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| Quest for Valor | |
| Fabled Sword: Mission Design Document |  |
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| A brave man comes to this village for the fabled sword. The village head warmly welcomed player’s arrival, and has a small quest for finding the lost 2 villagers who disappeared yesterday. He is willing to give the flashlight to the player to help his mission, and if player successfully found all of them he will give the key to castle, where is just the place the fabled sword sleeps.  Everything goes very well until the player gets the key and comes across the river. The castle is shrouded in darkness, and according to the rumor there seems to be another villager living across the river. But player still decides to enter the castle alone.  As it says, the sword is in the second floor of the castle, but now it’s holding by a devil, who is just the village head! After hard fight, the player defeats the devil and decided to kill him in case of someone else who comes to the village being cheated again.  Then he climbed up the observation tower of the castle, he finds another house. He visit the house and the old lady inside tells he everything…d |

# Mission Walkthrough

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| 1. Finish the mission | | | |  |
| The player comes to the village and meets the first NPC. After telling his target, the village head is willing to offer help only if the player give a hand for finding lost people. | | | |
| Difficulty: | 4/10 | Duration: | 2:00 |
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| 1. Talk with the village head. 2. Get the flashpoint. 3. Use flashpoint to find all two villagers. 4. Fight with 2 groups of monsters and save 2 villages. 5. Go back to the village head, complete the mission and get the key for castle gate. | | | |
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| 1. Two Ruins | | | |  |
| When the player is ready to enter the castle, he find 2 ruins across the river, he decided to explore the two ruins first. | | | |
| Difficulty: | 7/10 | Duration: | 2:00 |
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| 1. Get to the ruins at southwest corner by platform jumping. 2. Find the pushable wall and open the chest. 3. Go back across the river. 4. Get to the ruins at northeast corner by platform jumping. 5. Find the ladder and get into the ruins. 6. Kill all the monsters in the ruin. 7. Open the chest. | | | |
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| 1. The Castle | | | |  |
| The player enters the castle, gets to the second floor and find the devil who is holding the fabled sword is just the village head! An inevitable battle takes place. | | | |
| Difficulty: | 10/10 | Duration: | 1:10 |
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| 1. Defeat the devil. 2. Now the devil is exhausted and kneels before you. Make your choice to kill or not to kill him. | | | |
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| 1. House – The Truth | | | |  | |
| After making his own choice, the player climbed up the high observation tower and he find there’s a house in the southeast corner of the village. | | | |
| Difficulty: | 0/10 | Duration: | 0:50 |
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| 1. Take the elevator down from the tower. 2. Get to the house, talk with the old lady inside. 3. The old lady told you the devil’s past, and after knowing his death (or not) she decided to see him for the last time. 4. If player goes back to the 2nd floor in castle, he will find devil and old lady all died there. | | | |
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| 1. Endings - Branches | | | |  | |
| This is not a gameplay stage in the level. This part is just in order to clarify all branches and its endings. The 3 key points are: ‘whether accept village head’s flashlight’, ’whether meet old lady before the boss fight’ and ‘whether forgive the boss’. These 3 key events will influence the endings and the final sword the player gets. | | | |
| Difficulty: | 0/10 | Duration: | 00:00 |
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| 1. Accept the flashpoint first, forgive the boss: you find the devil go crazy and kill the old woman who came to see him, then he finally wakes up: he was a brave man in the remote past just like the player, but was enchanted by the sword and stayed to kill one and one passenger to sacrifice lives to the sword. And the old lady was his lover. You pulled out the sword which has went deep into the old lady’s body. You get the contaminated fabled sword. 2. Accept the flashpoint first, kill the boss: boss find there’s no living way under your sword, he commits suicide by cutting the abdomen with the sword before you cut his head. You get the contaminated fabled sword. The old lady finds her lover’s dead, she martyrdoms on the spot. 3. Not accept the flashpoint, meet the old lady before entering the castle: if you meet with the old lady without the flashpoint, she knows you haven’t been marked by devil and she will give you the key to activate the elevator behind the castle. With the key you sneak into the inner room to steal the pure fabled sword. Then if you enter the inner room again the boss fight will trigger again and the boss will be very weak. 4. If you get the flashlight then you try to get outside of the village the boss will find you very easily and kill you at once. Also with the flashlight the old lady will know you have met with him and she doesn’t believe you can defeat him or sneak successfully so she will not give you the elevator key. 5. Also, the two forests where hide two villagers and two ruins are very dark, without the help of the light it will be very difficult to explore. | | | |
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# Layout Plan

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# Flow Chart

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# Beat Chart

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