

# 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)
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Revision #2

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