# Gameplay flow:

**FIRST ARC: PRE-HERETIC PURGING**

**Locations: Outside**

**Town (Sub-locations: The allies and other paths)**

**Forest**

**Interior**

**“Dream Room”**

**Cutscene Guide:**

**(Short-Cutscene 1): Camera slowly pans to showcase the town.**

**(Cutscene1): Intro Sequence.**

**(Cutscene2): Town dialogue, with the merchant and skewer lady.**

**(Cutscene3): Town burning down, attempted escape via the town sub-locations, death of parents.**

**(Cutscene4): Forest escape, jumpscared by the mage, saved by the Head Knight, mage investigation / chase, Head Knight sacrifice.**

**Map design and considerations:**

The house design is the same, but the letters and stuff are removed.

You can now get the worldbuilding material from your own room with the letters and book cases (same goes for the living room)

***“Dream Room”***

**(*Cutscene1*)** Game starts with mc being in a dream or room or whatever with the dialogue and talking with the god dude.

After the dialogue the screen can probably cut to black then the player is asked to save.

The screen then fades in.

***“Interior”***

She wakes up to the side of her bed and you have (can) go to the closet to change into your day's clothes.

The house when you wake up is empty but traces of people / a party will be left there.

This part of the story is meant to encourage the player to walk around and get various items.

And, if they interact with the stuff that doesn’t necessarily give them items, it will also serve as foreshadowing / worldbuilding.

During this time of exploration you find a note by the kitchen, informing you of what transpired last night, and that your fav skewers or whatever the fuck are all gone and that theyre gone too, then ur mom gives you some money and you get a quest notification to buy it.

If you go by the entrance (or somewhere visible, preferably somewhere near the exit) you get additional (the more important) pieces of context and worldbuilding (maybe why ur whole village gets targeted, and more gold and items) (probably)

(this part and other worldbuilding materials can just paint a short picture / history of what had transpired so far in the world, like what the geography, celebrations, societal norms and whatever are)

Cut to “***Outside***”

(***Short-Cutscene1*)**

Once you enter the other map (town) a small cutscene will play, showing the hustle and bustle of the town.

***“Town”***

***(Cutscene 2)***

After walking forwards, a forced event will play, the whole scene where the mc becomes a dumbass and gets scammed.like the dumbass you are. (-2 currency)

The whole cutscene with the meat skewers will play (more dialogue, this part is a good way to reveal some backstory and living situation about the MC)

(Maybe some murmurs and extra dialogue about the event will show if you interact with various people like the scamming ass merchant) (This part doesn’t have to directly foreshadow the events to come, but maybe you could add dialogue like “Have you heard? The execution squad has been spotted recently. (basically this part is to show that they’re mobilizing or planning something, or maybe people from the actual city, if you talk to them, talk about rumous about how the city has been uneasy lately because the ruler has mobilized the church’s execution squad, or that he's mad and stuff)

(For extra foreshadowing, you could also maybe see some people leaving in a hurry early if that fits the narrative)

The town burning will occur after you set foot in the first map. (outside the house)

(***Cutscene3***)(**Sub locations for the town are needed too.**) plays here. (maybe lower sanity by a bit after u kill ur mom and lower karma a bit) (also maybe make ur sanity lower bit by bit as u experience this shit)

Here, the cutscene ends after heading towards the forest.

You can manually walk for a bit. (dashing / running is disabled here)

***“FOREST”***

(***Cutscene5***)

My idea for this part is for you to get jumpscared by one of the mages, in which he’ll be gloating and stuff (to seem crazy and like an actual fanatic), but you get saved by one of the squad members (For the execution squad, another idea is that this is an even more special operation compared to other previous executions. So, a head knight or another part of the army will work together with the execution squad) will jump out and kill the mage, priest or whatever then the both of you will run away. After the other mages realize what's wrong (since that specific mage, which we can probably learn more about later, is known to be a sadist (or crazy / unnerving) and does this all the time, but this time the other mages don't see his usual traces or just find it too quiet or something and find it suspicious and investigate (for this part, we could also just make it so that they know he’s dead already and rush over there to add a sense of urgency for the knight and you.) The head knight knows its a matter of time before they find you and the knight so both of you make a run for it but they catch up, and the head knight throws you far away / distracts them so they don't know who you are. (This is so you can actually become a nun or execution squad member later) The knight sacrifices himself but before that he gives you some items, notes or other things to help you survive as you make your way to safety, he also tells you some other stuff for emotional and worldbuilding value (maybe foreshadowing also?) He screams and dies, you cry, the usual. Then for the next part, maybe you can show cg’s, maybe a cutscene of how you’ve successfully become a nun or whatever. And during your orientation, training sessions, one of the people that killed the knight and burnt down the town is your teacher or whatever. (during the church arc, we can maybe include the info and stuff about the jumpscaring mage or whatever and how his personality has kind of rubbed off on you, like you act the same and stuff)