HOW TO Wiki & Orga

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General Information

How to Use This Wiki:

Platform:

We use the Shelve Game Studio for organizing information.

Structure:

- Books: Each book represents a major topic, such as a faction.
- Chapters and Pages: Within each book, create pages and chapters to break down the topic in detail.
- Summary Page: Each book should include a dedicated page summarizing all key points of that topic, if needed
- Consistency: Structure books similarly when topics are related (e.g., faction books should have a consistent layout).
- Idea Collection: When you are unsure where to put your new topic always place it in the Idea Collection Book, the Page will later be moved (and/or renamed) by Narrative Lead or the person Narrative Lead orders to do it

Additional Guidelines:

- Maintain a clear connection between Git issues and relevant wiki pages.(link in git, same name)
- Link relevant pages to provide easy navigation between related content.
- Mark any content as **WIP** (Work in Progress) if it’s still under development.
- If you have access to Jan Eric's materials, AVOID, IT DOESNT EXIST FOR YOU.

Book Formatting Rules

When should I create a New Book?

Usually not at all, unless told to by Narrative Lead. Otherwise Books will be created and sorted by Narrative Lead as needed.

Description, Yes or No?

If the content of the Book isn't clear without a description, always make sure to add one, but not necessarily needed.

When do I add a new Chapter?

- When it's an important Topic with many bigger sub-points
- To sort loose pages if you think the Book is getting too chaotic
- For Books like Factions, always tell the Narrative Lead when adding a new Chapter so they can give the ok and add equivalent Chapters to the other Factions (or any other similar Books)

Should I add Chapter or a Page?

Usually try to add a new Page unless its an Important Topic that will later be expanded. Narrative Lead will add Chapters when needed to avoid inconsistency.

Where do I add the new Page/Chapter?

- If an equivalent Page/Chapter exists somewhere else, just copy the formatting and place it in the equivalent Location
- Unless you're sure where to add your new Page/Chapter, just place it in Idea Collection, it will later be moved to the correct Location

Example Chapter

Always add a small Description of the content of the chapter:
Contains information on how to structure and use the wiki through examples.

(Chapter Tags will be decided and potentially added by Narrative Lead, no need to add any on your own unless our Lead tells you to)

Page Explanation (This is the Page Title)

Only use Large Headers for very Important points, Page Title is usually enough!

Medium Header for important talking points

Small header for important sub-points, or if the topic is simple enough you can start with Small Headers instead of Medium Headers

Only use Tiny Headers for sub-points, never as main talking points!

Paragraphs for longer and concrete information, preferred for flavor text

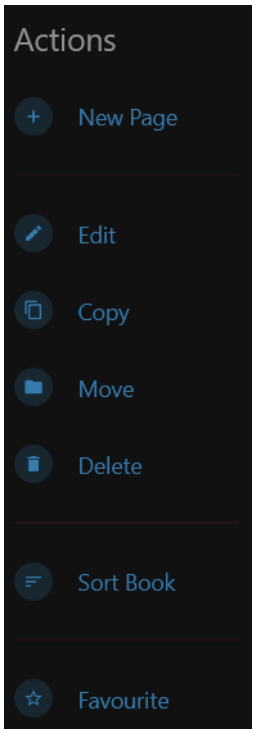
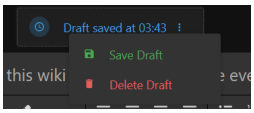
- Bullet List for short and simple sub-points
  - Add sub Bullet points as needed, try to keep sub-points smaller than higher points
- Unsorted information, does not have to follow a certain order

1. Bullet List detailing simple steps or processes
   1. Add sub Bullet points as needed, try to keep sub-points smaller than higher points
2. Sorted information, order is very important
3. Bullet List and Numbered List can be mixed
   - Like this, for example

link to general information

Exampels on what things do in this wiki so you do not delete everything

this should not be a title if you read this remember me to change this page

	create a new Page or Chapter		
	edit the Chapter/book you are on		Here you can delete a page
	copy to another book/shelf		
	to another book/shelf		
	delete the book/ chapter you are on		
	sort the chapters/pages		
	adds to your favourites		

Summary Meetings

Summary Meetings

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**

Summary Meetings

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.

Summary Meetings

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.