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

For the sake of ease, in this doc we are calling the player character Grythia.

Stage Direction will be in bold, and narration will be italicised.

**Camera shot of the local region**

*Nestled in the mountain-folds of REGIONNAME(Myrrinth?)...*

*The city of Agapi will be the last to notice catastrophe…*

*But will not be the last to fall victim to it...*

**Fade to black**

**Open to the farm of Grythia**

**Grythia is within a fenced-in field, tending crops with a hoe.**

*On this day, Grythia will serve as Doom’s Herald*

**Screen shakes briefly, subtly,**

**Grythia backs up slightly**

*On this day, the Earth announces its end*

**Screen shakes more severely**

**Grythia braces themself**

*On this day, the Beating Heart breaks*

*Shattering the World known*

**Fissures in the ground open, lava and air currents appear violently on screen .**

**A shadow appears in the top right corner of the screen, (make sure it's somewhere that the sprite of Grythia can look).**

**The Air dagger falls where the shadow is, then the Air elemental appears there, holding the blade.**

**As the elemental begins to move, she is blasted by the erupting landscape, and is knocked rapidly off screen, dropping the dagger.**

**(The player now is in control)**

The player is trapped due to all the fissures and lava tiles. The dagger is on the ground near them. The map should be situated in a way that they throw the dagger to escape, but if it lands in the wrong spot, the player either dies or remains trapped.

The next couple of screens have puzzles with dealing with traversing the broken landscape.

**The player comes across the burning and pandemonic city of Agapi**

**There are a few buildings in the town, and the PC walks in between them on a main road, with only a few NPCs; #’s**

* **0008(Mum)**
* **0009(Daughter)**
* **0000(Shopkeep)**
* **0001(NotTheDaughter)**
* **0005(NotTheDaughter2)**
* **0003(Traveler|Water)**
* **0010(CatOwner)**

It doesn’t particularly matter where each of these NPCs are in the town, as long as Mum is near the beginning and NotTheDaughter and NotTheDaughter2 are in between her and Daughter.

For the specific activities and dialogue tree of each NPC, see the corresponding Script document/folder.

After passing through the town(in which a few feathers can be found as a trail, but the directions really lie in the NPCs.), there are a few enemies (wild animals, maybe trolls or chimeras).

**The player comes across a clearing(Backgrounds.png) in which the Air elemental is found, KO’d. When the player attempts to interact, she stirs, stands suddenly, as if frightened, and flies away**