

## Crystal Crusader

### Summary:

I wrote a whole backstory to make the game more interesting. It gets very in depth, probably too in depth. It's also lowkey dark, mb. I came up with all the ideas and plot, but had chat-gpt edit what I wrote, that's why it sounds so professional. When we add it to the game I can shorten it and make it more suspenseful. The player will play as the main character, Eren. The backstory is pretty much Eren was best friends with a side character named Kai. They later got into a dispute that ended in a fight, and Kai's 'death'. During the fight the crystal was split into 4 fragments, Eren's (the player's) job is to now collect those 4 fragments that were scattered to different worlds. The backstory explains why collecting the fragments is important and more. I then added each world and a basic description of what the world is like, a side character, and the enemy he fights (first 3 fragments). For the final boss fight, I made it a planet with the final crystal fragment you have to collect. I added a plot twist where Kai is still alive. He fights Kai, wins and gets all the fragments. I added another twist where Eren (the player) can make a decision whether to restore the crystal or not. Their decision will affect the ending storyline of our game.

### Backstory:

Two children, Kai and Eren, grow up as inseparable friends on the planet Zypheria, a world torn by war, famine, and desolation. Zypheria, once a jewel of innovation and culture, now stands as a stark testament to the ravages of unending conflicts that have left its lands barren and its cities in ruins. Both orphans, victims of Zypheria's relentless turmoil, Kai and Eren find solace and understanding in each other amidst the chaos. Their bond, forged in the fires of adversity, is stronger than blood, anchoring them to a shared destiny that would see them challenge the very fabric of their universe.

As they grow, their perspectives diverge. Kai, witnessing the endless cycle of violence and despair, becomes cynical, believing that the inherent nature of beings is irredeemably corrupt. Throughout his youth on Zypheria, he hears tales of a so-called Unity Stone, a mythical artifact said to possess immense power. Legend has it that if the Unity Stone is destroyed, it would release an uncontrollable beast, laying waste to much of the universe. Intrigued by the possibility of using this dire consequence as a means to unite the fractured worlds against a common threat, Kai also sees the Unity Stone as a solution to the universe's woes of overpopulation. By either forcing the worlds to come together in the face of annihilation or by utilizing its power to directly address these critical issues, Kai sets his sights on finding and harnessing the Unity Stone for this very purpose.

Eren, on the other hand, holds onto hope. Despite the encroaching darkness of their war-ravaged world, he sees light in the acts of kindness and bravery that persist amidst despair.

Rather than relying on artifacts or external forces for salvation, Eren believes in the inherent goodness of people. He is convinced that if given the chance, societies across the universe can mend their own fractures through compassion, understanding, and mutual respect. Eren's vision for the future is one where unity is achieved not through fear or domination, but by fostering a universal culture of inherent kindness and self-improvement.

The two clash over their ideals, leading to a catastrophic confrontation where Kai obtains and activates the Unity Stone. However, Eren intervenes, and in the ensuing struggle, the stone shatters into four pieces, scattering across different planets. The release of energy from the stone's shattering weakens the ancient barrier that holds back a primordial beast, a creature of unimaginable power that Kai believed the universe needed to face as a common enemy to finally unite. Kai is presumed dead, and the universe is left in a precarious balance. Now, Eren's mission is twofold: he must not only collect the fragments of the Unity Stone but also reassemble them. The Unity Stone, in its whole form, acts as the crucial barrier preventing the beast from being released. Its destruction into fragments has weakened this barrier, risking the beast's emergence, which would lead to the annihilation of all life across the universe. Therefore, Eren's quest to reunite the fragments is imperative to restore the Unity Stone's power fully and ensure the beast remains sealed away.

#### Planets:

**The Planet of Loss:** On the ravaged planet of Dravos, which bears the scars of war and tyranny much like his home, Eren joins forces with a group of rebels determined to overthrow the tyrannical warlord Tarkon, who wields a fragment of the Unity Stone to enforce his brutal rule. The rebels, driven by desperation and hope, see in Eren a symbol of the change they fight for. Together, they engage in a perilous campaign against Tarkon's regime, facing overwhelming odds and witnessing the true cost of war. In a fierce and final confrontation within the warlord's stronghold, Eren and the rebels manage to bring Tarkon down, but not without loss. One by one, Eren's comrades fall, their sacrifices cementing his resolve. With a heavy heart, Eren claims the Unity Stone fragment, the weight of his mission growing alongside the toll it exacts on him and those he allies with. This experience solidifies his resolve but also darkens his view of the universe, showcasing its cruelty.

**The Planet of Deceit:** Eren lands on a seemingly peaceful planet, Voxarion, where he is assisted by a charismatic citizen in solving ancient puzzles to access the hidden fragment. However, once the fragment is retrieved, Eren is betrayed by his new ally, who seeks the power of the fragment for personal gain. This betrayal forces Eren into a dire confrontation, leading to the ally's death. The betrayal emphasizes the theme of trust and deception, highlighting the corrupting influence of power. Once again, this experience solidifies his resolve but also darkens his view of the universe. (player can solve a riddle to get the crystal, his 'friend' can give clues if the riddle is too difficult, but in the end he still battles an enemy)

The Planet of Illusory Peace: On Serena, a planet of peace without famine or starvation, Eren discovers a seemingly perfect society. He learns from a grieving servant that this harmony was achieved after the leader used a Unity Stone fragment to eliminate half the population. Seeking vengeance for their lost family, the servant steals the fragment, intending to dismantle the peace. Eren is forced into a moral dilemma when he confronts and ultimately stops the servant, securing the fragment but left to reflect on the heavy cost of Serena's tranquility.

#### Final Battle:

In the desolate expanse of an uninhabited planet, Eren confronts a truth he hadn't dared to imagine: Kai, alive, not by escape or evasion, but by the very act that was meant to be his end. When the Unity Stone shattered, its explosive release of energy did not claim Kai's life but instead cast him across the cosmos, stranding him on this barren world with the fragment he sought to wield. He's been waiting, not for rescue, but for Eren, for the final confrontation that fate deemed inevitable. As they stand amidst the ruins of what might have been any world torn by conflict, Kai poses a question to Eren, his voice heavy with the solitude of years and the weight of the fragment's power, "Did the suffering and sacrifice you've witnessed validate your ideals, or have they illuminated the harsh truth of mine?" It's a challenge, a plea for Eren to see the universe through Kai's eyes, after everything. They then battle, Eren wins.

#### Ending:

With the fragments of the Unity Stone gathered, Eren faces the culmination of his journey: to mend the stone and seal away the beast, betting the future on the belief that unity can be forged from compassion and understanding, or to unleash the beast, embracing Kai's grim outlook of unity through shared adversity. This decision is for the player, we can have two different outcomes for what the player chooses. I haven't come up with them yet.

