**Assorted Narrative Notes**

* Narrative told through stage design, specifically the concept that the Elements (Life, Death, Aether, Time) are enraged/out of control
  + A tree is growing, then halfway up is withered and dead
  + Objects float in the background, locked in time
  + One side of the stage is grey, with dead foliage, the other side is overgrown
* Yes to modern day setting
  + Should it be akin to Earth or should it be an alternate world?
* Colors associated with each life (Note: Ensure colors don’t conflict between characters and background), color is used for kick effects and fireballs
  + Life: Green
  + Death: Purple
  + Aether: Gold or Blue
  + Time: Orange or Yellow
* Logos associated with Elements?
  + Life: Leaf? Celtic Spiral of Life? Ankh?
  + Death: Skull (with or without crossbones), (dripping with poison?)
  + Aether: Shield? Simple Armor? Stylized Sun with light rays?
  + Time: Simple clock face (Four Roman Numerals, XII, III, VI, IX)
* Four Elemental Deities (Time, Death, Life, and Aether), potential inspirations listed below (Now unnecessary, the elements will not be personified)
  + Time (TIME, not Fate): Chronos,
  + Death (Specifically malicious death gods who delight in spreading plague): Ankou, Thanatos, Yama, Ah Puch(?), Nergal
  + Life (Gods of healing, not of fertility):
  + Aether (Gods of light and sky):
* At some point attacks/abilities will need names (for use in the command list). Will they be in English? (Latin?)

Notes on World Lore

* Taking Inventory
  + Races: Humans (Probably just Humans)
  + Key Locations: Park in the main stage (Should be meaningful to both character in some way), location of the “Church of Four”, Randolf’s place of origin, Lynne’s place of origin
  + Organizations: “Church of Four” (A group of semi-religious caretakers charged with keeping the elements in check); potentially a sect or hierarchy devoted to each element**?**
  + Important Events: Whatever caused the elements to get wonky (either in the distant past or present day or both)
* Questions to Ask
  + Is the ability to manipulate elements something common or rare? How rare? Can only Randolf and Lynne do it? Is it a natural ability? Learned through training? Acquired through a special artifact?

It is a learned set of skills, only taught to those in the group. Must be learned from a young age.

* + What is the “Church of Four” like? What is its hierarchy? Who works for it? Is it a secret group or an everyday part of the world?

Open religion, but only the higher ranks are taught how to use the powers of the elements.

* + Where did Randolf come from? What motivates him?

Son of a high ranking member of the religion. Wants to keep balance in the world (keep the elements in check)

* + Where did Lynne come from? What motivates her?

Daughter of a high ranking member of the religion. Doesn’t like the restrictive order of the religion, is taking advantage of the chaos as an opportunity to seek out the reaches of her power.

* + Why does the “Church of Four” exist in the first place? What event would motivate a group of people to watch over the elements?

The elements were originally free-flowing and natural until some people along different points in history found out how to control them and selfishly began to cause problems. The religion was formed by those who wanted to prevent this kind of behavior with the elements.

Potential Appearances/Clothing

* Randolf
  + Buff physique focused on upper body strength
  + Cleanly groomed, no facial hair, simple hair style (no anime hair)
  + Priestly-clothing to reflect his status within the Church of Four(?)
* Lynne
  + More casual clothes: jeans, shirt, jacket(?)

Future Stage Concepts

* A wheat or cornfield (South Dakota ftw)
  + A tractor on the left side, half of it is rusted, overgrown, and aged while the other half is in pristine condition
  + A long dirt road runs down the center of the stage, terminating at the gravity warped horizon
  + A windmill sits on the right side, unspinning despite a visible wind
* The inner halls of the “Church of Four”, undestroyed, controlled forms of the elements
  + Symbols carved on pillows or statues of the elemental pillars
* Top of a building, shattered window, crumbling buildings
* Top of a not-moving moving train (frozen in time)
* On top of a pond or lake frozen in time

Story Mode

* Fighting a mirror match could be fighting a manifestation of the chaotic elements
* Fighting a mirror match could be an interior struggle