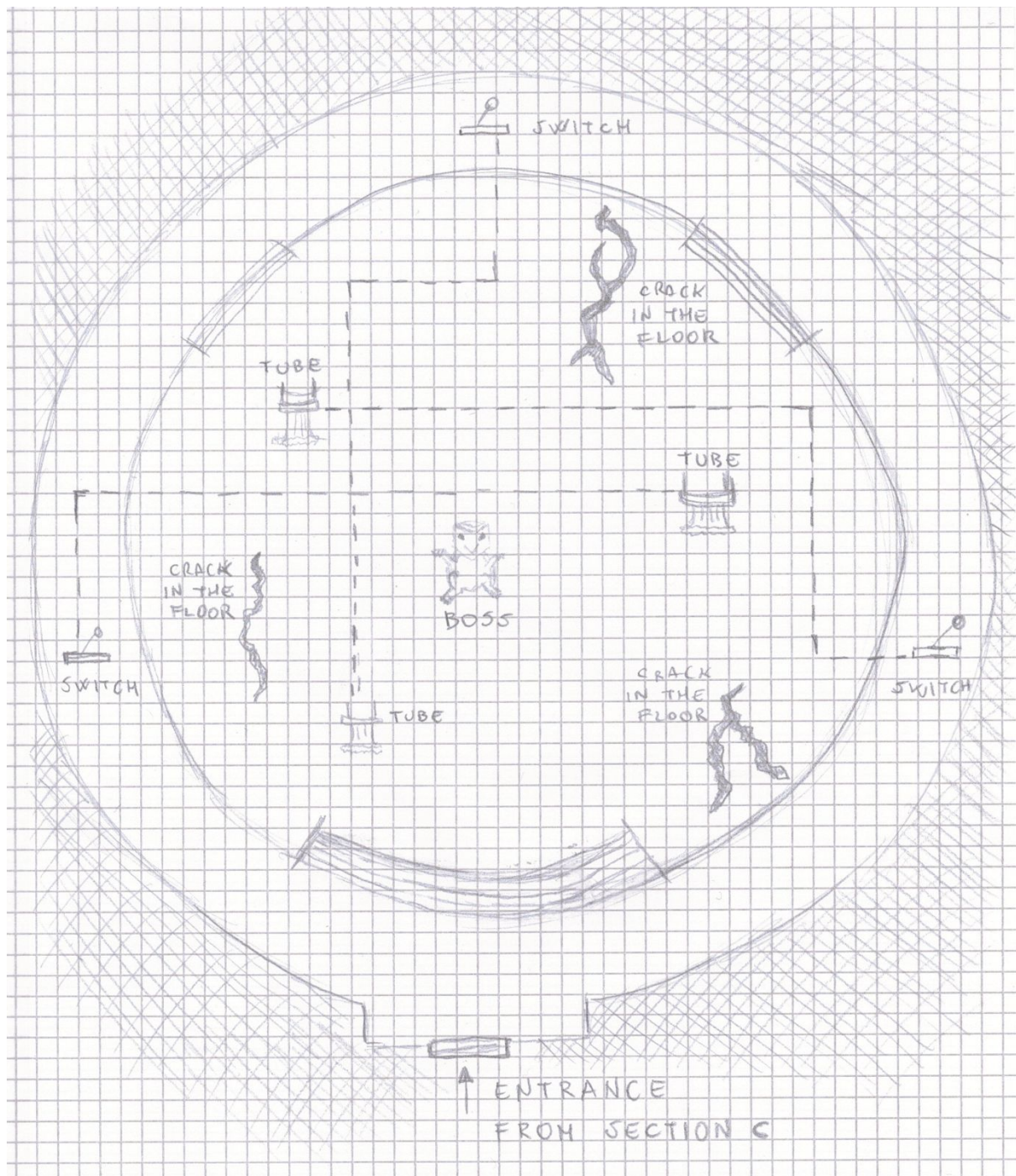
After closing the pipes a couple of times the mechanism breaks. Closing the pipes once again requires the player to use magic to freeze the water and form a plug. This task is hindered by the long range attacks of the boss and his minions.

When the boss is under the direct flow of the falling water he is able to fill his head with water and regenerate, during this process he calls some minions that distract the player and let the Kappa buy some time.

During the intervals in which the water stops the real fight engages. During the battle phases the boss also uses melee attacks.

When the Kappa is damaged he loses part of the water on his head and when there is no water at all he is stunned. During the small amount of time that the boss is stunned the player can perform a critical attack. After the boss receives a considerable amount of damage the water starts to flow again, he becomes stronger and the player has to repeat the process being more careful.

At the end of the battle the Kappa is definitely defeated.



*Note that the elements shown in the map are not to scale.*