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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