EPICS GAME-The Idea to start is an unplayable cut scene

As the ground pulses with a strange white energy, the townspeople of Agapi are in a state of panic. Whatever has caused the energy to beat is also causing underground geysers to erupt all across the realm of air, the unnatural airstreams devastating houses and shops as the unsuspecting citizens flee in terror to anywhere that they deem safe—if anywhere like that truly exists.

‘Character name’ is a young local boy/girl who spends normal days working in the fields to harvest some of the fruits grown in the orchards of Agapi. But around him/her, trees are being shot from the ground by the strange geysers blasting forth from the pulsing earth, and an ethereal wind howls violently from all directions, buffeting the delicate fruit from the branches throughout the orchard. Looking around in terror, ‘Character Name’ sees a small, rocky hill, and believes that the small bump of rough terrain in the otherwise pristine fields of the air realm’s countryside is the only safe area away from the powerful underground vents roaring around him/her.

Reaching the hillside, ‘Character Name’ cowers behind some of the larger stones. He/she cover his/her head while trying to block out the unnatural pulse of the earth and the violent explosions of air in the surroundings. Far off yells of terror and screams of fear cut through Character Name’s hands and tears begin to flow. But through the cacophony of destruction and the din of his/her own anger and fright, the sound of metal striking the hard earth rings out and ‘Character Name’ looks to the new sound.

Seeing through the tears, there is a small dagger stuck in the ground no more than ten feet away. As curiosity begins to build, character name nearly stands to retrieve the strange little blade, but a whirling cyclone of visible air appears over the knife, spinning ferociously like a miniature tornado. With the whirlwind whipping up dust and pebbles in all directions, Character Name has to duck again behind a large stone. Seemingly as soon as he/she looks away, the noise of the twister dissipates just as quick, replaced only by the intermittent explosions of the geysers and the incessant beating of the earth beneath his/her feet.

Daring to look back to the dagger, Character Name is bewildered by what he/she saw. A golden armored woman with angelic wings stands above the dagger surveying the scene, worry visible on her face. The woman looks to the hillside, staring at some of uprooted trees and cracked rocks, and then she buries her face in her hands. Within moments, a geyser erupts at the woman’s feet, sending her reeling off screen and blasting the dagger closer to Character Name.

Gameplay

Player retrieves dagger. Item put in inventory.

‘I should see if she’s okay.’

Player makes way around the little farm area and finds the angelic woman lying on the ground.

Interact: Wake her.

‘Hey, are…are you okay?’

The angel wakes, blinking back into consciousness. Then without a word, she pushes the Player a little and then flies off.

‘I have…well…what about this.’ Player looks at dagger and scene cuts.

Cutting back to the town proper, little tremors shake the town and its surroundings a few times while citizens are rushing about attempting to save their belongings and families.

The player now can walk through the town and interact with a few people (Basically a tutorial for the character)

There is a man in yellow running around in circles near a tree, a woman in yellow frantically pacing, and a woman in pink standing next to a pile of goods that is on fire.

The player can choose whichever to interact with, but before moving on he/she must interact with all of them.

Woman in yellow, upon interacting with:

“Character Name! Is there any way you could help me? I’ve lost my son, [Name], in all this chaos.

Options: A-“Of course!” B-“Not right now.”

Choosing option A will begin a ‘quest’ and the player will see a ‘Friendship Meter’ grow ever so slightly.

The player will then make his/her way through town to find a child who resembles the woman in yellow. Along the way, the player can ask other citizens of the town if they have seen [Name] to narrow the search.

Eventually, the player finds [Name] at the stable.

Interaction: “All I wanted to do was pet the horsies but then the ground started shaking and scared them. Now I want my mommy!” (Imagining a crying sprite here)

A-“It’s okay [Name]. I know where your mom is, so just follow me.”

The player will then lead [Name] back to his/her mother, obtaining the most friendship points with the woman in yellow.

B-“Wait here, I’ll go get her for you.”

The player will go back to the mother and relay the location, obtaining the second most friendship points with the woman in yellow.

C-“Stop crying, she’s just over there. Go get her.”

The child walks away and the player obtains the minimum amount of friendship points with the woman in yellow.

meeting his/her mother downstairs who asks him/her to fetch some supplies for a festival dinner. (Cue dialogue tree here)

Cut to the town of Agapi- The player navigates the town and attempts to gather supplies, normal business type dealings with pretty average buy/sell communication. (Really Minor Dialogue trees here)

As the player navigates the town, there will be a couple of possible characters to interact with concerning the hubbub around the thoroughfare. All three will give some perk, friendship (man in yellow), information(Woman in yellow), or history (Fae in Pink)