

PROJ03

GROUP05:

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Note: some of these ideas were changed when it came to implementation. Also some ideas were removed or would only be implemented in a full game and not just a point and click story like this e.g. the combat system would be a very important mechanic that would get influenced by the story(different elemental masters) but the focus was more on the story during this project.

Initial Ideas:

Using Twine

Some simple battle system e.g. attack, block, special attack

Use 3 act structure and heroes journey

Setup -> confrontation -> result

Departure(call to adventure, supernatural aid, crossing first threshold) -> Initiation(road of trials) ->

Return(character changed, crossing of the return threshold)

Slavery backstory(possible, markings)

Character lives isolated, peacefully in woods

World has 4 nations at war

For some reason one of nations sent soldiers to take an old family heirloom and try to kill you

They succeed at taking the heirloom and you are nearly dealt a final blow

Then u feel a surge of power fill u and start controlling nearby trees/root to pull the soldiers away

And you hear a dark voice saying "Yes...show me your power... destroy your enemies..."

Few different endings depending on players actions i.e. killing enemies or trying more peaceful

(knocking them out) ways out

Introduce some side characters that comment on players actions(and even possibly fight the character if they are really against their actions)

3 main endings(good, neutral, bad) with some alterations depending on the choices

Another story

Used to be a slave(branded)

After war ended he was freed

Then war started again and was forced into the army

Tension from being a slave between soldiers

Decide if you want to show or not

The effects of people knowing your past versus not

Endings – positive, negative, neutral, humorous (maybe).

everyone (villain, protagonist, companions) dies but we free the world

everyone, everyone with a spring sap growing at the end and bees flying

we kill the villain and free the world

nothing happens

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Some introduction nodes, they may only be text and audio, these will provide the player with some background into the world. These scenes will provide a brief description of the political climate in "Gameworld"

"At some point in the recent (maybe 10-15 years before the opening scenes of the game) history of "Gameworld" there occurred an event known as "The Awakening". On this day miraculous elemental power awoke seemingly at random within hundreds of people across the nation/country. The disruption caused by this phenomenon plunged the nation into a fierce and bloody civil war."

Shortly after The Awakening power users were rounded up and imprisoned by the organization run by the main antagonist (bad guy!)

Main Bad Guy: The Awakening granted powers to citizens of "Gameworld at random", because of this people from all walks of life instantly gained great power. Our bad guy could have been quite powerful before this and because of that he was in a good position to be a huge jerk. He has power and he loves it but he feels that it is a zero-sum game, that is to say that the less power that is out there the more powerful he becomes. To this end he is motivated to round up and imprison power users in facilities across the country. In these facilities users are subjected to experiments as the main bad guy's scientists work to try and extract the source of power from the imprisoned users.

Intro: Because of the fear associated with being captured by the evil organization our hero keeps his powers a secret, he is afraid that the power he wields will put those he loves in danger, he is still pretty young when he gets his power.

Something happens that causes him to unleash his power, this draws the attention of the "Evil Org" and eventually brings them to his village. The villagers, including his family implore our hero to flee and to save himself, he reluctantly does this. As he is fleeing he can see the town burning and can hear the screams of its inhabitants.

This gives our hero a desire for revenge, he is young and headstrong so he attacks the first enemy patrol he sees and is quickly overcome and captured. He is taken to a prison camp where his powers are stifled (somehow), he will spend the next number of years here until our game begins.

- How many different types of elements are there that can be controlled??
- The intro can be presented to the player perhaps in the form of a dream or something.

Melhor:

- His power awakened when he was a teenager.

Something like this:

"In the last ten years the country of "Gameworld" has been gripped by the turmoil of a fierce civil war.

Act 1

Scene 1 – Our hero awakes in the prison, he is in his cell and has a cellmate. He has been there for a long time so he knows his cellmate well.

In the prison all users have their powers stifled, they cannot use any of them, they all have a collar around their neck that stops their power/

He is awakened by the sounds of a ruckus, he can hear guard running by the cell door, raised voices and perhaps the sounds of fighting.

- We want to present a number of ways that the player can escape.
 - Sneak – perhaps he has some sort of crude item
 - Charm/Charisma
 - Brute Force

(Potential mechanic: we could have several styles of problem solving, (sneak, charm, strength, etc.) at the start of a playthrough the character is randomly assigned a numeric value for each of these attributes, they will be strong in at least two of them (maybe? This way they will always have an option to choose that they will be successful in), these values will be hidden. When the player makes a choice in the game their appropriate attribute value is checked, if it is high enough the player is successful in their action. Example: If the player wants to try to sneak past a guard. The player may have a sneak value of 5 but the sneak option requires a 6 to be successful...)

Note to Devs: Like in powerpoint you can have transition between bulletpoints in the slides like they appear after a while do the same to some parts of the story if possible and possibly play different sound when that happens.

Suggestion for the art style Have something potentially similar like in the witcher 3 for the story cutscenes link to example:

<https://cdnb.artstation.com/p/assets/images/images/016/548/395/large/division48-studio-9.jpg?1552564941>

Intro Sequence

Node 0.1 - [Some figure with a power stand] - Text to explain the current situation. 15 years ago there occurred an event called "The awakening". For unknown reasons a fraction of the population suddenly gained access to some form of environmental powers buried within them. That led to a war of power where our powerful villain, who gains powers by draining them from others, some form of mayor (already in some powerful position in the country) decided to overtake the entire country and with his newly awakened powers he had the possibility to do that.

Node 0.2 - [2 people in some accident, maybe a tree falling down] - many of the power users decided to abandon their powers and live simple lives as everyone using powers was captured. In an uneventful event our hero was forced to use powers to save one of the village members from an accident. After that, everyone in the village already knew what was to come next.

Node 0.3 - [Hero on the hill looking down at a burning village] - it wasn't long before the execution squad of The Villain showed up and forced its way through the village looking for the power usage source. Our hero was long gone by that time but he had to leave all his people behind to take the least casualties. The execution squad was ruthless and whoever withheld info on the power user, was beaten and his house was burned.

Node 0.4 - [Shackles] - Not long after the execution squad caught up with the protagonist and he was forced to obey. That sparked the need of vengeance.

Act 1

Node 1 - awaken and the line about the ruckus

Node 2 - have some story line here to justify the choice of actions

Node 3 - depending on choices

Node 3.1 Sneak - successfully sneak out the back

Node 3.2 Charm - Trying to charm the guard is unsuccessful in the chaos

Node 3.3 Force yourself out - Combat screen

Node 4 - The character escapes the prison

Node 5 - Get to the village after escaping, our hero is still wearing the collar. Because of this he is a danger to anyone that shelters him. However in this village there is an elder who has successfully kept his powers a secret for many years. He understands and pities our hero and so takes him in, removes his collar and explains to him what is happening in the world, what has happened since our hero went to prison and what our hero should do next.

Node 5.1 - story node- comes to the village and meets the elder which instantly knows that our protagonist is a power user based on the collar.

Node 5.2 - Elder giving some backstory and releases of the collar

Node 5.3 - Our hero stating his motivations based on the above line (node 5)

Note: The elder can tell our hero about some other power users that live in the land, he instructs our hero to seek these masters out so that they can train him and increase his strength. The player can choose which of these to go to first, they can then choose which to go to second. After visiting the second master the storyline kicks back in and the player cannot visit any more masters.

Node 6 - The elder tells the hero that there are places covered in protective runes where he can practice his skills, Give choice to choose which one the player wants to proceed to first training ground.

Act 2- Journeys and Training for conflict

Up to the team to decide how the journey there plans out, do we get there straight away, do we have some obstacle on the way

Make a cutscene for ACT 2 sayign something like "Act 2"

Node 7 - Choice to decide to which training to go to first

Node 7.1 - Fire Training

Node 7.2 - Air Training

Node 7.3 - Earth Training

Node 7.4 - Water Training

Note: Reuse combat mechanic with variable for particular element

Node 8 - When one of the above nodes is visited, our hero makes it to one of the training grounds. These are old and have been unused for many years as not too many people know about them or their locations (each ground is related to its element,

- The fire one has sulphurous fumes escaping from the ground
- The water one is submerged in a lake
- The air one is on top of a tall hill/mountain (not too tall)
- The earth one is in a mine

At each of these spots our hero will essentially have a chat with a magic rock or statue (prevents us having to introduce a temp character). They will be granted power and be given an explanation on how to use it. Then some sort tutorial battle occurs. Once this battle is complete *something* happens that forces our hero to delay his quest for power.

Node 9 another choice for the next training area to go to with the options limited by the one we just visited

Node 10 on the way to the next training our hero encounters a lonely tavern on the side of a road. We enter the tavern

Node 11 - upon entering the tavern we notice that there is barely anyone there and the locals seem stressed and depressed

Node 12 - we order a drink and sit down and the choices appear

Note: For this node it could be cool to have three options for the player, Drink, Listen and Leave.

- Drink – If the player chooses drink then the character takes a drink from their ale (or whatever they have ordered). The player can keep selecting this until their drink is done, after which they can order another. (The more drink he consumes the worse the accuracy is but the higher the attack power is)
- Listen – This option presents the player with some overheard dialog. We can use this option to provide some context about the gameworld. I can write maybe 10 or so little dialogs that can be brought up with this option. The player can keep selecting this option until all the dialogs have been played (in random order perhaps?), at this point maybe a message "There is nothing left to overhear" or else the dialogs repeat.
- Leave – leaves the tavern

Node 13 - After leaving the tavern we encounter 2 soldiers pushing around the local travelers. The protagonist enters into conflict with them and ends up fighting and killing them.

Node 14 - after the last actions the peasant thanks the protagonist and that raises his eyes on the goal of liberating the country (mostly from revenge) especially now after he realized that he can win in a battle. We don't know if there are more patrols of soldiers around therefore we proceed to head towards the main city where the villain is based. After the battle with these soldiers, our hero is shocked to discover that the peasants and tavern customers are not happy with him. He naively presumed that they would be happy and view him as a hero but instead they are quite pissed off as he has just created a world of trouble for them. The travelers that he "rescued" are also not happy, they know that there will be more soldiers at the tavern soon as a result of the murders. Our hero is taken aback by this development, he is starting to learn that the world is a cruel place full of cowards and bullies. This might give us insight into the complexities faced by our character, not everything is

black and white, not everyone is a hero. This solidifies his resolve, he will change this land and change its people if it kills him (or them).

Node 15 – The hero reaches the city. This is a good point for some context dialog (describe the city etc). When he is through the gates we have some choices of where to go. Our main goal on reaching the city is to enter the castle.

- **Node 15.1** Straight to the castle – if he chooses this immediately he cannot enter until he has visited the tavern and progressed the soldier story there. **Node 15.2** Market – If he goes to the market first then it is just a market, there is some dialog and context. He cannot progress from the market until the tavern has been visited and the merchant conversation listened to.
- **15.3** Tavern – here is where the story will progress

Node 15.3 - get to a tavern where we have the mechanic from earlier on drink, listen and leave. As our hero is listening he can overhear some guards, he can overhear some townsfolk and some merchants.

Note: If he selects listen he hears dialog related to the soldier deaths in the previous tavern. Soldiers are mad, merchants are uneasy because the murders caused instability in trade routes and the peasants are secretly happy and for the first time hopeful.

Fully listening to the dialog will open a choice for the hero.

If he listens to the soldiers he gets info about the changing of the castle guard, what time the squads rotate and from where. With this info he infiltrate the castle – he just needs a uniform. If he progresses this conversation then when he returns to the castle he will have the option to enter with other soldiers.

If he listens to the merchants he gets info about a delivery that is going to the castle and he can (somehow) sneak in with this. If he progresses the merchant conversation, when he returns to the market he will have the option to hide in a cart (which will be enter the castle)

- If he listens to the peasants he hears them talk about this emerging hero (its him) he becomes proud and think he can just battle his way into the castle to that's what he decides to do. If he progresses the peasant conversation in the tavern then when he returns to the castle he will have the option to challenge the guards

Act 3 - resolution

Cutscene saying ACT 3 with the sounds of the chosen option to go inside the castle

Node 16 We entered the castle and now proceed to look for the villain – maybe have another battle at this point.

Node 17 - we make our way to the keep and confront the warlord/general/baron - (She is not the main bad guy but is one of his underlings, still quite powerful and responsible for lots of strife in the surrounding land). Our hero confronts this woman and a battle ensues.

Node 18 - Fight!

Node 19 – When the battle is over and our hero has won – he feels a little empty because this victory has brought him no joy. The country is still in chaos and it is at this point that our hero realises that his journey is just beginning!

Alternative ending: If you lose the battle at this point the game ends and that's that.