

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.
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Revision #2

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