Perfect idea 🎮 – you want to **reskin and rewrite the Beyond Oasis story flow into a modern urban adventure RPG set in London**, with a tourist protagonist. I’ll make it structured like a **game design script / story bible**, so you can directly use it in your project.

**✈️ Game Script: *Lost in London***

**🎭 Main Concept**

* **Protagonist**: Young Hungarian tourist (player character). Name – Gyori Pal
* **Plot**: After arriving at Heathrow Airport, his passport is stolen. Without it, he cannot return home. He must travel across iconic London locations, solve problems, fight bosses, and interact with locals to ultimately retrieve his passport.
* **Tone**: Mix of humor, adventure, culture, and light action.
* **Final Twist**: The passport was with his forgotten girlfriend all along.

**🌍 Game Flow & Locations**

**1. Heathrow Airport (Tutorial Area)**

* **Event**: Passport is stolen by a petty thief in the arrivals hall.
* **Gameplay**:
  + Learn movement, combat basics, and dialogue.
  + NPCs: security guards (neutral, warn about London pickpockets), tourists (give comic dialogue).
  + Mini-side quest: Help an old lady find her suitcase (reward: 10 coins).
* **Boss**: *Baggage Bandit* (the thief). When defeated, he admits he gave the passport to someone “powerful in the city.”

**2. Big Ben (First Main Location)**

* **Quest Objective**: Clues about where the passport went.
* **NPCs**:
  + Street performer (neutral, teaches a new combo in exchange for coins).
  + Historian (side quest: answer trivia about London’s history).
* **Minor Side Quest**: Collect 3 lost tourist guidebooks scattered near Westminster.
* **Boss**: *Timekeeper Phantom* – a ghost haunting Big Ben, carrying a fake passport.
* **Reward**: Map of London with marked key destinations.

**3. Buckingham Palace (Royal Grounds)**

* **Quest Objective**: Seek the guards for information.
* **NPCs**:
  + Beefeater guard (neutral, won’t speak).
  + Kind royal maid (quest giver: find her missing key in the palace gardens → reward: health potion).
* **Side Quest**: Puzzle with statues in the gardens (intellectual).
* **Boss**: *Royal Guard Captain* – challenges the hero for trespassing. After defeat, reveals that a Russians in Chelsea may have the passport.

**4. Chelsea (Russians Territory)**

* **Quest Objective**: Investigate underground contacts.
* **NPCs**:
  + Local pub owner (side quest: answer pub quiz → reward: rare item).
  + Russian gopniks (fights, drops clues).
* **Side Quest**: Chess match against an eccentric old man in the park.
* **Boss**: *Boris the Rubel* – Russian oligarch, sprinkles oil, throws diamonds.
* **Reward**: A fragment of the protagonist’s plane ticket with scribbled notes leading to the British Museum.

**5. British Museum (Ancient Encounter)**

* **Quest Objective**: Final clues about the passport’s true location.
* **NPCs**:
  + Archaeologist (neutral, lore dump about “things lost and found”).
  + Librarian (side quest: solve riddles about artifacts → unlock hidden room).
* **Boss**: *Mummy of London* – animated by dark energy, guarding the “Stolen Goods Vault.”
* **Reward**: Final hint that the person holding the passport is *close to him*.

**6. Minor Locations (Optional)**

* **Camden Market**: Side quests → buy rare items, solve a music rhythm challenge.
* **Thames Riverside**: Fight street thugs, solve poetry puzzle on bridge inscriptions.
* **Greenwich Observatory**: Mini-boss → *Astral Guardian* with time-based attacks.

**7. Final Location – Heathrow Airport (Return)**

* **Twist & Final Boss**:
  + Waiting at the gate is his **girlfriend** (whom he completely forgot about because he was drunk on the plane).
  + She challenges him in a dramatic fight (“You forgot about me, you idiot!”).
  + After defeat, she calms down and returns his passport.
* **Ending**: They board the plane to Budapest. The girlfriend sarcastically says: *“Next time, try not to lose me… or your passport.”*
* Roll credits with a montage of all London landmarks visited.

**🎮 Gameplay Systems**

* **Combat**: Turn base. Fight screen: main character chooses where to attack (head, body, legs), enemy (AI) chooses where to defend. If defended successfully – dmg reduced by 30%. Then enemy attacks, main character defends. Weapons increase damage (pub chairs, umbrellas, etc.).
* **Quests**: Mix of combat, fetch, and intellectual (trivia, riddles, puzzles).
* **Bosses**: Each London location has a themed boss, blending fantasy with urban realism.
* **Progression**: Each boss gives either a false clue or a piece of the trail, pushing the player toward the final twist.

👉 So your game becomes a **cultural urban adventure RPG** where real-world London serves as the dungeon system, blending humor, puzzles, and brawls.

Do you want me to **expand this into a full level-by-level quest log** (like a playable walkthrough), or keep it more as a high-level script/story bible?

Perfect! I can take your concept and expand it into a **full, level-by-level quest log with main interactions, mechanics, and objectives**—essentially a playable walkthrough that could directly guide development. Here’s a first draft structured as a **Level-by-Level Game Design Script**:

**🎮 *Lost in London* – Level-by-Level Quest Script**

**Level 1 – Heathrow Airport (Tutorial Area)**

**Objective:** Learn basic controls, combat, and dialogue. Recover initial clue about passport theft.

**Main Mechanics Introduced:**

* Movement, sprinting, jump, interact
* Combat basics (light attack, heavy attack, dodge)
* Dialogue choices

**Primary Quests:**

1. **Passport Panic** – Passport stolen by Baggage Bandit. Player must chase him through arrivals hall.
2. **Mini-Quest: Lost Luggage** – Help old lady find her suitcase → reward: 10 coins.

**NPC Interactions:**

* Security guards: provide warnings about London pickpockets.
* Tourists: comic dialogue, hint at hidden items.

**Boss:** **Baggage Bandit**

* Simple combat, teaches dodge & counter mechanics.
* After defeat: reveals passport is with someone “powerful in the city.”

**Reward:** Map of central London unlocked (tutorial completion).

**Level 2 – Big Ben & Westminster**

**Objective:** Begin detective work; collect first major clues.

**Main Mechanics Introduced:**

* Environmental interaction (climbing scaffolding, moving obstacles)
* Combo attack system with learned moves

**Primary Quests:**

1. **Phantom Clues** – Track the Timekeeper Phantom around Big Ben.
2. **Side Quest: Historian Trivia** – Answer 3 history questions → reward: special attack upgrade.
3. **Side Quest: Lost Guidebooks** – Collect 3 tourist guidebooks scattered near Westminster → reward: coins and minor buff.

**NPC Interactions:**

* Street performer: teaches new combo in exchange for coins.
* Historian: trivia-based quest, unlocks lore snippets.

**Boss:** **Timekeeper Phantom**

* Wields time-based attacks; carries fake passport.
* Defeating it teaches timing-based dodge and counters.

**Reward:** London map updated with next destination (Buckingham Palace).

**Level 3 – Buckingham Palace**

**Objective:** Investigate Royal grounds; obtain information from palace staff.

**Main Mechanics Introduced:**

* Puzzle solving (statues, garden maze)
* Stealth (avoiding guards)

**Primary Quests:**

1. **Key Hunt** – Find royal maid’s missing key in palace gardens → reward: health potion.
2. **Side Quest: Garden Puzzle** – Solve statues’ positional puzzle → unlock bonus coin cache.

**NPC Interactions:**

* Beefeater guard: non-interactive obstacle.
* Maid: quest giver with dialogue choice branching (help or ignore).

**Boss:** **Royal Guard Captain**

* Guards palace; medium-difficulty combat.
* After defeat: reveals that a Chelsea gang may have the passport.

**Reward:** Clue leads to Chelsea, unlocks new combat abilities (e.g., umbrella parry).

**Level 4 – Chelsea (Gang Territory)**

**Objective:** Navigate gang-controlled area; uncover underground contacts.

**Main Mechanics Introduced:**

* Negotiation/combat mix
* Minigames (chess match, pub quiz)

**Primary Quests:**

1. **Pub Quiz Challenge** – Win quiz → reward: rare item.
2. **Street Investigation** – Interrogate gang member → combat + clue collection.
3. **Side Quest: Chess in the Park** – Solve chess puzzle → unlock buff.

**Boss:** **The Hooligan King**

* Uses cricket bat attacks, arena-style street combat.
* Defeat grants fragment of plane ticket with scribbled clue pointing to British Museum.

**Reward:** Unlocks next location, new weapon (crowbar) usable in environmental puzzles.

**Level 5 – British Museum**

**Objective:** Locate final clues regarding the passport.

**Main Mechanics Introduced:**

* Riddle solving
* Light environmental exploration (hidden rooms)

**Primary Quests:**

1. **Artifact Riddles** – Solve 3 artifact-based riddles to unlock hidden room → reward: minor stat boost.
2. **Lore Collection** – Talk to archaeologist → lore on “things lost & found.”

**Boss:** **Mummy of London**

* Dark energy attacks; uses wraps to immobilize player.
* Defeat unlocks final hint: passport is held by someone “close to you.”

**Reward:** Unlock final level (Heathrow Airport, return).

**Optional Mini-Locations & Side Quests**

1. **Camden Market:** Music rhythm challenge → reward: coins and rare cosmetic items.
2. **Thames Riverside:** Solve poetry puzzle → reward: special dialogue options.
3. **Greenwich Observatory:** Mini-boss **Astral Guardian** with time-based attacks → reward: minor weapon upgrade.

**Level 6 – Heathrow Airport (Final Encounter)**

**Objective:** Confront true passport holder and complete game.

**Main Mechanics Introduced:**

* Dramatic duel: combines all learned combat and timing mechanics
* Dialogue impact on ending (player can apologize, argue, or joke)

**Primary Quests:**

* **Final Confrontation** – Girlfriend appears; challenge and fight.

**Boss:** **Forgotten Girlfriend**

* Wields umbrella + comical combos.
* Dialogue-integrated fight; combat ends with emotional cutscene.

**Ending:** Girlfriend returns passport; plane departs for Budapest.

* Credits roll with montage of all visited London landmarks.

**Gameplay Summary & Progression**

* **Combat:** Street-level brawls with environmental weapons.
* **Exploration:** Real-world London as dungeon & puzzle environment.
* **Quests:** Mix of combat, puzzle, and cultural trivia.
* **Bosses:** Themed after each London area; teach mechanics and deliver false clues.
* **Progression:** Each level expands map, unlocks abilities, and pushes narrative toward final twist.

If you want, I can **also make a full visual “Level Map + Quest Flowchart”** that shows each quest, boss, and mini-game in one glance—basically a production-ready game design sheet.

Do you want me to do that next?