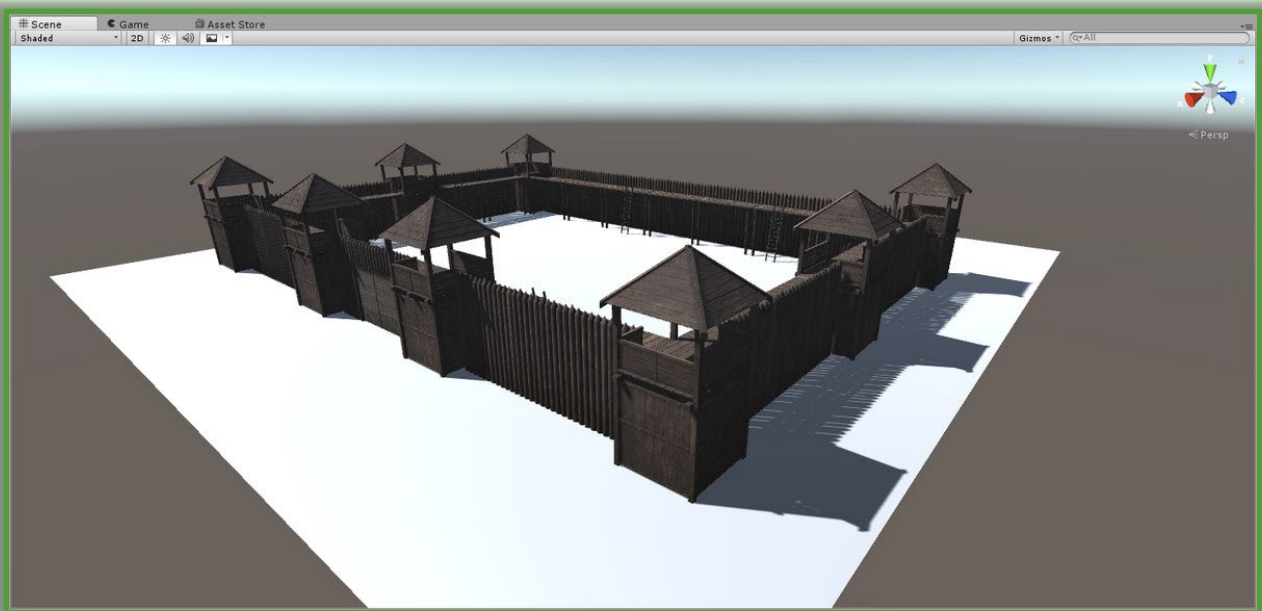


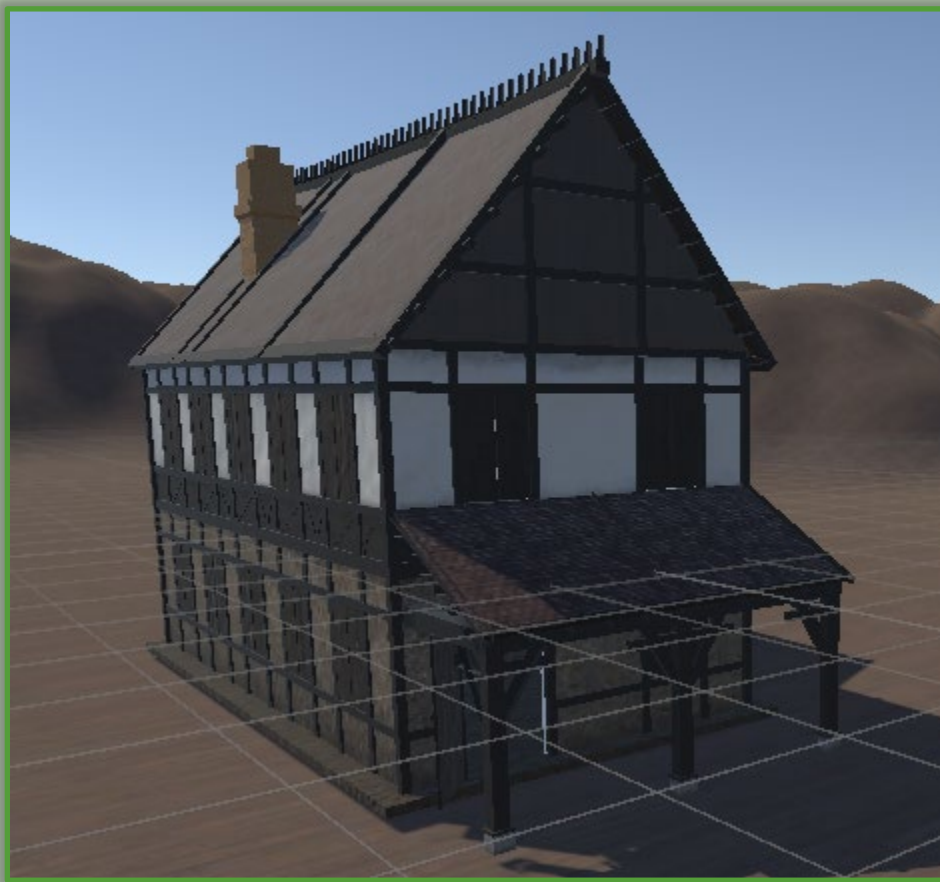
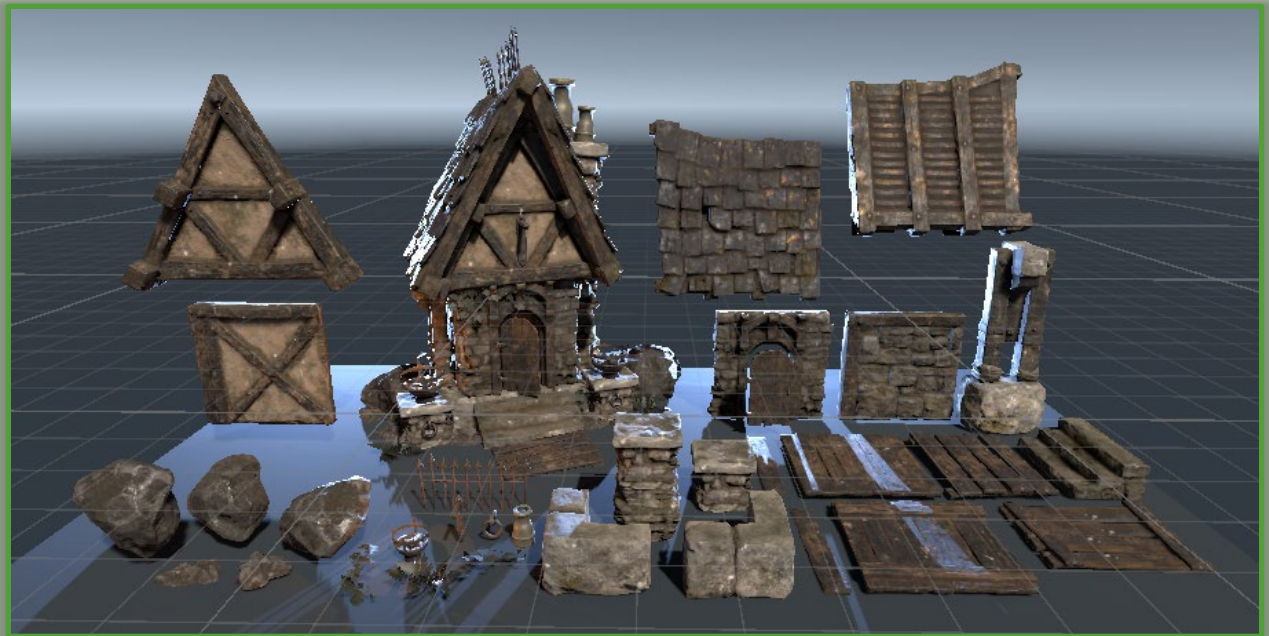
## FICTIONAL FRICTION

Fictional Friction is a third person narrative adventure game that focuses on NPC dialogue and player interaction. The player finds themselves in a medieval fantasy landscape with no memory of who, or what, they are. Through dialogue and narrative, the player can search for meaning in their new life or embark on a short journey to uncover the truth behind this village.

### SETTING

Fictional Friction takes place in a quaint medieval village, populated by knights archers and even a few nefarious creatures. Nestled deep within the forest, there is no way to leave the isolated village. The only way to learn more about the village will be to interact with the various inhabitants of the mystical village.





## CHARACTERS

---

### SIR LEOPOLD THE BRAVE –

Sir Leopold is the town champion, an upstanding paladin of great moral vigor. He doesn't trust you, a stranger that appeared from nowhere, but he is committed to helping you uncover the truth, nonetheless.



---

#### AISHA THE WANDERER –

Aisha comes and goes as she pleases. As one of the few people willing to brave the dangerous wilderness beyond the walls, she could be a great ally. However, the best don't come cheap, Aisha has a mercenary heart and won't help without incentive.



---

## KALADIN –

Kaladin is a mysterious gentleman that lives in a hut at the edge of town. Nobody seems to know what he looks like because he always speaks from the darkness of his hut without emerging. Could this mysterious figure know more about your situation?

