Events Brainstorm

What we need to come up with:

* Scenes
* Player decisions
* How many different paths we want
* Main turning points

normal fairytale runs -> give more options (getting progressively weirder) -> give access to glitched options -> opens dialogue with the aware hero -> progresses the overarching game narrative

Note: since we are acting for the princess, actions listed which would be performed by the hero would be a result of the action decided by the princess. It is not the option provided to the player. Eg. Princess chooses to scream for help leads to the hero killing the villain

Note: some villains may only be slain/fled with magic unlocked.

Loop Structure (Major Scenes):

**Hero meets Princess**

After a moment of dialogue with the princess on her own

Hero comes into the scene where the princess is trapped and saves her from the villain

**First step into the woods (Villain first encounter)**

* The villain is easy to get rid of, one way or another. But how you do so affects the villain on the second encounter
  + Kill
  + Flee
  + Taunt
  + Trap
  + Hero Sacrifice??
  + Let the hero kill the villain
  + Flee with the hero without doing anything
  + Taunt the villain and then flee from him (available after second run)
  + Flee from the villain but set a trap (available after first run)

**On a path (Dialogue with Hero)**

* Progresses towards an ending and affects the villain type on the second encounter
* The hero asks if you want to take a detour to get home which is faster but maybe more dangerous, i.e. go through a muddy swamp with monsters
* Choices:
  + Take the detour
  + Don’t take the detour

**Short scene with a very simple choice that greatly affects the ending outcome?**

* Maybe “glitched” choices can appear here, progressing the actual main story of the game and triggering dialogue with the aware hero
* Hero asks if you want to marry him, you can choose whether to answer or bring up the looping (maybe have this happen after the final confrontation)
* Choices:
  + Marry the hero
  + Don’t marry the hero
  + Glitched option, you bring up the looping and start dialogue with the aware hero (available after third run), after talking with the aware hero you can still choose whether or not to agree to marry him
* Idea: move this choice to after the confrontation, if the hero dies then obviously dont present this choice
* If you choose to marry him then the villain’s effect on the ending gets revealed during the wedding, if you choose not to marry him then you are in your room in the castle and find out what the villain did, if hero is dead then it could also be in your room but you are noticeably already sad before the villain’s effect is revealed
* If you trigger dialogue with the aware hero, he explains that he has accepted playing his part and encourages you to make the right choices to save yourself, him and the whole village (maybe encourages you to take initiative and help when the hero fights the villain)

**Confrontation/Climax** (

* On the way back home?
* Villain second encounter (villain changes depending on what you did when you first met the villain, this is to introduce more ending options and to give more variation in the run, as if each run represents a fresh fairytale story instead of replaying the same one. They are stuck in the trope, not the story. These represent MAJOR plot points which is the main contributor to the ending of this loop)
* Note: the villain embodies the choices the princess has made with the hero (is this too much like slay the princess? It is an interesting way to make each run differ…)
  + Dark Magic Lord (darth vader?? Thanos??)
  + Tyrant
  + Femme fatale
  + Traitor/Backstabber (Hero Sacrifice??)
  + Vengeful spirit (maybe if he died in the first scene, option provided after reaching a kill the villain ending)
  + Hired gun
  + Comedy villain (maybe if you make meme choices)
  + Villain that doesn't follow normal tropes (maybe when the princess becomes self-aware so does the villain)
  + Fallen hero (A guy who used to be good but then became a villain)
* Location of confrontation and type of villain depends on your previous choices:
* Killed the villain:
  + Took the detour: Zombie lord
  + Didn’t take the detour: Ghost
* Fled from the villain:
  + Took the detour: Tyrant
  + Didn’t take the detour: Hired gun
* Taunted the villain:
  + Took the detour: Dark magic lord
  + Didn’t take the detour: A villain who doesn't seem to have anything special but is very smart and tries to outwit you (smart villain)
* Trapped the villain:
  + Took the detour: Mad scientist
  + Didn’t take the detour: Anti-villain (has some redeemable qualities despite being a villain, like he kidnapped the princess to feed his family)
* Each villain type could have the following choices:
  + Run while the hero fights the villain (if you do this, the hero either dies or ends up with some sort of injury before defeating the villain which affects the ending)
  + Flee with the hero (the villain stops chasing you but he is not defeated, so as a consequence maybe in the ending you hear that since you didn't defeat him, he went and committed atrocities, eg. he captured some other innocent people, or destroyed a village, potentially one of the endings could be that he takes over your village)
  + Glitched option, fight the villain yourself/help the hero fight the villain (available after fourth run), maybe this unlocks the true ending no matter what villain type, then after 4 iterations you get the chance to get the good ending, also maybe if you choose this option then the villain goes into some sort of final form and when you defeat him with the hero he is dead for good
  + Also potentially instead of it being an obvious glitched option, it could be something you click in the scene that doesn’t look like an option, but is the trigger to make the princess help the hero
  + Tbh I think we should just have it so the game doesn’t end until you discover the true ending, because it wouldn’t make sense to break out of the loop until the princess makes the choice to help the hero fight the villain, this could also separate our game from slay the princess which gives you an ending after a fixed number of loops, while ours would keep on going until you break out of the loop and get the true ending

**Celebration/Conclusion**

* Typical fairytale “happy ending” (with some potentially sad parts based on what type of villain was present and what actions you took, this could explain why you go back to the beginning, because you never get a truly good ending until you kill the villain)
  + Eg. hero saves you and the village celebrates
  + Eg. the hero is secretly a prince and you get married
  + Eg. you and the hero decide to run away together and live your own life
  + Eg. the villain is slain
* Maybe have some dialogue with choices to figure out more about this type of ending
* Gets interrupted at the point of peak happiness and the story is replayed from the start (loop resets)
* I assume we won’t have any major player choices here
* Zombie lord:
  + Fight: Hero gets bitten as he defeats the villain but kills himself to prevent becoming a zombie
  + Flee: A zombie apocalypse happens somewhere
* Ghost:
  + Fight: Ghost gets defeated but hero gets trauma from it?
  + Flee: Someone in the village gets possessed by the ghost, you find out in the ending
* Tyrant:
  + Fight: Some heroic death for the hero as he takes down the tyrant
  + Flee: Tyrant summons the army and takes over the village
* Hired gun:
  + Fight: Hero defeats hired gun but is left with a major injury
  + Flee: Some big figure in the village is found to be assassinated by the hired gun
* Dark magic lord:
  + Fight: Hero gets a curse applied to him before the dark magic lord dies
  + Flee: Dark magic lord snaps his fingers and half the village disappears (not literally thanos but he does something that affects the village)
* Smart villain:
  + Fight: Hero wins and everything seems ok but later it turns out that the smart villain did some big brain thing to screw over the hero
  + Flee: Villain sneaks into the village and uses his big brain to infiltrate the ranks
* Mad scientist:
  + Fight: Hero is poisoned by the mad scientist before defeating him
  + Flee: Mad scientist unleashes covid on the village
* Anti-villain:
  + Fight: Hero starts to feel bad for the anti-villain so he lets his guard down and anti-villain takes advantage of it before dying, injuring/killing the hero
  + Flee: Villain kidnaps someone else from the village, as a way to make money or something like that
* The only ending without some sort of drawback is the true ending where you help the hero defeat the villain

**Princess Monologue**

* Happens between the end of the conclusion and the beginning of the next loop?
* A time for the princess to reflect on decisions she made and grow as a person. Self discovery (unlocks new options in the next loop)
  + Maybe have her express discontent if she didn’t take much initiative and mostly sat around waiting for the hero to come solve all her problems for her
  + Show that he has an eagerness to make an impact in the story instead of only following her trope

**Route Endings (all routes ultimately lead to one of these route endings)**

Endings once attained will be removed from the game along with all options which only lead to the respective ending. Each ending represents a personality trait that the princess develops towards her journey of self-discovery.

* Happily ever after (requires magic)
  + Princess and hero run off living happily ever after (afraid to show their magic to the kingdom), this can happen by trapping the villain, defeating him, or by teleporting away
    - We dont need the kingdom
    - Daring/Courageous/Independent
* Saved hero (requires no magic)
  + The princess saves the hero from a close-to-fatal situation. This will be generally done by the princess taking initiative to strike the villain as they are about to kill the hero. The princess cares for the hero’s wounds, and the clouds clear, as the villain lays dead.
    - Loyalty/Compassion/Act of her own accord/Accountable/Initiative-taker
* Sacrificed hero (requires no magic)
  + The Hero sacrifices himself to save the princess, generally involves jumping in front of an attack from the villain
    - Scarred/Hurt/Damaged/Sorrow/Grief
* Sacrificed (killed) princess (requires no magic)
  + The princess sacrifices herself to save the hero, generally involves jumping in front of an attack from the villain
    - Selfless/Courage/Sacrifice
* Unfulfilled love… banished hero (requires magic)
  + Their love for one another leads to mutual tragedy. The hero does something taboo to save the princess. They cannot love each other. The princess does not accept this.
  + The way is happens is the princess dies but the hero uses magic to resurrect her; resurrection is generally seen as taboo so the hero gets banished from the village
    - Defiance
* Corrupted Hero (requires magic)
  + Hero is corrupted by use of magic and kills himself to save the princess from himself, this will generally happen by having the princess use magic to defeat the villain, but as a side effect the magic affects the hero too and he gets corrupted
    - Restraint/Resolved (to learn and move on)
* Inherited throne (requires no magic)
  + The princess returns to the kingdom with the hero and inherits the throne as she is supposed to, she goes on to rule with the hero
    - Leadership
* The forest curse (requires magic)
  + The two are bound to the forest forevermore (magic misuse)
  + Will generally happen with careless use of magic, for example shooting a fireball at the villain, which has a side effect of setting the forest on fire, but the princess and hero will vow to stay in the forest to atone for their carelessness
    - Redemption (for the forest they damaged)
* Forest Protectors (requires magic)
  + The villain slain brings peace to the forest, and the princess and hero choose to stay behind in the forest and protect it from any future threats, starting a new life there. (using magic for good)
    - Stewardship
* Love beyond death (requires no magic)
  + Both the hero and princess willingly die off together (one is poisoned or bleeding with no chance of being saved, and the other wishes not to live without that person)
    - Devotion

Structure of Scene

* The Tower
  + This is where the princess is trapped. This scene offers time to explore her surroundings and learn about the world (or realize how much she doesn’t know about the world) the Hero saves her from the tower after some time has passed.
* The Forest
  + The Hero and princess navigate the forest, offering short time to learn about each other before the first encounter with the villain, lurking in the shadows (the player does not know yet who the villain is). Based on the players choices with the villain (eg. flee, fight, talk), this will decide who the villain truly is, as revealed during a later second encounter.
* The cryptic stonehenge (banished sorcerer who explains the forest is in trouble by x villain. Take or reject the offer of magic)
  + In this world, magic is forbidden by the kingdom. However, magic was actually sourced as an anomaly found in nature. In fact, the cryptic looking stonehenge is one such source of magic.
  + The hero and princess encounter this mystical arrangement of cryptic rocks as one of them begins to glow, offering the two the choice to use magic or not. At the same time, a prophecy like statement is engraved into the rocks which foretell the two of the villain they are about the face and the tragedies they have caused (for example, if they are about to encounter the Hunter villain, the rocks will explain that the queen has been assassinated).
* The meadow
  + There is a moment of peace in an open meadow in the forest. The kingdom is in sight up ahead, and this scene represents the calm before the storm. The princess and hero are able to calm down and discuss deeper questions to life, even existential in nature.
* Second villain encounter
  + During the second villain encounter, the pair will face the villain (the type which was determined during the first encounter). Choices made to fight/flee/talk will be determined by the player
* Route ending
  + One of possible route endings will be played determined by the result of the second villain encounter

Villains

* Hunter (Hide -> Any form of fleeing)
* Vengeful spirit (Brandish weapon -> Kill directly using a weapon)
* Femme Fatale (Brandish weapon -> Near-kill when weapon is glazed with poison)
* Magic Lord (Hide -> Trap which makes him vanish via magic)
* Fallen Hero (\* -> Talk -> trying to rationale with the villain)

Game End

* In order for the villains + endings the players have to be relevant during the ending of the game, the princess can bring them up when trying to convince the hero.
  + Each villain leads to 5 endings, so there will be 25 total possible ending lines.
  + “Hero, do you remember when we [route ending] after beating the [villain]. What about when [xyz]?”