# Ideas for Scenes

This is essentially an idea dump for all the potential scenes that we can have in the game. Please categorise the scene for easy cataloguing and reference during the writing process. The basic classification will be [stage of game] > [type of scene].

Do also use the heading functions to keep the document outline in order hahaha. Each scene should follow the following structure [descriptive heading (include the storyline in brackets)] > [rough outline of what happens] > [possible outcome/decisions]. There will be three main parallel stories from the pov of the three main parties (MRPA, LOM and DFFM) involved.

Parties involved:

1. Morovian Republic People’s Army (**MRPA**)
   1. Led by President Montaro
   2. Morovian government loyalists
2. Liberators Of Morovia (**LOM**)
   1. Led by General Kontessa
   2. Morovian Coup Faction
3. Democratic Freedom Fighters of Morovia (**DFFM**)
   1. Led by Admiral “Beast of the East” Rambo
   2. Hadan backed Militia
4. United Sovereign States (**USS**)
   1. General Brad Thomas
   2. Modelled after the United Nation peacekeepers

## Stage - Introduction

*Main Purpose: Engaging the player*

**Firefight in urban setting w/ civilian collateral (MRPA)**

* Game opens on an intense firefight - the MC is leading government loyalist soldiers against a vague enemy positioned in a machine gun nest deployed in a civilian house
* Upon storming the house, the MC has to decide on how to fight the enemy and deal with the civilians
* After clearing out the house, the enemy launches an armoured counter-attack
* Outcome:
  + MC loses and is badly injured and evacuated to a hospital
  + MC wins but is badly injured and evacuated to a hospital
  + MC wins and is recalled to a government barrack

**Flashback to joining the Military (MRPA)**

* This scene revisits the MC’s decision to join the military, while painting the political landscape of the Morovian revolution and history
* MC chooses his/her motivations and backstory as well as gains an insight to the purpose and training of the MRPA - to establish a newly independent country and ensure the freedom of its people from colonial slavery
* Introduction of a close comrade who will play a role in influencing (hopefully) the MC throughout the game
* Outcome:
  + MC joined the military due to political ideals (for freedom and liberation)
  + MC joined the military due to practical purposes (for money and survival)
  + MC joined the military due to selfish reasons (for glory and excitement)

**Messages and flashbacks from Home (All Paths)**

* Not so much a scene, but perhaps a running feature, where the MC’s mother writes him/her periodically to tell him/her about what is happening in the hometown or village
* It starts of very optimistic and proud of the MC as he/she embarks on a career in the army, but the mood changes based on the MC’s decisions
* For example, if the MC commits an humanitarian atrocity, the message could be like “I heard of a massacre by the army at this village… I don’t know if it’s true but please stay safe”.
* Or if there are death threats against the family, it could go “Last week, we found bullets under our pillows. I am so scared. We have nowhere left to run, and are thinking of fleeing to Hada, will you join us?”

## Stage - Early Game

*Main Purpose: World Building, Establishing Character Backstory & Motivation*

**Rehabilitation in a hospital (MRPA)**

* MC is injured in the firefight and is recuperating in a civilian hospital, where he/she meets a doctor who helps with his/her recovery
* They develop a relationship, during which casual conversation explores the MC’s backstory and motivations as well as relating some of the world backstory
* Another LOM attack occurs, raiding the hospital and murdering loyalist soldiers. The doctor quickly tries to evacuate the MC
* Outcome:
  + MC fights the rebels and win, repelling the attack
  + MC fights the rebels and loses, getting captured and tortured
  + MC jettisons government id and pledges allegiance to the LOM rebels
  + MC runs away to rejoin government forces

**Fighting looters (MRPA)**

* MC returns to government barracks, where he/she is introduced to another platoon and makes friends with a politicized, headstrong officer
* They develop a relationship, during which casual conversation explores the MC’s backstory and motivations as well as relating some of the world backstory
* Reports of looting instigated by civil unrest - army is ordered to keep order and takes a brutal stance against the looters (shooting on sight)
* Poor discipline amongst soldiers leads to soldiers looting as well, the officer friend is disillusioned and urges the MC to defect
* Outcome:
  + MC allows soldiers to loot, antagonizing the civilians and the officer friend
  + MC bans looting, antagonizing the soldiers but winning the support of officer friend
  + MC defects to either LOM or DFFM

**LOM Ambush (MRPA)**

* On a routine patrol with the MRPA, the MC is ambushed by the LOM, who quickly envelop the convoy with enfilade fire
* The MC is forced to fight for his/her life, and is given the option to call for reinforcements, which are denied due to the high risk
* MC must then fight against the LOM with what resources he/she has
* Outcome:
  + MC wins, capturing the LOM officer who urges MC to defect
  + MC loses and is injured & captured by the LOM

**Meeting the DFFM (MRPA)**

* While on a routine trip to the market for supplies, a stranger slips the MC a note, which contains an invitation to a discrete meeting at an allotted time
* It turns out to be a DFFM meeting, where they explain their mission to the MC and tries to convince the MC to take on an insider role in the MRPA, feeding the DFFM with intelligence on troop movements
* Talks start out relatively benign, but can turn hostile and violent if the MC rejects the DFFM
* Outcome:
  + MC goes to the meeting and agrees to join the DFFM as an informer (and does)
  + MC goes to the meeting and agrees to join the DFFM as an informer (but doesn’t)
  + MC goes to the meeting but doesn’t agrees to join the DFFM as an informer (and is severely beaten and threatened)
  + MC doesn’t go to the meeting, and receives a death threat

**Mole within the MRPA (MRPA)**

* The MC receives a tip from their officer friend that there may be a mole from the DFFM amongst their ranks, and she trusts him enough to let him in on it. She suspects it is one of 3 individuals and asks the MC to discretely find some dirt on them.
* The MC can proceed to talk with the 3 individuals to try to gather information. In reality there are 2 spies that have infiltrated the group.
  + Jason: Quiet, tall, wide-built guy. Intimidating and standoffish, but actually just misunderstood. (Innocent)
  + Sandy: Red curly haired lady, cheerful bubbly personality, a little loud. Actually an act to throw off her trail. (Spy)
  + Gus: Gruff man with 5 o’clock shadow, sharp tongue, prickly demeanour. War-hardened. (Spy)
* Should the MC find the identity of the spy, they may choose whether to stay quiet about it or expose the spy himself.
  + Should the MC expose either spy, or choose to stay quiet for now, depending on how much they liked the MC during their exchanges, the spy might try to convince the MC to join the DFFM. If the MC refuses, the second spy will sneak up on the MC and attack them from the back, before both running away.
  + Should the MC choose to stay quiet for now and report back to the officer friend, the officer will gather a few loyal guards and, along with the MC, go to confront the spy.
    - If the MC exposes only one of the two spies, in the middle of the confrontation, the power in the camp will go out (triggered by the second spy) buying time for the confronted spy to flee.
    - If the MC exposes both spies, they succeed in plucking out all DFFM influence within the troop..?
    - If the MC incorrectly exposes Jason, Sandy and/or Gus will be particularly aggressive when confronting Jason, who grows increasing flustered and fearful. The MC will be given one last chance to change their decision, or wrongly label Jason as a DFFM spy.

**Infighting in the Barracks (MRPA)**

* The base in which the MC’s unit is deployed is besieged by the LOM, which have swept aside the MRPA in the rural areas and were making a direct assault on the base.
* The LOM have extended an olive branch to the leadership of the MRPA unit, demanding their surrender with the threat of storming the base and massacring everyone
* MRPA commanders are split, with some asking to surrender and others insisting to stay loyal - this erupts into infighting in the base, forcing the MC to choose a side
* Outcome:
  + MC remains loyal to MRPA, fighting the defectors and the LOM
  + MC defects and fights against MRPA loyalist together with the LOM
  + MC escapes from the fight and is caught by LOM / DFFM

## Stage - Mid Game

*Main Purpose: Gameplay, World discovery, Character development*

**Press Conference (MRPA or LOM)**

* As the conflict escalates, it is possible for the faction leader to call for an official press conference with the international press in an attempt to sway public opinions
* The faction leaders will be sure to embellish their speeches and answers with a lot of untruths, which the international press will lap up
* MC will be given the option to leak official documents about what is happening in Morovia, which would heavily jeopardize the factions’ international standing
* Outcome:
  + MC keeps silent, press conference goes well
  + MC leaks documents and is found out - faction suffers significantly and loses support, MC is persecuted and forced to defect
  + MC leaks documents and is not found out - faction suffers significantly and loses support

**Attacking Humanitarian Aid Convoys (All Paths)**

* MC can raid humanitarian aid convoys for essential resources like food and cash, which can lead to quick wins for the faction and the ability to scale very quickly
* This would lead to heavy costs to the local civilian population as well as international support, which will have long term implications
* Fighting the USS will lead to the faction being classified as terrorists, and hence be illegitimized and accused of war crimes
* Outcome:
  + MC captures the aid convoys and distributes among the faction
  + MC captures the aid convoys and distributes among the local sympathizers
  + MC does not capture the aid convoys

**Taking over the mines (All Paths)**

* MC can lead a raid to capture key resource points on the map - this can play out as side quest that can significantly impact the economics of the game world as well as the ability to perform certain tasks/ recruit
* Taking the mines by force would displace the original owners, which could lead to international condemnation
* MC will have the option to enact fair labour practices, slave labour etc - but will always be plagued by corruption
* Outcome:
  + MC captures the mines, enacts fair labour practices - corruption from local militia
  + MC captures the mines, enacts slave labour - corruption and brutality
  + MC does not captures the mines

**Being a captive - Forced Labour (All Paths)**

* Throughout the game, there might be times where the MC loses a battle, or is captured by the enemy. At this point, there will be several alternative scenes that can happen.
* The enemy (whoever it might be) would force the MC to work on the mines/plantations/drills, and live under harsh daily conditions
* MC will meet fellow faction members and can decide to either escape, coordinate an uprising, or an external rescue (or just die as a forced labourer)
* Outcome:
  + MC escapes and returns back to original faction
  + MC escapes and joins a new faction
  + MC is caught, but released due to corruption

**Prison Break (DFFM or LOM)**

* The MC will initially be met with hostility, called a Torian dog, given that a majority of prisoners in the MRPA are LOM POWs. However eventually over the months people will warm up to the MC, and the MC will have opportunities to form friendships with some inmates.
* At a certain point, if the MC has garnered enough trust from the other inmates, he will be given a tip of a jailbreak happening.
* Outcome:
  + Aid in the jailbreak and join your new allies in the LOM or DFFM
  + Let higher ups in the MRPA know of the upcoming jailbreak attempt, in an attempt to curry favour and climb back up the ranks.
    - Likely the MC will be delusional in thinking this, and once the jailbreak is thwarted, the MC will not receive any promised reward. News will eventually spread of the MC’s snitching and the MC will be beaten to death in prison.

## Stage - Late Game

*Main Purpose: Concluding the story, MC achieving objective*

*Gameplay: This would transition into the MC being put in a more strategic position, with random events occurring that will require the MC’s decision - these decisions will then affect the faction at a much higher level*

**Famine (All Paths)**

* General famine occurs due to erratic weather patterns, with farmers and civilians being unable to grow enough crops for subsistence
* MC will have to decide on whether to send food aid, and how much to send. Not sending any aid will result in general unrest, looting and revolts occuring, which can severely damage the faction’s reputation and income
* Outcome:
  + MC sends full food aid - corruption occurs, with government officials and gangs stockpiling food for sale on the black market
  + MC sends partial food aid - corruption occurs, with government officials and gangs stockpiling food for sale on the black market
  + MC doesn’t send any food aid - outbreak of starvation, widespread looting of local businesses and violence

## Stage - Uncategorised

*Main Purpose: For everything else hahaha*

**Scientific experimentation gone wrong**

(Might be going too deep into fantasy)

* The player and his team come across an abandoned laboratory/ are tasked to investigate a laboratory that was owned by MRPA.
* MRPA had taken LOM and DFFM POWs and conducted inhumane experiments on them.
* Smell of blood, gore as well as strong chemicals
* Find corpses of prisoners treated like Guinea pigs, inhumane human experiments, some still strapped to the table, some grossly deformed.
* Players suddenly hear a cry for help from a cage. Should they choose to investigate they will find a emancipated man begging for the soldiers to let him out and bring him somewhere safe, so he can see his family again. His face is deformed, flattened to one side where one eye doesn't work, his legs have been chopped off and are festering where the open wounds are. One look will tell the player that this man will not live long.
* Outcome:
  + Put the man out of his misery, kill him.
  + Let the man out (soldiers will find the key in the drawers nearby) and apply first aid. The man can be sent back to a refugee camp but it will cost the player time and resources. If the player returns to visit the refugee camp they will find that the man had died. He was a lost cause regardless.
* *This event aims at observing the player’s stance on mercy-killing. Should they choose to keep the man alive, despite being clearly told that there was no chance for him to survive, it may show the player that the idealistic belief of being able to save everyone isn’t possible in this game, just like war. On the other hand, should the player choose to kill him, while there are no in-game repercussions, whether they were right to take the man’s life forcefully will remain in their consciousness.*

**A dog?**

* On one of the nights in the outskirts a disheveled dog, with dirty matted fur but otherwise healthy, walks up to the players campfire, seemingly used to human interaction. It has a collar with a name written on it: <let player insert their desired name>
  + Should the player decide to keep the dog around, it will unlock events and and ending that would otherwise be impossible to get. The dog could make it easier for players to develop relationships with other characters, or be used as a distraction. However the dog will drain the players resources quicker and is another life they have to consider.
* *AN: The dog might be a lot of work because we have to sort of shoe-horn it into a bunch of scenarios so that its presence is made known and players will develop stronger connections with it. Events could be built around the dog, increasing the dog’s loyalty intelligence and enabling it to perform more riskier or elaborate tasks.*

**Kids**

* During one of the MC’s visits to a civilian village consisting of mostly Torians that happened to still be relatively unaffected by the war. The village is rural, the power goes out every once in a while, but otherwise the village remains functional.
* The Torians of the village are not privy to choosing sides. They keep a close eye on the war happening around them but choose not to get too involved.
* The MC and their troops have been assigned to escort a MRPA official safely to the village to meet with its mayor.
* While the meeting is underway, the MC and his troops guard the building.
* The MC, bored out of their mind, is approached by a group of kids trying to sell some simple handcrafts like bracelets and bookmarks.
* The MC can spend some money buying these items that could be given as gifts to develop bonds with other characters
* The kids may warm up to the MC and, should they allow them to, ask about stories from the outside world and such.

**Attack on Village**

* The village that the MRPA official is visiting is suddenly hit by an attack from LOM forces, hoping to capture the official.
* The MC and their troops will have to defend the official, while also considering the lives of the towns people who will likely be captured given their allegiance to the MRPA.
* Outcome:
  + MC prioritizes safety of official - grabs official and flees, leaving town to fend for themselves.
  + MC chooses to defend town - fend off attackers, save as many civilians as possible, but puts official at risk.
  + MC splits forces - half escort official out of town while the other half help defend the town.

**Humanitarian Reporters (All Paths)**

* In the military camp or while the player is in the middle of a mission, he is approached by a lady in civilian attire and a cameraman. She has a blue lanyard hung around her neck, with a tag that reads 'Joan Mayer - Journalist'
* She approaches the player and asks if they may ask some questions regarding what they do here.
  + What is the state of the war right now?
    - Believe in <player’s force>. Rest assured, slowly but surely we are winning.
    - I won’t sugar coat it - these are dire times. But we’ll do everything we can to pull ahead.
    - I’m just a single piece in this giant game board. Hard to say from my point of view.
    - I choose not to say.
  + Could you share your thoughts on the motivations of <rival force>?
    - Misguided individuals who need to be shown the error of their ways
    - Poisons of the nation that need to be be weeded out for the future Morovia to thrive
    - They are choosing to fight for their beliefs, and I’m choosing to fight for mine.
    - I choose not to say.
  + What has <player’s force> done to put the general public at ease?
    - This is war. The people of Morovia will just have to suffer a little longer, but we promise we are doing our best to secure a future for us all.
    - We are already laying our lives on the line for their peace. Do us a favour - just stay quiet until this whole thing is over.
    - We are doing our very best to protect the citizens while we take back this country, please be patient with us.
    - I choose not to say.
* *There may not be many major in-game consequences to the choices the player makes here, but perhaps if there is a morality/loyalty mechanic implemented these choices may impact it.*

**Robbed with a fork**

* During one of the nights out in the ruins of the city, the MC may walk away from his troops for a moment, perhaps to get some fresh air, to smoke, to take a leak etc.
* While the MC is alone, their guard is lowered for just a moment when they feel a sharp object pressed against their back. A voice calls out to them to drop all they have on them or they will kill them.
  + If the MC complies, they will lose resources, most importantly their weapon. They will turn around to see a hunched figure dart into the shadows with their belongings, never to be found. Looking on the ground they will see that they had been robbed with a fork.
  + If the MC retaliates, they will easily overpower the robber, disarming the fork out of their grasp and pointing their rifle at him. The robber is revealed to be a starving civilian in his 50s, dressed in rags. You order him to back off, but he responds with “What are you going to do, kill me? I’m already dead.”
    - If the MC kills the robber, the rest of the troops will come to investigate the sound of the gun fire, and the night will pass on that sad note.
    - If the MC chooses to leave the robber alone, the MC walks away hearing the jeers of the robber echoing in the background.
    - If the MC chooses to comfort the robber, and offer some food for the night, the MC may share a heartfelt event connecting with the poor man, trading stories, the things they have lost.