# Gameplay flow:

**FIRST ARC: PRE-HERETIC PURGING**

**Locations: Outside**

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

**Forest**

**Interior**

**“Dream Room”**

**Music Guide:**

**Abyssal Watch**

**Halcyon Days**

**Harmonic Dispute**

**Cutscene Guide:**

**(Short-Cutscene1): Camera slowly pans to showcase the town.**

**(Short-Cutscene2): Meeting and interacting with the scout.**

**(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, scout scene.**

**(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” “Abyssal Watch”***

**(*Cutscene1*)** Game starts with mc being in a dream or room or whatever with the dialogue and talking with the god dude. (***make this just a white room/white box with you and the god) - texture***

***(I agree, and maybe a cosmic / dreamy parallax) (maybe a decrepit throne too for the god to reside in***.)

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

The screen then fades in.

***“Interior” “Halcyon Days”***

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. (***insert eerie music here) (the first arc, before cutscene 3 is meant to be relatively normal. So no eeriness or anything yet.***) - texture

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. (***this is too rushed and simple, maybe add a bit of an emotional hook so that the player has something to work with once the mom is dead or something***.) - texture (***My idea is for you to learn more and more about your parents later on, like what they hid from you and stuff, but i agree that you should have more emotional connection with your parents, this part should also be longer for better pacing.***.)

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) (***this is gonna quick shock a lot of players when the game just started, try to pan this out as the story goes forward***.) - texture (***I agree with that, so this part is meant to be extremely subtle and incomplete, so the player can make their own theories and other stuff but it won't be concrete, better yet i want it to be kind of incoherent so the player will just dismiss them, so if they decide to replay the game they might be able to piece the information gathered.***)

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. (***emotion shift possible here.)*** -texture (***I want the emotional and tone shift to remain consistent until the town burns down***.)

***“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)  
(***make it so that this premise will be remembered by the MC and comes by later in the story because not following up on this afterwards is gonna make you two look improper.***)

(***It will tie in the story later, I agree with this too***)- texture (**For this part, I plan it so you meet him later in the story, and if you’ve kept the bear, it will open up more routes in the story and choices and stuff, generally speaking, the bear will allow you to do more stuff. And once you meet him later on the story, you might still find him selling stuff (probably from the burnt town as a sort of collectors thing or something) (that will be subject to chenge)**

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 establish more cohesive dialogue)  
(***connect this to the panning out of the story-ish I mentioned a while ago.)*** - texture

(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 rumors 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)  
(***pretty generic stuff but it's valid at this point of the story going forward.***) - texture

Before this happens, there should be a long walk before she reaches her place again, and after a while, she comes across a scout from the execution squad, (portrayed to the reader by a friendly looking hooded figure.) They have a talk, initiated by the scout, starting up first with small talk then the talk reaches the dialogue like you seem to have potential, etc, then the mc learns how to fight (which is the tutorial.) then after the fight, the guy will praise her and generic stuff, he walks for a bit then turns around then ask “is this X village?” then you reply with a yes.

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

You run back to town after hearing the screaming and shit. (***Cutscene3***)(**Sub locations for the town are needed too.**) More gameplay will be added, like you escaping, fighting maybe or hiding. (generally make this more interactive and have more choices).(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)   
***(welp.. you two can figure this out, but I genuinely feel like everything is going fast paced.) (I agree, this will be fixed)***

- texture

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)  
(**a*ll of these are generally up to you two, but all I can say is; properly set the worldbuilding up via slowly creeping them up and up as the game progresses, as well as matching that progression with whatever you two are trying to foreshadow > tie it to different dialogue boxes that the player needs to remember or > tie it to different npc dialogues as well as items throughout the game.) – texture.( I'm planning to do that by letting the player interact with various stuff through the intro like earlier, npcs, paper and other stuff like i mentioned in the town section) (like in the church arc, where you can talk to various bystanders or overhear them / read text that expand more on who the execution squad is, who was the mage that jumpscared you, etc.)***

(Refine the scout section, note to myself.)