**Introduction (main plot)**

**Start of Adventure**

* A soul that drifts away suddenly went to the player’s way. The lost soul was once like the player, he was also transported to this world but in the middle of his adventure, he gave up.
* Seeing a sense of hope in the player, the lost soul gave all his items and equipment to him. Making it somewhat a little helpful to the player to start his journey.
* The soul suddenly fades out in the darkness.

**Main Character**

**Adventure**

**The Forest**

* Upon entering the forest, a wide-spread fog came out of nowhere.
* A voice from the fog is whispering at the player asking for help.

Choices:

* Ignore
* Help
* **Ignore** – will skip the forest but will die eventually on the next site.
* **Help** – The player will help the girl out of the foggy forest.

**Introduction of the girl (Smile)**

Explanation of this world

* After escaping the foggy forest leads to the next site

**The Cave**

* Prophecy writings on the walls of the mysterious cave and its like someone is living inside of it because of the torches that light-up the place.
* An old wizard appears and sees something in the player, the wizard placed a spell on the player for a spark of light in his heart.
* It was not just a spark, the player’s heart glows for a short period of time, even the old wizard could not explain why.
* Every glow in his heart, a stat is received.
* The wizard asks help from the player to save a village from a savage beast that kept rampaging on the villagers.

**Choices:**

* Accept quest
* Got better things to do
* Challenge the wizard to a duel

**Accept Quest** – teleports to the village + *consequences*.

**Got better things to do** –have a sudden heart attack that leads to the player being consumed in darkness.

**Challenge wizard** – if added the right stat, the player will see a darkness inside the wizard’s heart consuming him bit by bit. He uses his skills like he knows it for years and killed the parasite (delusion), saving the wizard. The wizard extends his gratitude to the player and his companion a health potion. The wizard bows his head for the player to accept the quest which he did eventually and gets teleported near the said village.

* If stats are not added or doesn’t meet the req, the wizard will be in a state of rage and had his mind consumed with delusion killing the player along with smile.

**The Village**

You will speak to the villagers that are not happy because of a rampaging beast that destroys their farm. The villagers will ask for your help to defeat that infects their village. The scene in the village when you arrive is dark and rainy and the people in there are looking sad.

If you chose these decisions earlier:

(**accept quest**) – You will still have to defeat the rampaging beast (anger). Afterwards, the wizard will come see you at the village and attacks you due to his illness that consumed him.

(**Challenge wizard**) – You have to defeat the rampaging beast.

**Choices:**

* Let Smile talk to the villagers (if smile is saved from the fog)
* Challenge the anger

**Let Smile talk to the villagers** – Smile will talk to the villagers about “not losing hope” with a little advice that giving up is not the best option thus helping others is the right thing to do. This scene will lead to the villagers helping you out in battle making the beast, anger, a piece of cake. After defeating anger, you got this sense of ‘happiness’ in your heart unlocking some new stats\*. Because of what Smile did to the villagers, they asked if you want their best hero (Vigor) to help you in your adventure.

**Challenge anger** – After defeating anger, you got this sense of ‘happiness’ in your heart unlocking some new stats\*.

The scene in the village will lighten up. The true form of anger will arise which is Joy and joy will grant you some stat that can help you for future missions. When you defeat anger there will be an inspirational message about anger and how to control it.

**The City**

As you ahead to the city you sense the power of the enemy that draws you once you enter. You feel lost once you enter the city, the people in the seems stress and have a sense of fear that they don’t want to talk to you. There is an approaching little girl to you that will say the quest to defeat Anxiety. The little girl is immune to the disease. She will tell you why the people won’t speak to you because of Anxiety, she will tell you that you must defeat anxiety to stop the madness

**Choice**

**(accept)**

**-**You must defeat anxiety to free the people in the city from this madness. When you defeat anxiety a new stat will add and the people in the city will be free from this madness.

**(refuse the quest)**

-Your health will drain as you approach the castle and you will not make it

When you defeat anxiety the city will brighten up and the girl will grant you a stats that will help for future quest

**The Castle**

The last destination of the player where you can see numerous knights running out from the castle because of the enemy boss called “desolate”. The knights will tell all the details to the player on how to beat desolate.

**Choice**

**(Accept)**

The player must go to a battle and win over against desolate. If the boss is defeated, the castle will go back to normal were people are living peacefully.

**(Refuse to battle)**

The player will lose control and his soul will be eaten by darkness and can never go back to the real world.