Main Quest Plot & Structure

The game story will be based on a clear structure related to the locations we will have in the game. There will be between one or two main quest stories in each one of them, allowing us to keep the randomization and at the same time provide of a solid structure so the player can feel he is progressing properly.

# Plot

The main plot is the following:

The player is drawn to a fantasy world unwillingly; he wakes up in it with a strange device attached to his head. It is a foreign but advanced technology, and every time the player dies, he is allowed to come back thanks to it.

The reason behind this, is that an evil scientist from our world (think about dr.Gero from Dragon Ball, and also happens to be your grandpa. He thinks in his twisted way that this is the best he can give to his grandson/daughter. He wants to become the emperor of both the fantasy world and the real one, and he is focusing first in the fantastic one, and his ultimate goal is that you both rule together. You can either decide to join him in his crazy quest or oppose him and become a legend on your own terms.

Since he has been working on this for some time, he has the upper hand; he’s almost finished controlling the whole Kingdom thanks to his technology. Every leader from every location has already a device attached to their bodies, so he can control their minds and make them do whatever he wishes.

The player will realize he is being used as a guinea pig, and will be angry about it, so it makes sense he will want to stop his/her crazy evil grandpa before his plan is completed. We need to come up with a good reason why he discovers what’s going on in the early game (my initial suggestion is that the first ‘Boss’ fight triggers a conversation after defeating the enemy, like he destroys the boss device without realizing it and after that since he is free again, explains everything to you).

In each game’s location there must be a gang leader, a godfather, some kind of boss that is responsible of controlling the area, and once the player confronts them he will have two choices: Trying to destroy the device or killing the boss. We keep the binary system with this concept, and it allows us to create future allies for the final confrontation. Since if the player manages to destroy the device (it will always be more complicated than just going for the kill), the defeated boss will swear fealty to you and will help the player in the final fight against the evil doctor.

The locations are yet not final, but we need to decide on them soon so that way we know how many different bosses we need to create. The original way to trigger the boss fight is with an initial main story quest that will give the player information on where the area boss is located, and after that the player can decide to go after him or not (if not, every 3 or 5 quests he will be asked to go after the bad guy).

# List of Suggested Locations so far:

We have so far forest/fields, wilderness, town, village, dungeon (this one we need to decide if it will be inside another location or will be one by itself) and kingdom’s capital. I think is simple but diverse enough, and if the game get well developed and have a good acceptance, keeping it this small would allow us to make more locations in the future.