

## Narrative Pillars

1. **Dark Tone/Comedy** - The client asked for a dark tone but also dark comedy. For an example to go about this, head to world building.
2. **Choose your path** - As the client has asked for a heavy focus on narrative, even in the mechanics, I have decided to go about this by implementing a choices system, where the player chooses the actions of the protagonist. Choices will of course lead to consequences in different ways. If the choices also have a heavy impact on how the story plays out, this will add replayability as the player might want to explore a different way to go down the story.
3. **Path of redemption** - Much of the narrative will revolve around the main protagonist looking for redemption for hiding when his family needed him. The way he goes about this redemption will of course be up to the player. This is aimed to satisfy the clients' wants for a more personal journey.

## World Building.

The genre of the game will be a **Fantasy/RPG**, the reason for this is to get both the fantasy aspect that the client wants and the heavy focus on narrative in both the world and the mechanics of the game.

It takes place on a continent called **The Forsaken Realms**, in a fictional world. The Forsaken Realm is a newly found continent that is infested by monsters, with a few settlements of people trying to make a new life for themselves in these new lands. The reason for this is to have a place where the player will be an outsider and have a world that is infested by monsters as requested in the brief. It also gives reason for why monster hunters exist on a large scale in the world, and gives the player more side quests, as they can rent themselves out to people wanting to settle this new land. Here we also get one of the tropes of the game, **Settling the Frontier**, as the basic background of the people that live on this new continent, are people that want to make a new life for themselves in a new world.

The technology level of the world is around the 18th century, with gunpowder weapons being commonplace. This is to differ it slightly from normal fantasy and give it a more memorable look.

The general tone of the game will be dark, but with a splash of comedy to make it more digestible for the players and not have everything just doom and gloom, even if the comedy will tend to be on the darker side. This will also satisfy the first narrative pillar that I have chosen.

The way I have decided to go about the comedy part is to include this into the characters conversations, especially the main protagonist's mentor, by giving him a sardonic view of their lives and also having him make quips at bad times, for example when investigating a scene of a brutal monster attack.

The dark tone of the game will be achieved by making a world ravaged by these monster attacks. Spreading out ruins of settlements around the continent you play in will act as a brutal reminder to days gone by, which will also be achieved by littering the world with monsters. By also giving npc in towns and taverns voice lines where they talk about the horrible things that hides in the dark, we also give off the impression of fear that grips the land.

The **conflicts** in this world will mostly revolve around **survival**, with settlements around the continent trying to survive in this hostile environment and the main protagonist trying to survive traveling around the area. It will also be a conflict with the monster of the world, especially the main protagonist's mentor nemesis monster. Another monster will be sort of the big bad, the Matriarch. It is the spawner and the mother of all the monsters. This will be the worldly end goal, to find and defeat the matriarch. But it is also about the **conflict** within the protagonist himself, as he tries to come to terms with and forgive himself for the death of his family. This will satisfy the Redemption pillar I have chosen. And while there is the conflict of finding the matriarch, the main focus will lie around the protagonist.

The continent is inhabited by four main factions. The Forsaken Realms Company, The Empire of Pharia, The Kingdom of La'Quarnia, The Kingdom of Anerdion. The Forsaken Realms Company is a close resemblance of the East India company. They have been given a charter to colonise the forsaken realms by their home country and to gain control over the land.

The Empire of Pharia can be resembled to our world's Spanish Empire, in appearance and structure.

The Kingdom of La'Quarnia can be resembled to our world's French Empire, in appearance and structure.

The Kingdom of Anerdion can be resembled to our world's Dutch Empire, in appearance and structure.

All of these four factions have sent troops and settlers to these lands to be the first to claim it. The player will be able to get embroiled in these conflicts. The player will have a choice of staying neutral or siding with one faction. This will have the consequence on how the other

factions treat the player, but will also give the player advantages with the faction of their choice.

### **Characters.**

#### **Main protagonist - Reynard:**

The main protagonist of the story is Reynard, a former farmer turned monster hunter. He is in his late 30's and is of average height, but very well built, having worked on a farm most of his life. This will give him a realistic look that is easier to empathise with.

Reynard blames himself for the death of his family as he was hiding when the attack happened. He therefore set out towards **The Forsaken Realms** to build a new life and find redemption for his past failures. How he then redeems himself is up to the choices of the player and the path they choose.

So his internal want is to find redemption and forgive himself for the death of his family. The way he of course sets about this is to become a monster hunter. This will also help him go about his external wants, killing monsters.

I wanted a character the players can relate to and think on how they would react if their family died to an animal attack. I also wanted a story where you can show two different paths. One path where he does not forgive himself and one where he forgives his past mistakes, just to show the two sides of the coin.

#### **Protagonist mentor - Gideon:**

Gideon is a veteran monster hunter that has lived on the continent since the first settlers arrived. He is a short and rough-looking man in his late 50's. He is missing his right eye that he lost hunting a powerful monster. I wanted to give him a look of a grizzled veteran, that has seen and done it all. This is to in a way give the player something to aspire to. That this is the way a monster hunter should be.

The client asked for Gideon to have an old feud. The way I have decided to go about this is to give him a feud with not another person, but with the monster that took his eye and the woman he loves. This is a quest that consumes Gideon and shapes most of his actions in the game. He is obsessed with finding and killing this monster. This will let the player see what would happen if they let Reynard continue down the path of revenge, how they would become.

This obsession manifests in that he tries to get a hold of every scrap of information he can find about this monster. And everytime he thinks of something, he will insist to the player to go find it.

So the man's internal want is to avenge the death of the one he loved. This to reflect the protagonist and the loss of his family.

Gideons external want is of course to find and kill Razorwing.

### **Conflicting side character - Oliveira:**

Oliveira is a woman in her mid 30's. She is of average height and build. She is from a species called the Urutunan. The species has a grey tone to their skin and very sharp facial features.

Oliveira came with the first ships, fleeing from persecution in her home land. As such she has a deep hatred for all the civilized nations that persecute her people.

She wants to destroy these factions that are trying to settle on the continent to bring revenge for her people that suffer under their rule.

To do this she wants to try and antagonize the monsters and get them to attack all the settlement around the continent and wipe them out. And when she hears of the Matriarch she will set out to find it to try and provoke it.

I wanted a character that some people can relate to. Someone that is persecuted for who they are and make her so that people can relate to her. But I also wanted her goal to be morally wrong, to give it a contrast of what she wants and how she tries to achieve this.

### **Gideons nemesis - Razorwing:**

Razorwing is the source of all of Gideons hatred of monsters, as it killed his love and took out one of his eyes. It's a Bipedal creature with four arms that end in huge claws. On its back are two wings, giving it the ability to fly. It has a long beak on its head filled with razor sharp teeth and three glowing green eyes. Across its body is multiple scars from having survived for a long time.

Monsters in this world do not have a high brain capacity. They are like animals, their basic instinct being feeding, procreating and survival. Razorwing on the other hand has developed the semblance of higher brain capacity, having survived for so long. This has developed into a need to hunt, not just for food, but for the sport of it.

Why I choose to have a monster as the veteran monster hunters feud is that I did not want to have a right out antagonist in the story, as the conflict mostly will revolve around Man vs nature. So to satisfy the clients' wants of a feud, I came up with this, a powerful monster that is the source of Gideons hatred.

### **Spawner of monsters - The Matriarch:**

The Matriarch is the alpha of the monster on the continent. It's from her that all the monsters come from. She is a large 8 legged creature, almost resembling a large spider, with a human looking body sitting on top of the big body.

As with Razorwing, the Matriarch is an animal. Its basic instinct lies around eating, procreating and surviving. But as she is the alpha, she sends monsters to find food for her and she has the other monsters protecting her.

As with Razorwing, I did not want an antagonist that has a big plan to destroy the world according to some big plan. But I still wanted some kind of endgame. So the solution I decided for is to have a monster who is not sentient as such, but only does what it does because it is in its nature to do so. This will also not give the pressure of time on the player, that they must defeat the bad guy directly, but giving the player the choices of when to defeat the monster when they want to, giving them time to stroll around and do sidequests. And also

as the monster doesn't all just die when the matriarch dies, the monster hunt quest and such would still be around to do.

### Main Plot.

- ❖ Introduction to Reynard with a dream about his former life as a farmer. Dream turns into nightmare about when his family died. Reynard wakes up..  
Introduction to Gideon as Reynard wakes up in their camp. It will have been 10 years since Reynard lost his family, and 9 years since he met Gideon and became his assistant.
- ❖ The Player starts traveling around the world. There are several sidequests, ranging from just small jobs, or short arcs of their own.
- ❖ The first traces of Razorwings starts appearing and Gideon wants the players' help. As they chase after it rumors about the Matriarch start to surface.
- ❖ The other factions start petenioning you for quests. The player can start to drift towards the faction of their choosing or stay neutral.
- ❖ The player will meet Olivera. She will help the player find the matriarch.
- ❖ The player will learn about Oliveras plan and can try to persuade her out of it.
- ❖ The player will find where the matriarch has its nest and sets out for it.
- ❖ Depending on the choices the player has made they can be joined by an army of one of the factions, side characters and others to help defeat the monster. A large battle ensues
- ❖ Game ends in one of three ways depending on what choices you have made in the game. The game can also have slightly different endings inside them as well depending on choices you made.

#### New Beginnings:

The fight is over and you are victorious. Because of the choices the player made the ending is a happy one and you can celebrate a job well done.

#### Hope Remains:

The player lost the fight but hope still remains. Because of the choices you have made everything is not over. There is still hope for a happy ending, and for victory.

#### Bittersweet:

The fight is over, but at what cost? So many people lie dead and many of the protagonist's close friends have died.

### **Introduction to the game.**

The game would start with a cutscene of the protagonist sleeping under a tree on a clear and sunny day. He will wake up as a small girl jumps on him. They will laugh together and she will tease him for sleeping. He laughs, then says they should head back to the farm. She asks him if they can race back.

This will turn the game from cutscene to gameplay. The player will get to learn basic controls as they race with this little girl. They will run through well kept farm lands towards two buildings, a log cabin and a large barn. There is a large fenced off area connected to the barn where two horses and six cows are rooming. Right next to the log cabin is a small garden. Between these two buildings is a well.

As the two reach the little farm the little girl asks if you can play hide and seek. The protagonist agrees. She goes to hide first. The player has to look for her. After finding her it's the players turn to hide. The game goes into a cutscene.

The protagonist goes off to hide. As he hides, the camera zooms out on the farm from where he is hiding and time speeds up. Time stops as the farm slowly changes to the same farm, but burning and monsters running around. The camera zooms in again on the protagonist, hiding in the same place, frightened for his life. The camera pans to show farm workers and other people being torn apart and eaten by the monsters. The camera zooms in on a monster in the process of eating the little girl from before. It cuts back to the protagonist as he screams, then the screen goes black.

The protagonist wakes up. He is lying beside a smoldering campfire in the middle of a glade. On the other side of the fire lies a small man, snoring loudly.

### **Analysis.**

Client Feedback - "We love your pitch. We would like you to focus on a dark comedy aspect in order to glue the comedy together. We'd like you to work on this monster hunter character – give them an old feud or a past that partially mirrors the hero's and try and give them a story arc that tells us something about the story!"

The two ways I worked with the clients feedback here was first to make my characters more sardonic and have a grimmer outlook on life, but at the same time make them be able to make quips and bad jokes at the same time. This of course could be greatly fleshed out and enhanced in more ways, but this is what I came up with at the time.

The second thing that they wanted me to work with I resolved by giving the mentor a feud, not with a person, but with a monster. As I did not want a super evil character, I instead went for the route of having a powerful monster that the mentor is obsessed with finding and killing. The backstory for the character is also meant to resemble the main characters backstory. This to try and incorporate both things that the client wanted with the mentor character.

I had a lot of fun with this assignment. And I found many new tools to apply to world building that I did not know of before. And I also found places where I need to improve. Especially my plot part, as I felt that fell a little bit flat. I also had a little bit trouble with the clients feedback about wanting to make it dark humor

It also took a lot longer to write this than it should have, as my motivation has been lacking during the writing of this. This has mostly to do with having been stuck at home for the past weeks. I also have trouble sometimes getting my thoughts down on paper in an understandable manner, which leads to me taking longer to write things like this as I tend to write one thing, then immediately erase it as I felt it looked wrong. This slows down my writing progress quite a lot. So in the end I probably could have condensed all this work down to 2 days, instead of dragging it out.

If I had more time I would have wanted to expand it with more characters, especially leaders of the four factions and give them their own wants and such. I would have also liked to work more on the plot and refine that and make it better, as I already mentioned that I felt it fell flat. I also would have liked to design on a magic system, both how it works in the world and as a game mechanic.

I would also have just done more work in general on it and expanded the world building more, as I had a lot of fun with that particular part and it is what I am most satisfied with.

In the end I am both happy and unhappy with this document. I am happy with what I made and I had found it to be quite interesting to work on. But I am unhappy with it as I felt I could have done so much better and could have written a lot more than I have. But due to lack of energy, motivation and the fact that I have a hard time working from home, it became what it became.