Summary Meetings

- 19.11 Narrative
- 21. 11 Design Narrative
- 26.11 Narrative
- 10.12 Narrative

19.11 Narrative

- **Main Quest Feedback**
- **the beginning**
- **Dreams**
    - **Writers:** Agree with the concept

Melisa's Feedback: discussed

Civilization Facts

- **Fate:** They left, not destroyed.
- Dinos

Artifact Facts

- **Broken in pices?**
- **Linking:** Should the player be the link?
- Magic has leaked out over time.
- Purpose of Artifacts
    - Entertainment.
    - Household companions.
    - Defense (scaring intruders).
    - Training.

When?

- After the civilization's departure.

Why?

- Lack of maintenance?

Consequences:

- TBD.

TODO

- Create all wiki entries like Marius.
- Copy Marius' issue template.
- Create issues—yay!

Questions for Design

- What does the player receive after completing a quest?
- .... (Meeting 21.08 Design Narrative)

21. 11 Design Narrative

Main Quest

- **Artefacts ideas**
  - **Artifact Liquid?**
  - **Artefact Torns?**
    - Thorn-based design for locations.
    - Artifacts are thorns themselves.
    - Break off branches; they regrow, containing magic.
    - Coven location represents last Artefacts
    - Thorns grow from characters ?
  - Artifacts can be mobile (one faction, Merchants)
  - Anti-magic: pin a large city
- **Effects:**
  - Moderate magic buffs are acceptable
    - shortens or extends duration
  - Magic Faction buffs
  - Coven debuffs
  - Environment becomes more challenging
- **Combat Support:**
  - Create issues in design

Quest Design

- **Main Quests:**
  - Narrative creates concepts
  - Plan a workshop for collaborative refinement with Game Design
- **Smaller Quests:**
  - Game design provides guidelines.
  - Narrative team expands on details.

TO DO:

- **Combat Support:**
  - Create issues in design

- **Wiki Updates:**
  - Ensure wikis link to each other.
  - **Homepage**

26.11 Narrative

Feedback

- **Factions & Main Quest Connection**
- **Individual Feedback**:
  - **Marius (Anti-Magic)**:
    - mirror images combat
    - Thorns concept: integration integration.
    - faction: possible access to caves or unique areas easier
  - **David(Coven)**:
    - Artifacts act like "batteries": provide buffs and can also debuff.
    - Focus on the final fight and the role of the last artifact.
  - **Carl(Merchant)**:
    - mental artifact.
    - Game design issue:
      - Are dialogues planned?
      - how could powers function?
      - Faction has minimal influence on the main quest
  - **Melissa**:
    - Win condition: reaching a location rather than defeating a foe (design).

Thorns

- **Thorns**:
  - Visual indicators for artifact locations.
  - Special thorns (e.g., 1m tall) for unique identification.
  - Clearings surrounded by thorns point at artefact
  -

Main Quest

Flow Overview

1. **Start the Run**:
   - Tutorial or similar combat introduction.
   - Village exploration introduces nightmares and quest motivation.
2. **Nightmares & Objectives**:
   - **1st Nightmare**: Subjective and cryptic.
   - Collect **3 Artifacts** to stop the coven, break the curse, and end nightmares.

Artifact Discovery

- **How do players find them?**
  - Ask **merchants** for leads.
    - Example: Narrow down regions through dialogue or item clues.
  - Use **magic sub-quests** for specific info:
    - Escort someone to a shrine, retrieve magical knowledge.
  - Anti-magic faction quests:
    - Hear rumors in exchange for completing tasks (e.g., training grounds quest).
- **What are the artifacts?**
  - Players can identify them visually.
  - Additional quest elements include:
    - Coven involvement.
    - Dreams offering guidance.
    - Breaking faction-held artifacts.

Player Awareness

- How do players figure out their purpose?
  - Trial and error.
  - Nightmares.
  - Coven encounters.
  - Merchant interactions.

Coven Encounters

- **When do they occur?**
  - Stop rituals during quests.
  - Random encounters after completing objectives.
  - Optional mini-boss fights with generals tied to specific artifacts.

Ending

- **Too early?**
  - Warning system in place.
  - Early arrival leads to failure or death.
- Boss fight?

Biomes

1. **Needle Forest**:
   - Dense thorns, small clearings.
   - Final coven boss area, ruins.
2. **Mountainous Region**:
   - Broad trees, large clearings.
   - Dense mixed forest with shrubs.
3. **Asian-Inspired Dense Forest**:
   - Dry terrain with tall mountains.

4. **European Deciduous Forest**:
    - No birch trees.
5. **Swamp**:
    - Wet and overgrown terrain.

10.12 Narrative

Fraction quest Feedback:
* Melissa:
    * Option 1: Ritual, bad ending distinct from coven.
    * Option 2: Faction history as a quest.
* Carl:
    * ?
* David:
    * Expand coven generals into a larger quest.
* Marius:
    * Include brother in the main quest.
    * Side quests are good as is.
    * Emphasize the importance of influence.

1. Artist Guidelines
https://wiki.magyk.dev/books/idea-collection/page/artist-guidelines-anti-magic
https://wiki.magyk.dev/books/merchant-faction/page/artist-guideline
https://wiki.magyk.dev/books/magic-faction/page/culture-and-people
https://wiki.magyk.dev/books/idea-collection/page/artist-guidelines-the-coven

Klassen Flavouring

Mage (squishy)

* Weapon: Staff
* Base Attack: Magic Arrow (yellow energy arrow)
* Passive: Chaining base attacks (without other actions in between) builds stacks (yellow inner glow).
* AoE Damage: Falling stones targeting multiple enemies (medium to large range).
* Multi-Target Damage: Plant vines that destroy themselves after attacking.
* AoE Stun: Bright light visual effect.
* Single Target Armor Bypass: Ice arrow that splits upon impact.
* Ultimate: Energy drain (purple) using maximum stacks (yellow).

Healer (tankier)
* weapon: Gauntlets
* base atk: bonk
* Passive: Casted Heals and buffs are duped on healer (multiplied by X, starting value X<1) (only one instance per spell)
* Single Target Heal(healing aura apple green , flowers grass on feet)

* Backup Ability:Bright blue sparkles and shiny aura.
* AoE Heal: (healing aura apple green less intence, flowers grass on feet)
* Single Target Attack Buff: Peach-gold light spiraling upward around the target’s body.
* Multi Target Speed Buff: White/turquoise light spiraling upward quicker anmations
* 'Ult': swap places with any other unit (??? => PLAYTESTING!!)(visualized as roots exchanging positions, yellow energy).
* Poison: (Debuff) dark purple
* Weaken: Drains energy, purple
* Corrosion: (Armor Shred) Acid-like color effect, with red/yellowgreen, crackling visual indicators
* Slow: Black or gray energy descending slowly on the target.