

# **Apocalyptic Merchant Quest Scenario**

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Apocalyptic Merchant is an open world, dialog-driven game that involves the player exploring the world in their caravan and interacting with NPCs contained within certain zones. Through trade and exploration, the player must establish themselves as a dominating force in the game world.

This third major release of the game focuses on utilizing the developed world and gameplay systems to provide a reason for someone to play the game. The team aims to combine the various aspects of the game already developed into a series of main and side quests, which will provide the player with an entertaining narrative experience and an endgame goal.

### **Scenario “Quest”**

The player launches Apocalyptic Merchant and begins a new playthrough, where they are placed in the middle of a post-apocalyptic world known as the wasteland. They start exploring, entering locations and acquiring scrap. They load the items onto their caravan by placing the items within their inventory. After some time, the player encounters a survivor that requests food from the player. Being empty-handed, the player decides they want to help the survivor and begin looking for some food for them.

After heading out, the player eventually comes across a merchant shack. The player decides to trade some of their scrap to the merchant in exchange for some food for the survivor along with fuel for their caravan, since it is running low. Leaving the shack, the player opens up their inventory and adds their newly acquired items to it. They also decide to add fuel to their caravan tank, which is done by right clicking on the fuel canister. Deciding to head back to the survivor, the player greets them and gives them the food they acquired. As a result, the respect the survivor has for the player is improved.

Upon further exploration, the player discovers an underground shelter. Contained within it are things left behind by a group known as the Remnants. Among them are Remnant plans of long-term electricity generators and a location of a second shelter. The player decides to seek out this second shelter and begins exploring the area. Eventually, the player finds the second shelter, where they quickly learn that it serves as the base for the Remnants. The player speaks with several Remnant engineers who request that the player help them fetch a reactor core that can be used to restore power generators that will provide the large sums of energy they seek. The player learns that they must explore an abandoned area known as the Scorched in order to retrieve this core. However, they also learn that the task is not so simple, as the Scorched area is highly radioactive and requires specialized equipment to traverse.

With a goal in mind, the player starts their search for tools that will aid them in their quest to retrieve the reactor core. They decide to explore the capital city, which they quickly learn is controlled by a group known as Kronus. Within the city, the player encounters inhabitants that seem off. They speak of small blue capsules known as Mats and request them from the player. The player decides it is best to head to the hospital as they might learn more about the Mats as well as find radiation-protective gear that will allow them to enter the Scorched area.

In the hospital, the player encounters a doctor, who informs them of the origin of the Mats. They are drugs given to the city inhabitants by Kronus so that Kronus can have total control over the city. Intrigued by this information, the player decides to visit Kronus headquarters.

Unfortunately, guards stationed outside the building prevent the player from accessing it. The player is, however, informed that Kronus needs help in delivering Mats. The player accepts this task and is given a badge to enter the manufacturing facility and pick up Mats packages.

After some hard work, the player completes all Mats deliveries and decides to return to Kronus headquarters. On the way there, the player encounters a militia group called the Salvaged States of America. The SSA informs the player that their goal is to restore freedom to the city by overthrowing Kronus. They task the player with retrieving the core contained within the Scorched area so that it can be used to power up the Reclaimer, a war machine that has the ability to conquer cities. The player accepts this task and is provided with a hazmat suit, although he decides to pay Kronus a visit first.

Outside Kronus headquarters, the guards thank him for his work, allowing the player to enter the facility. Speaking with the Kronus CEO known only as “The Executive”, the player is questioned as to how Kronus could further use them in their operations. The player is given the opportunity to reveal the secrets of the Remnants to the leader, but decides against it. The player decides to part ways with Kronus as they have other ideas in mind for the future of the wasteland.

At the Scorched area, the player equips the hazmat suit and searches the area. Eventually, they come across the reactor core. The player is left with a choice: divert power to Kronus and let them increase their grip over the city or provide the core to the SSA to take down Kronus and free the city. The player decides to travel to the SSA base and provide them with the core. Shortly after, the SSA activates the Reclaimer. The Reclaimer then successfully takes over the city, toppling Kronus.

With the main quest line complete, the player is shown an end game screen. Contained in this screen is gameplay statistics gathered from their playthrough, such as total distance traveled and total accumulated currency. After hitting the exit button, the player is taken back to the main menu, where they can close the game or start another playthrough.

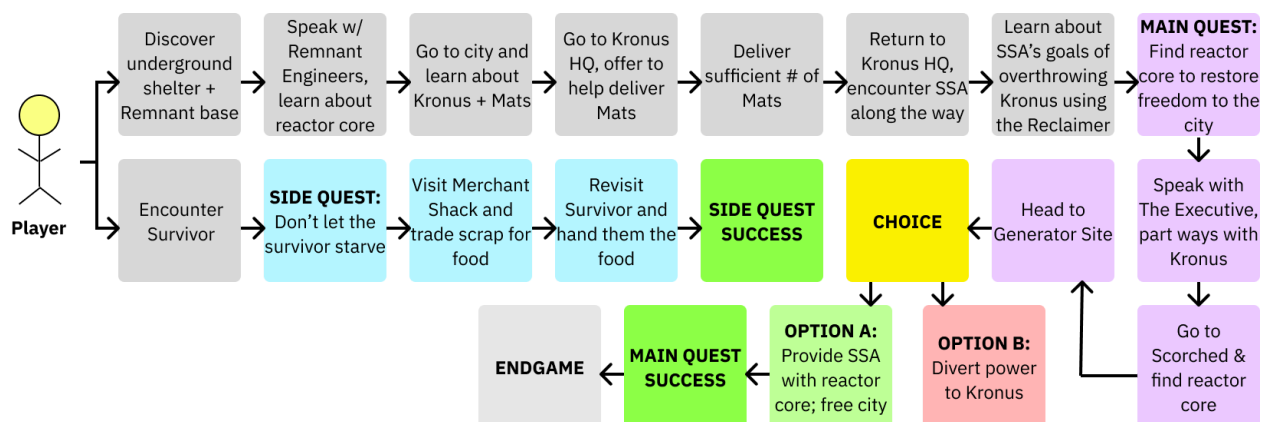


Figure 1: One Possible Gameplay Progression for Scenario 3