Themes  
- a single person can make a difference in the world and to drive others also.  
- middle-school level of social issues, like fitting in, bullying, social awkwardness  
- community  
  
Tone   
-inspire, spread cheer, lighthearted  
- ireland   
  
Considerations  
- grumpy gnomes that argue and bicker with each other to, well, less grumpy gnomes that get along.   
- Change dialogue  
-performing random acts of kindness   
  
Ideas  
- Puzzle in conversations  
- riddles  
Ways to make an NPC happy:

* Through interactions with other NPCs
  + Acts of kindness (compliments vs. insults)
* Through direct interaction with player and dialog
  + Different dialog options could make the NPC happy/sad
  + Different dialog options could lead the NPC to take action that may result in NPC happy/sad

Through the spark mechanic  
  
Actually make the NPC mad because they were “forced” to feel good

Napping NPC: wakes up and reacts happy/mad  
  
**Lore:**  
  
They say that <Innis Fhaolain > is a cursed village. Misfortune, calamity, and unruliness have led to many residents fleeing, and visitors are unheard of in modern times. Yet there are still a handful of residents struggling to push forward with their lives. And while that certainly has led to strife, the villagers actually have brought most of the current misfortune on themselves. Fighting, contempt and grumpiness rule. (this could be expressed through a villager?)  
  
**NPC’s**  
  
Want to be able to answer questions like why are they here? What do they do during the day? During the night? Want to have villagers follow basic patterns of behaviour.   
  
**Intro scene:  
  
Notes:**  
- Troubled past (orphan)  
- You are an apprentice or starting student to the world of fairy magic. Mom could - tell about this  
- Why are you being placed into the world?  
- You have not learned to tap into the magical flow of nature and the world around you, so for now you must learn to use ancient monoliths and runes as the source of your magical power.   
  
Alette - a   
Mama - m  
  
m “Alette.”  
“Alette, wake up my dear.”  
  
a “Mom? I thought you were-”  
  
m “Now, now. I know you’re scared, I know none of this makes any sense-”  
  
a “ Of course it doesn’t! I-I thought you were dead! And you decide to show up now!?-  
  
m “ Darling, please listen to me. You have a lot of questions, and I can answer them. But you need to be patient. Forgive me, I know it’s been 5 years.”  
  
“When you open your eyes, you will land in the world of Innis Fhaolain.”  
A” What why? And wh-what would I have to do there?”  
  
m “You are there because, well…”  
  
“You are my child, my sweetheart. You have no idea how beautiful you are, and how your beauty will pass on to make everyone lives a little better. To help others.”  
  
A “ I don’t care about any of that Mama!”  
“Not when you’re not here with me....”  
  
M “Who said that I *wouldn’t* be without you? My presence shall bestow upon you powers, but they will be limited. I have gotten old… even in the afterlife.   
  
A “ I’ll admit, I do like helping.  
“It makes me feel a little better, and the ones around me…”  
“But how can I make such a difference? How can I help people? After all, I’m just one person…”  
  
M” You might be surprised at what may happen. Let’s give it a shot, and find out.  
Alette, there’s no need to fear. I’ll be with you throughout this journey.  
  
“Well then, let’s get started.”

Aaodhan: AHHHH everything is bad, bad! First, my shoes have gone missing and now this...

You there, get out of my sight!

player:

1. allete: Sir, what seems to be the matter?

Aaodhan: Huh? Why are you still here?

I-I'm sorry. Please forgive this old chap, it's just....

2. Wow, you are incredibly rude. Goodbye.

Woah, woah slow down child! It's just... I'm not doing so well.

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I-uh, I'm not sure how to say this but you seem nice enough. That wouldn't usually cut it, but you have this *aura* around you.  
  
But first, let me introduce you to the dreadful town of *Innis Fhaolain*.  
  
1. That doesn’t excite me very much…  
  
Well yes… as you can see the town is very, very dreadful. The very definition of dreadful. The gloom hangs over us all.  
  
1. Is ‘dreadful’ your favourite word?  
  
It's the only way I know how to describe this sensation chap. I don’t know what you’re doing here, but I think you’ve definitely lost your way. Why would anyone want to come to a cursed village…  
  
Please, if there’s anything you can do to lift this curse… actually wait.

You've already done a lot, child, talking to an old man like me… wherever are you from? I suggest you leave, there’s not much you can do here. This is no place for a bright, young child such as yourself.  
  
Allete: (Wait a minute, I think I can help. Mom did seem to talk about some power that she gave me… perhaps all I need to do is to share some of that energy with him?)  
  
(I don’t believe that this town is cursed, it’s something *else* that I can’t put my finger on yet.)  
(…. But why should I even help them, I don’t even know what I’m doing!?)  
  
(But I can’t leave them like this! Arghh, fine. I’ll help this old fellow out, and then I’m out of here.)

----after help---

Aaodhan: Ah! Thanks a bunch little one, I don’t know what you did; my mood seems to be lifted from the gutter! Is this how it feels like to be happy for a change?

I’m so sorry, where are my manners, child?  
I never did ask your name… Also, I’ve never seen you around here where are you from, who are you?  
… Anywho, you’re always welcome here!

Allete: My name’s Allette, and…

(How do I say that I just had a conversation with my dead mother… I’m as lost as he is…)

Aaodhan: Oh… I-I didn’t mean to pry. I might be a bit of an airhead… but I can see that you’re visibly shaken and are you crying…? Oh no dear, I’m sure things might be rough for you, don’t let that get you. Let it all out like you are now, and hugs always help!

Here, one for you.

I’m not trying to shove away your problems or anything, just know that I’m here, and I’m wishing you the very best for you.

All- I-uh, thank you so much Sir.  
  
Aaodhan: No need to mention it. You have an incredible gift, I know this now. Thank you so much once again. I-I have a request, if it’s not too much trouble.

Aodhan: I have a request, the barkeeper Ciara, a good friend of mine could use some of your help too. She’s been feeling down lately.  
  
She’s been in a foul mood, but I’m sure she’ll talk to you. Maybe you could figure out what’s happening and help her out?  
  
Al: (These folks seem nice… the rest of the town doesn’t seem to be doing too well though and I have no place else to be…)  
  
(I did enjoy helping, I think I could help others too… and figure things out along the way.)  
  
Al: I’ll see what I can do.  
  
Aaodhan: Thank you so much!