

Oracle: Origins - Main Storyline and Story Quests

Overview

Oracle: Origins follows the journey of the player character across four distinct planets as they battle against the Architects, an alien race that has invaded Earth. The narrative begins with a family vacation that turns tragic, evolves into a quest for revenge and rescue, and culminates in an epic confrontation that determines the fate of humanity.

Core Narrative Elements

- ****Main Antagonists****: The Architects, an advanced alien species led by Oracles and ultimately ruled by their King and Queen
- ****Primary Motivation****: Rescue the player's abducted sister and avenge their family
- ****Secondary Motivation****: Stop the Architects from destroying all of humanity
- ****Transformative Journey****: Player begins as an ordinary person and gradually awakens elemental powers
- ****Companion****: A German Shepherd that evolves based on the player's elemental class

Character Profiles

Player Character

- Background: Ordinary person on vacation with family
- Motivation: Rescue sister, avenge family, stop the Architects
- Transformation: Discovers latent elemental abilities on Hyperion
- Classes: Demon (Fire), Frost (Cold), Bolt (Arc), Nullify (Void), or Regen (Heal)

Player's Sister

- Abducted during the initial attack on Earth
- Discovered on Ivides in service to the Queen
- Possesses special genetic marker that makes her valuable to the Architects

Dr. Eliza Morgan

- Former colleague of the player's uncle
- Expert on Oracle energy and the Architects
- Guides the player through understanding the invasion

Titus

- Initially appears to be a mysterious helper
- Actually working for King Borivoj
- Calculated decision to save the player serves the King's larger plans

Oracle Pustota (Void Oracle)

- Controls Void energy

- Commands the Earth invasion
- First major boss encounter

Oracle Salnos (Ice Oracle)

- Controls Ice energy
- Rules over Titan
- Second major boss encounter

Oracle Gehénnam (Fire Oracle)

- Controls Fire energy
- Dominates Hyperion
- Third major boss encounter

Queen Königin

- Controls Queen Oracle powers
- Rules the Architects (apparently)
- Final boss of the main campaign

King Borivoj

- True ruler of the Architects
- Orchestrating events from behind the scenes
- Revealed in post-credits scene

Detailed Story Progression

Act 1: Earth's Fall (Earth)

Chapter 1: Vacation Interrupted

Opening Scene

- Player character and family are enjoying a vacation at a remote cabin in the northern woods
- Tutorial allows player to explore the cabin and surrounding area, hunt, fish, and play with their German Shepherd companion
- Player finds strange research documents in the basement revealing their uncle was investigating UFOs and alien life

Quest: Uncle's Research

- Objectives:
 - Find 5 research documents scattered throughout the cabin and surrounding area
 - Discover a locked box containing more detailed information
 - Find the key hidden in uncle's favorite fishing spot
- Rewards:
 - Basic crafting materials
 - First weapon upgrade
 - Lore: Information about the "Oracle" and alien signals

****Trigger Event: The Invasion****

- After reviewing the research, player witnesses strange lights in the sky
- "Meteors" (actually Architect pods) begin falling to Earth
- A special rocket shoots into the sky, hitting an Architect ship and causing a shower of colorful GEMs across Earth
- A colorless GEM lands near the player, who picks it up and stores it

****Quest: Family Protection****

- Objectives:
 - Return to the cabin as quickly as possible
 - Defend family from initial alien attack
 - Use environmental advantages to overcome the alien's superior technology
- Gameplay Focus:
 - Introduction to combat mechanics
 - Using cover and environmental elements
 - Basic shooting mechanics
- Technical Implementation:
 - Use `NeoFPS` character controller for responsive combat
 - Implement simple AI for first alien encounter using Unity's `NavMeshAgent`
 - Script trigger for family member deaths using `Timeline` and `Cinemachine` for dramatic effect

****Dramatic Moment: The Abduction****

- Despite player's efforts, an Architect pod lands directly at the cabin
- Multiple Grunts emerge, killing most of the family
- Player's sister is specifically selected and taken alive
- Player and dog survive but are knocked unconscious

Chapter 2: First Contact

****Quest: Wilderness Survival****

- Objectives:
 - Regain consciousness and assess the situation
 - Find supplies and weapons in the now-destroyed cabin
 - Track the direction the Architects took your sister
- Gameplay Focus:
 - Introduction to survival mechanics
 - Basic crafting system
 - Tracking mechanics with companion assistance

****Quest: The Resistance Contact****

- Objectives:
 - Follow tracks to a hidden bunker

- Meet Dr. Eliza Morgan, who was colleagues with player's uncle
- Learn about the Architects and their hierarchy from her research
- Rewards:
 - Improved weapons
 - Communication device
 - Map of Earth showing Architect activity

****Quest: Intelligence Gathering****

- Objectives:
 - Help Dr. Morgan set up monitoring equipment in three locations
 - Defend the equipment from Architect patrols
 - Return to the bunker with the collected data
- Gameplay Focus:
 - Introduction to stealth mechanics
 - Defense objectives
 - Companion commands in combat

****Quest: The Beacon****

- Objectives:
 - Identify the massive Architect mothership in the southern region
 - Plan a journey through Architect-controlled territory
 - Gather necessary supplies for the journey
- Technical Implementation:
 - Create visible beacon using `VFX Graph` for distant mothership
 - Set up `Quest System` objectives with `RPG Builder`
 - Design dynamic weather system using `Enviro 3` that affects visibility of the beacon

Chapter 3: Journey South

****Quest: Mountain Passage****

- Objectives:
 - Navigate treacherous mountain terrain while avoiding Architect patrols
 - Find an abandoned military outpost with essential supplies
 - Use the outpost's communications to contact other survivors
- Gameplay Focus:
 - Vertical traversal mechanics
 - Resource management
 - Weather challenges

****Quest: Resistance Network****

- Objectives:
 - Connect with three separate survivor groups
 - Complete tasks to earn their trust and support
 - Establish a communication network for coordinated attacks

- Rewards:
 - Specialized equipment from each group
 - Additional companion commands
 - Allied NPCs who can be called for assistance

****Quest: The Final Approach****

- Objectives:
 - Lead a coordinated assault on the mothership's outer defenses
 - Disable the perimeter security systems
 - Find an entry point into the mothership
- Gameplay Focus:
 - Squad command mechanics
 - Multiple objective management
 - Large-scale combat scenarios

****Boss Fight: Pustota (Void Oracle)****

- Multi-phase encounter inside the mothership
- Mechanics include:
 - Void energy attacks that distort space
 - Summoning of multiple Architect types
 - Environmental hazards as the mothership destabilizes
- Technical Implementation:
 - Create boss AI using `Behavior Designer`
 - Use `VFX Graph` for void energy effects
 - Implement `Timeline` for key cinematic moments during battle
 - Use `Cinemachine` for dynamic camera angles during boss phases

****Cinematic: Earth's Destruction****

- After defeating Pustota, the Void Oracle sets a self-destruct sequence
- As the player and survivors panic, a mysterious figure (Titus) appears through a portal
- Titus pulls the player and their companion through the portal
- The mothership implodes, creating a black hole that consumes Earth
- Final shot shows Earth completely destroyed

Act 2: The New Reality (Titan)

Chapter 4: Strange New World

****Opening Scene****

- Player awakens on Titan, a Tron-like futuristic world with advanced technology
- Titus briefly appears but departs through another portal before questions can be asked
- Player must adapt to the alien environment and discover new allies

****Quest: Adaptation****

- Objectives:
 - Find shelter in the unfamiliar environment
 - Learn about Ruthenium (RU), the local currency
 - Discover that traditional ballistic weapons don't function properly on Titan
- Gameplay Focus:
 - Introduction to Titan's altered physics
 - Currency system change from Earth coins to Ruthenium
 - Adaptation of companion to new environment

****Quest: New Arsenal****

- Objectives:
 - Find a weapons dealer who can provide energy-based weapons
 - Complete trials to prove worthiness for advanced technology
 - Upgrade companion with protective gear for Titan's environment
- Rewards:
 - First energy weapon
 - Titan environmental suit
 - Companion protective gear

****Quest: Resistance Remnants****

- Objectives:
 - Locate survivors from Earth who escaped before its destruction
 - Help establish a secure base of operations
 - Learn about the Ice Oracle's control over Titan
- Technical Implementation:
 - Create futuristic Tron-style environment using emission materials and `VFX Graph`
 - Implement altered physics for Titan using modified `CharacterController` settings
 - Create energy weapon systems using `VFX Graph` and `Audio Mixer` for unique effects

Chapter 5: Understanding the Enemy

****Quest: Architect Study****

- Objectives:
 - Capture an Architect Guardian for interrogation
 - Extract information about the Architect hierarchy
 - Learn about the Oracle Fragment system
- Gameplay Focus:
 - Introduction to capture mechanics
 - Interrogation dialogue system
 - Strategic planning elements

****Quest: Fragment Theory****

- Objectives:
 - Help Earth scientists study the Oracle energy

- Discover that the Oracles each possess a fragment of a powerful artifact
- Learn that collecting these fragments may be key to restoring Earth
- Rewards:
 - Enhanced understanding of GEM system
 - Ability to detect Oracle energy signatures
 - First specialized GEM socket for weapons

****Quest: Scouting the Fortress****

- Objectives:
 - Reconnaissance of Salnos's ice fortress
 - Mark key entry points and security systems
 - Retrieve a sample of Ice Oracle energy
- Gameplay Focus:
 - Stealth mechanics
 - Scanning and marking targets
 - Environmental hazard navigation
- Technical Implementation:
 - Create ice effects using `ShaderGraph` and `VFX Graph`
 - Implement stealth mechanics with visibility indicators
 - Use `Global Snow 2` for realistic snow traversal effects

Chapter 6: The Ice Fortress

****Quest: Assault Preparations****

- Objectives:
 - Gather specialized equipment for extreme cold
 - Recruit specialists for the assault team
 - Develop countermeasures for ice-based defenses
- Rewards:
 - Cold-resistant gear
 - Special team abilities
 - Ice-countering weapons

****Quest: Breach the Defenses****

- Objectives:
 - Lead the assault team to the fortress
 - Overcome multiple defensive layers
 - Reach the inner sanctum where Salnos resides
- Gameplay Focus:
 - Squad-based combat
 - Environmental puzzle solving
 - Dynamic ice hazards

****Boss Fight: Salnos (Ice Oracle)****

- Multi-phase encounter in the heart of the ice fortress
- Mechanics include:
 - Freezing attacks that slow movement
 - Ice constructs that must be destroyed
 - Arena that changes as ice forms and melts
- Technical Implementation:
 - Create dynamic ice formation using `ShaderGraph` and mesh deformation
 - Implement status effects for freezing mechanics
 - Use particle systems for blizzard and ice shard attacks

****Cinematic: The Next Destination****

- After defeating Salnos, player recovers the Ice Oracle Fragment
- Fragment shows visions of the Fire Oracle on Hyperion
- Player witnesses Salnos's fortress begin to collapse
- Earth resistance helps secure a spacecraft capable of reaching Hyperion
- As they depart, they see Titan beginning to destabilize without the Oracle's influence

Act 3: Rising Powers (Hyperion)

Chapter 7: Alien World

****Opening Scene****

- Arrive on Hyperion, a truly alien world with strange landscapes and bizarre flora/fauna
- Ship is damaged during landing, requiring repairs before potential departure
- Initial exploration reveals a hostile environment with unique dangers

****Quest: Survey and Survival****

- Objectives:
 - Establish a secure landing zone
 - Conduct initial surveys of the surrounding area
 - Find materials to repair the damaged spacecraft
- Gameplay Focus:
 - Adaptation to new environmental hazards
 - Interaction with alien flora/fauna
 - Resource gathering in hostile territory

****Quest: Native Contact****

- Objectives:
 - Discover a species that has been resisting the Architects
 - Learn their language through collected artifacts
 - Earn their trust by completing traditional trials
- Rewards:
 - New navigation tools for Hyperion
 - Knowledge of safe areas and dangerous territories

- Guide to the Ancient Temple
- Technical Implementation:
 - Create alien landscapes using `Gaia Pro` with custom biomes
 - Implement dynamic atmosphere effects with `Enviro 3`
 - Design alien species using `UMA 2` for procedural character generation

Chapter 8: Elemental Awakening

****Quest: The Ancient Temple****

- Objectives:
 - Follow native guide to a mysterious ancient temple
 - Navigate temple defenses and puzzles
 - Reach the central chamber with the Awakening Altar
- Gameplay Focus:
 - Environmental puzzles
 - Platforming challenges
 - Ancient mechanism interaction

****Critical Moment: Elemental Emergence****

- The colorless GEM from Earth resonates with the temple's energy
- Player character undergoes a transformation, awakening latent elemental abilities
- Eyes begin to glow with the color corresponding to their chosen class
- Companion begins to show signs of corresponding elemental influence

****Quest: Power Mastery****

- Objectives:
 - Complete elemental trials specific to your chosen class
 - Learn to control and direct your new abilities
 - Strengthen the bond with your evolving companion
- Rewards:
 - Basic elemental abilities
 - Class-specific gear
 - Enhanced companion abilities

****Quest: Fire Oracle Detection****

- Objectives:
 - Use your new elemental senses to locate Gehénnam
 - Navigate through increasingly volcanic terrain
 - Scout the Fire Oracle's volcano fortress
- Technical Implementation:
 - Create class-specific visual effects using `VFX Graph`
 - Implement elemental ability system using scriptable objects
 - Use post-processing effects for elemental vision modes
 - Design companion evolution system with progressive visual changes

Chapter 9: The Heart of Fire

Quest: Volcanic Approach

- Objectives:
 - Develop protection against extreme heat
 - Navigate through active volcanic fields
 - Disable outer defenses of the volcano fortress
- Gameplay Focus:
 - Environmental hazard navigation
 - Use of new elemental powers
 - Timing-based challenges with lava flows

Quest: Fortress Infiltration

- Objectives:
 - Find entry points into the volcano fortress
 - Overcome Architect security systems
 - Reach the central chamber where Gehénnam resides
- Rewards:
 - Advanced elemental abilities
 - Heat-resistant gear
 - Intel on Gehénnam's weaknesses

Boss Fight: Gehénnam (Fire Oracle)

- Multi-phase encounter in the heart of the volcano
- Mechanics include:
 - Arena that changes as sections fall into lava
 - Fire-based attacks requiring elemental counters
 - Summoning of fire-enhanced Architect units
- Technical Implementation:
 - Create dynamic lava effects using `ShaderGraph` and mesh deformation
 - Implement heat distortion effects using post-processing
 - Design AI for fire-based enemy attacks with predictive patterns

Cinematic: The Escape

- After defeating Gehénnam, he initiates a self-destruct sequence
- A massive ring of fire begins to consume the planet outward from the volcano
- Player recovers the Fire Oracle Fragment
- Fragment reveals the location of the Queen on Ivides
- Dramatic escape sequence to the ship as the planet begins to burn
- Ship launches and follows the Queen's energy signature to Ivides

Act 4: The Final Confrontation (Ivides)

Chapter 10: The Architect Homeworld

Opening Scene

- Arrive on Ivides, the Architect homeworld/mothership
- Environment is completely alien, with impossible architecture and strange physics
- Initial stealthy approach to avoid immediate detection

Quest: Infiltration

- Objectives:
 - Navigate through Ivides without alerting security systems
 - Gather intelligence on the layout and defenses
 - Find a secure location to establish a base of operations
- Gameplay Focus:
 - Advanced stealth mechanics
 - Alien environment interaction
 - Use of elemental abilities for covert movement

Quest: Sister's Signal

- Objectives:
 - Detect trace energies matching your sister's unique signature
 - Follow the signal through increasingly secure areas
 - Discover information about the Queen's plans for your sister
- Rewards:
 - Enhanced tracking abilities
 - Advanced Architect technology
 - Personal upgrades based on class
- Technical Implementation:
 - Create alien architecture using procedural generation
 - Implement altered physics zones with custom gravity
 - Design tracking mechanics with visual and audio cues

Chapter 11: The Inner Sanctum

Quest: Palace Approach

- Objectives:
 - Navigate to the central palace where the Queen resides
 - Overcome elite Architect guards and security systems
 - Find a way to bypass the final security checkpoint
- Gameplay Focus:
 - Combining all learned mechanics
 - High-difficulty combat encounters
 - Complex environmental puzzles

Quest: The Throne Room

- Objectives:
 - Breach the final defenses protecting the Queen
 - Navigate the labyrinthine throne room complex
 - Locate the Queen's personal chambers
- Rewards:
 - Final weapon and ability upgrades
 - Ultimate companion evolution
 - Preparation for the final confrontation

****Dramatic Revelation****

- Player discovers their sister standing beside Queen Königin
- Sister appears to be in a trance, partially transformed with Architect features
- Queen reveals she has been using the sister's special genetic marker to create a hybrid
- Technical Implementation:
 - Create sister's hybrid appearance using `ShaderGraph` for transformation effects
 - Implement `Timeline` sequence for dramatic revelation
 - Use `Cinemachine` for cinematic camera angles during dialogue sequence

Chapter 12: Queen Königin

****Boss Fight: Queen Königin****

- Epic multi-phase final boss encounter

****Phase 1: Initial Confrontation****

- Standard combat against the Queen and royal guards
- At 75% health, Queen retreats behind a shield and brings the sister forward
- Technical Implementation:
 - Design Queen AI using `Behavior Designer` with complex patterns
 - Create royal guard behavior trees with coordination mechanics
 - Implement phase transition using `Timeline` and `Cinemachine`

****Phase 2: Sister's Trance****

- Sister attacks the player with a combination of human and Architect abilities
- Player must dodge and avoid counterattacking
- Environmental objects can be used to temporarily incapacitate sister without harm
- Technical Implementation:
 - Design sister AI to focus on non-lethal attacks
 - Create damage feedback system that tracks sister's health invisibly
 - Implement environmental interaction objects using trigger colliders

****Phase 3: Queen's Fury****

- At 50% health, Queen uses more powerful abilities
- Periodically forces sister to channel massive area attacks
- Queen and sister attack in tandem, requiring careful timing

- Technical Implementation:
 - Create advanced attack patterns using coroutines and animation events
 - Design area attack warning system using decals and particles
 - Implement dynamic difficulty scaling based on player performance

****Phase 4: Final Stand****

- At 25% health, Queen enters final phase with most powerful abilities
- Sister now fully channels Architect energy, hovering above the battle
- Player must use platforms to reach and attack the Queen
- Technical Implementation:
 - Create hovering effect for sister using animation rigging
 - Design platform traversal challenges with timed elements
 - Implement Queen's final attacks using combined particle systems

****Climactic Moment: Companion Sacrifice****

- Upon Queen's defeat, she channels all remaining energy into the sister
- Sister, overloaded with energy, prepares a massive attack
- The player's companion intervenes, using its ultimate ability
- Companion sacrifices itself to break the spell, saving both player and sister
- Technical Implementation:
 - Create companion sacrifice sequence using `Timeline`
 - Design energy absorption effect using `VFX Graph`
 - Implement emotional music cue using `Audio Mixer` with dynamic parameters

****Quest: Escape from Ivides****

- Objectives:
 - Carry weakened sister through collapsing palace
 - Navigate escape route as structures fall apart
 - Reach extraction point where ship awaits
- Gameplay Focus:
 - Escort mechanics
 - Timed escape sequence
 - Platforming under pressure

****Cinematic: Earth Restoration****

- Player and sister discover the Queen's chamber contains Earth restoration technology
- Using the collected Oracle Fragments, they activate the device
- Portal shows Earth being restored, but in prehistoric/ice age era
- Player and sister step through the portal to begin rebuilding humanity
- Final shot shows them looking out over the pristine, untouched landscape of Earth 2.0

****Secret Ending Cinematic****

- Scene returns to Ivides throne room
- King Borivoj enters and approaches his dying wife (Queen Königin)

- He reclaims his crown and thanks Titus for suggesting to save the "earthling"
- Final ominous shot of the King overseeing thousands of new Architects in chains
- King declares "I will finish what they couldn't..."
- Screen fades to black as setup for future DLC

Quest Structure Details

Main Quest Design Philosophy

- Each main quest advances the core narrative
- Quests build upon previously introduced mechanics
- Every major story beat has a corresponding gameplay challenge
- Emotional moments are tied to player actions, not just cutscenes

Technical Implementation Notes

Quest System Architecture

```

```csharp
// Core quest system architecture using RPG Builder framework
[System.Serializable]
public class StoryQuest
{
 public string questID;
 public string questName;
 public string questDescription;
 public QuestObjective[] objectives;
 public QuestReward[] rewards;
 public string[] prerequisiteQuestIDs;
 public QuestType questType = QuestType.MainStory;
 public bool isActive = false;

 // Quest completion logic
 public bool CheckCompletion()
 {
 foreach (QuestObjective objective in objectives)
 {
 if (!objective.isComplete) return false;
 }
 return true;
 }
}

// Quest objective implementation
[System.Serializable]
public class QuestObjective

```

```

{
 public string objectiveID;
 public string description;
 public ObjectiveType type;
 public int currentAmount = 0;
 public int requiredAmount = 1;
 public bool isComplete = false;
 public GameObject targetObject;
 public string targetTag;

 // Update progress based on action
 public void UpdateProgress(int amount = 1)
 {
 currentAmount += amount;
 if (currentAmount >= requiredAmount)
 {
 isComplete = true;
 // Trigger objective completion events
 QuestEvents.OnObjectiveCompleted?.Invoke(this);
 }
 }
}
...

```

#### #### Narrative Event Triggers

```

```csharp
// Example implementation of story trigger for Earth invasion scene
public class InvasionSequenceTrigger : MonoBehaviour
{
    [SerializeField] private TimelineAsset invasionTimeline;
    [SerializeField] private PlayableDirector director;
    [SerializeField] private GameObject[] alienPods;
    [SerializeField] private ParticleSystem gemShower;
    [SerializeField] private GameObject colorlessGem;
    [SerializeField] private AudioClip invasionMusic;
    [SerializeField] private float musicFadeTime = 3f;

    private bool hasTriggered = false;

    // Trigger when player reads last research document
    public void TriggerInvasion()
    {
        if (hasTriggered) return;
        hasTriggered = true;
    }
}

```

```

// Start invasion sequence
director.Play(invasionTimeline);

// Fade in dramatic music
AudioManager.Instance.FadeInMusic(invasionMusic, musicFadeTime);

// Spawn alien pods with delay
StartCoroutine(SpawnPodsWithDelay());

// Add colorless gem to player inventory after timeline
Invoke("AddGemToInventory", invasionTimeline.duration);

// Trigger next quest stage
QuestManager.Instance.ActivateQuest("QUEST_FAMILY_PROTECTION");
}

private IEnumerator SpawnPodsWithDelay()
{
    foreach (GameObject pod in alienPods)
    {
        yield return new WaitForSeconds(Random.Range(1f, 3f));
        pod.SetActive(true);
    }

    // Trigger gem shower after pods
    yield return new WaitForSeconds(2f);
    gemShower.Play();
}

private void AddGemToInventory()
{
    colorlessGem.SetActive(true);
    // Player pickup logic handled by interaction system
}
}
...

```

Boss Fight Implementation Example

```

```csharp
// Example of Queen Königin boss fight phase management
public class QueenBossFight : MonoBehaviour
{
 [Header("Boss Components")]

```



```
[SerializeField] private EnemyHealth queenHealth;
[SerializeField] private Animator queenAnimator;
[SerializeField] private BossAI queenAI;
```

```
[Header("Sister Components")]
[SerializeField] private GameObject sisterGameObject;
[SerializeField] private Animator sisterAnimator;
[SerializeField] private EnemyHealth sisterHealth;
```

```
[Header("Phase Transitions")]
[SerializeField] private float phase2HealthPercent = 0.75f;
[SerializeField] private float phase3HealthPercent = 0.5f;
[SerializeField] private float phase4HealthPercent = 0.25f;
[SerializeField] private TimelineAsset phase2Timeline;
[SerializeField] private TimelineAsset phase3Timeline;
[SerializeField] private TimelineAsset phase4Timeline;
[SerializeField] private TimelineAsset companionSacrificeTimeline;
```

```
[Header("VFX")]
[SerializeField] private ParticleSystem queenShieldVFX;
[SerializeField] private ParticleSystem sisterEnergyVFX;
[SerializeField] private ParticleSystem finalExplosionVFX;
```

```
private PlayableDirector director;
private int currentPhase = 1;
private bool isFightActive = false;
```

```
private void Awake()
{
 director = GetComponent<PlayableDirector>();
 queenHealth.OnHealthPercentChanged += CheckPhaseTransition;
 sisterGameObject.SetActive(false); // Sister hidden initially
}
```

```
public void StartBossFight()
{
 isFightActive = true;
 queenAI.SetPhase(1);
 // Activate arena, start music, lock doors, etc.
}
```

```
private void CheckPhaseTransition(float healthPercent)
{
 if (!isFightActive) return;
```

```

if (healthPercent <= phase2HealthPercent && currentPhase == 1)
{
 TransitionToPhase2();
}
else if (healthPercent <= phase3HealthPercent && currentPhase == 2)
{
 TransitionToPhase3();
}
else if (healthPercent <= phase4HealthPercent && currentPhase == 3)
{
 TransitionToPhase4();
}
else if (healthPercent <= 0 && currentPhase == 4)
{
 EndBossFight();
}
}

```

```

private void TransitionToPhase2()
{
 currentPhase = 2;

 // Play transition timeline
 director.playableAsset = phase2Timeline;
 director.Play();

 // Activate sister
 sisterGameObject.SetActive(true);

 // Change AI behavior
 queenAI.SetPhase(2);
 queenShieldVFX.Play();

 // Disable queen damage temporarily
 StartCoroutine(DisableQueenDamage());
}

```

// Additional phase transitions and fight logic...

```

private void EndBossFight()
{
 isFightActive = false;
}

```

```

// Play companion sacrifice timeline
director.playableAsset = companionSacrificeTimeline;
director.Play();

// Trigger next story sequence
QuestManager.Instance.CompleteQuest("QUEST_DEFEAT_QUEEN");
QuestManager.Instance.ActivateQuest("QUEST_ESCAPE_IVIDES");
}

private IEnumerator DisableQueenDamage()
{
 queenHealth.SetInvulnerable(true);
 yield return new WaitForSeconds(phase2Timeline.duration);
 queenHealth.SetInvulnerable(false);
}
}
...

```

## ## Reward Structure

### ### Main Story Quest Rewards

#### #### Earth Rewards Focus

- Conventional weapons and upgrades
- Basic crafting materials
- Survival gear
- Companion training items

#### #### Titan Rewards Focus

- Energy weapons
- Ruthenium currency
- Environmental protection gear
- Advanced movement equipment

#### #### Hyperion Rewards Focus

- Elemental ability unlocks
- Class-specific gear
- GEM enhancement items
- Companion evolution catalysts

#### #### Ivides Rewards Focus

- Ultimate weapons
- Combined elemental abilities
- Advanced GEM sockets

- Architect technology

### ### Progression System Integration

Main story quests drive progression through:

1. **Character Level** - XP rewards from main quests provide faster leveling
2. **Ability Unlocks** - Story milestones unlock new skill trees
3. **Gear Tier Advancement** - Each planet introduces higher tier equipment
4. **GEM Socket Expansion** - Story progress unlocks additional GEM slots

### ## Critical Path Estimation

- **Act 1 (Earth)**: 8-10 hours
- **Act 2 (Titan)**: 8-10 hours
- **Act 3 (Hyperion)**: 10-12 hours
- **Act 4 (Ivdes)**: 8-10 hours
- **Total Main Story**: 34-42 hours

This estimation does not include side content, exploration, or optional activities, which would significantly extend playtime.

### ## DLC Hooks

Several narrative elements are intentionally designed to support future DLC expansions:

1. **Earth 2.0** - The prehistoric/ice age setting provides opportunity for evolutionary storylines
2. **The King's Plans** - Borivoj's secret agenda sets up direct sequel potential
3. **Companion's Fate** - The ambiguous nature of the companion's sacrifice allows for return
4. **Sister's Transformation** - Residual effects of Architect modification could develop
5. **Oracle Fragments** - Additional fragments could be discovered beyond the initial four

Each of these elements can be expanded upon in future content updates without contradicting the main narrative.