

Summary Meetings

- [19.11 Narrative](#)
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- [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
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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
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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

Faction 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 intense, 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 animations
- * '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.