OkDevious - Design Brief

**Map of OD**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| A1: Bandit  Hideout 3  West Only  18 qid 4 end  game | B1: Bandit  Hideout 2  West and East  Pre boss LOOT | C1: Bandit  Hideout Entrance  West, South  16  : qid 3 required | D1: | E1: |
| A2: | 10 | C2: Bandit way  North, East,  empty?    11 | D2:  12 | E2 |
| A3: Shipwreck  debris  East Only  1 - > 2  Slime | B3: NPC  Encounter  Biome: Forest  E + W | C3: Cache, must  be dug up  Biome:  Crossroads  N + S + W nice  Lol this hex can  be called sydney | D3: | E3:: Port Town  Ships  South only  Teleport here |
| A4: Starting  Location  North Only  0 -> 1 | B4 | C4: Wild plains  N + W  Quest locked  Access after  lighthouse | D4: Dirt Road  S, W, E  Enemy: wolf  Player was  chased on the  way | E4: Port Town  Market  N + W |
| A5: N/A | B5: | C5: N/A | D5 Road to  Lighthouse  East + north | E5: Quest  Lighthouse  W only |

**Storyline:**

**Main Quest:** Player wants to return home and requires a ship to do so. There is a nearby Port Sarim where the player can find a ship. Along the way the player can explore the areas and find equipment and many enemies.

When the player arrives at the port town, they are tasked to relight the lighthouse on the hill up north (player will have to go around). Once completed, when the player returns to the port town, they will be tasked to locate the first mate of the ship, as he hasn’t reported in yet. A lead can be discovered through dialogue with the person who tasks the player.

The player will discover that the first mate has been captured by local bandits and will have to find the bandit hideout and rescue the first mate so that they set sail.

Lead points towards the forest, the player makes their way towards the Circle Forests, making sure that they are sufficiently equipped. In the forest there prompts to investigate certain areas which the player will have to choose and deduce the path towards the bandit hideout. If player enters a wrong section, they will realize its a dead end and go back, and continue down the correct path until they reach the bandit hideout. Its possible to run into mob on your way which you have to defeat.

**Alternative ending:** After the player meets big daddy bandit (thats actually his name btw) he offers the player to join them. If the player decides to do so, he will not be attackable. The player will then join the bandits and steal the ship from the port town. The player will then become a pirate and not return home.

Getcompletes:

mapA4 - 1

mapA3 - 2

MapB3 - 3

MapD3 - 4

mapD4 - 5

Starting location: A4 – The Shipwreck Cove

**Story details:** Player wakes up, dazed and confused. Prodded by an NPC, who hands the player their class item.

**Story Progression:** Through dialogue with the NPC, the player learns that more of the ship is north of the current position.

A4: Lost Coast:

Player is woken up by a mysterious stranger, the player is prompted for their name.

NPC asks player what happens, tells him that the village he lived at was under attack, and only he made out it. The player wants to go back to see if family are alive.

Iscomplete = 1

A3 - Shipwreck Debris

Encounters Slime as first monster, beat slime.

Iscomplete = 2

Demonstrates the fight system.

After killing the slime, player can search the ship wreckage for items. It will be ‘Father’s sword’, and ‘Father’s leather tunic’

Prompt user to equip the armour

Iscomplete = 3

After fight: “You see the remains of the slime”

B3 - Forest

Runs into NPC. Ask NPC for details about nearest town? NPC takes you to town?

Player learns that there are ships available at the nearest town, may have a chance to get back home from there.

Iscomplete = 4

Afterwards: only directions.

E3? - port town: harbour

Main quest start: player talks to ships captain, learns that he plans to set sail but he can’t until the lighthouse is fixed. Player is tasked to fix it.

Iscomplete = 5

questID = 1

Afterwards: Player can’t talk to the captain again?

E4 - port town market

Player can talk to the merchant here, can buy flint+steel to relight the lighthouse (cost 10gp)

After lighthouse is fixed, player can buy potions from merchant instead. Merchant tells player the the lighthouse is directly south from here.

If talks to the merchant + buys flint:

Iscomplete = 6

questID = 2

Potions unlocked after buying flint (iscomplete 6)

D4- On the way to the lighthouse, player is confronted by a wolf. Fight, with random LOOT.

Iscomplete = 7

West is locked, south only.

Until iscomplete = 10

And questIDI = 3

D5- light house quest, maybe a quest where he has to go to the top level. Monsters on his way that can be killed. Light the torch on top then go back to port town market. I LIKE THIS IDEA

When monsters are dead: iscomplete = 8

When lighthouse is lit: iscomplete = 9, questid = 3

Player is teleported back to docks, E3

E3- dude is happy and tells him that they saw the first mate being kidnapped by bandits. Quest id changes, can now access next area.

Iscomplete = 10, questID 4.

D4- go towards c4

Is now empty, no changes.

C4 - A young kid alerts the player that bandits are after mother || sister, player tells him to hide while you go check it out (removes him from the hex)

Iscomplete = 11

Afterwards, only directions.

C3 - SAVE THE BABE cliche, kill the bandit(s) harassing the BABE, she gives the player some of her GOODS ;) (either money/potion)

Alternatively: Player learns that the father/husband is the merchant from the town. If player goes back the merchant will give you a shovel and tell you location of the merchants secret cache.

Iscomplete = 12 after the fight.

Iscomplete = 13 after the dialogue

C2- BEWARE BANDITS AHEAD Sign

* Empty hex except that sign.
* No point in locking it behind questID / iscomplete as map is linear?

No changes to iscomplete.

C1 - Walk in on unsuspecting bandits, Grunt challenges you to a fight, you beat him

After fight, iscomplete = 14

B1 - Bandit left hand man, challenges you to fight, you beat him? Maybe new weapons?

Iscomplete = 15, 16 after loot

A1 - Boss is impressed, offers you treasures and a choice to join him. Accept sets quest ID to alternate ending which prompts captain bossfight back in the port? Deny sets quest ID to boss fight at bandit hideout. (don't forget the first mate, the captain's fine pussy)

Option 1 questID = 5, iscomplete=16

Option 2 questID = 6, iscomplete=16

If player chooses to join: (questID = 5, iscomplete=16)

E4 - tele back here after boss fight or for alternate boss fight, add ending where you go back home or terrorize village (that was horrible, brb i think i need to puke)

If player chooses to fight the boss (questID = 6, iscomplete=17)

E4 - teleport back, board a ship and set sail home with the captain and his crew.