

QUEST TITLE: The Storm is Coming

PATH: Golden Path

DESIGNER: Charlie Carucci

SUMMARY:

- Intro quest
- Older woman is a member of the city guard in a post-apocalyptic world
 - Stands post at the Northern gate everyday
 - She carries a **makeshift chain whip with a large hook on the end** to ward off intruders
 - Well known in the city, people recognize her bravery and dedication to the city
 - She loves the city and all of the people in it, many friends
 - City is surrounded by an arid landscape
- In this world, civilizations are few and far between. This city in particular is a major hub for survivors of a world-wide nuclear war. The war left the earth desolate, created terrible storms, and released ancient dark forces into the world again
- In the distance, on the North end of the city, a menacing dust storm can be seen. Purple lighting flashes amongst the dust clouds. It appears to be getting closer.
 - The older woman knows she has to prepare the city for this oncoming storm. But just as she's about to send word of the danger, she notices a **coyote pup**, limping toward the gate.
 - Coyote pup transforms into a young girl when she gets close to the older woman. A **shining golden ring** can be seen on her finger.
 - Young girl informs the older woman of the evils of the storm
- The city has a strict policy against allowing outsiders to enter the city without approval from the Governor. The older woman must sneak the young girl into the city, bring her to the Governor's office, and convince him that the city is in more danger than they realize, and the older woman is the only one who can stop it.
 - The governor doesn't believe the older woman or the young girl
 - He is angry about the young girl being let into the city
 - Banishes the young girl and suspends the older woman's guard duties until further notice. He points out her age and suggests that maybe it is time for her to retire
 - Governor has been drinking from a **teacup** during this conversation. Older woman knows in order to obtain the resources she needs, she'll have to obtain the Governor's DNA to open the biometric locks
- Older woman steals the teacup and heads to the vehicle depot. She uses the a swab of the Governor's DNA from the teacup to enter the garage and steals the only car that is left and hasn't been ripped to shreds yet, a **Blue 67 Chevy Camaro**.

CHARACTERS:

Layla

The main character (and player character) of this story. Layla is an older woman, probably in her early 50s; however, she is also a distinguished member of the city guard, and has held her post at the Northern Gate for many years. She has no family still alive, but is very close with several people across the city. She is dedicated to her job and has faced dangerous threats several times. She is not one to turn away from a fight, but violence is not usually her first approach.

Fay

The young girl, no older than 8 or 9, who carries a magic ring, allowing her to transform into a coyote whenever she chooses. She comes from a tribe of nomads, seeking a more permanent place to settle. During their expedition, the tribe was ambushed by dark spirits that hide in the sand. Nearly everyone was killed, aside from Fay and her mother, who bestowed the Canis Ring to her just before she was taken by the shadows. Her mother was dragged under the sand and Fay ran, hoping to find some sort of civilization for hope of salvation. As she ran from the shadows, the sand where they were hiding begins to rise into the air, forming a sentient dust storm with purple lighting crackling inside.

Ryo

A fellow guard who informs Layla of the oncoming storm. Ryo and Layla are very close friends as they have both been on the city guard for many years.

Governor

A young man, newly elected into this role. His mission is to protect the city from all dangers: war, theft, chaos, disease, etc. He will go to any length to prevent any harm from coming to his citizens. He shares the same love for the city that Layla has, but is blinded by his short-sighted desire for power.

Dark Spirits (enemy)

Shadowy figures that hide in the desert sand. They were released from their prison in the depths of the Earth during the nuclear war, but have gone unseen for a long time. These ancient evil beings are very quick, but are vulnerable to the weapons of man, until they complete their great sacrifice, which will grant them immortality again.

QUEST SEGMENTS:

1. Intro

a. Story:

- i. This is the very first scene of the game
- ii. It starts with a panning view of this post-apocalyptic city, then transitions to shots of Layla greeting citizens other guards as she walks past them on the street, in the market, and finally as she reaches her usual post, at the Northern Gate.
- iii. A close friend of Layla's, a fellow guard named Ryo, enters the gate and greets her. He debriefs Layla with the findings of his patrol. Apparently, a

large dust storm is forming across the desert. He leaves to inform the Governor of the threat.

- iv. Layla's duty continues throughout the day. After a few hours on watch, Layla notices a figure in the distance. Upon looking closer, it appears to be a coyote, limping toward the gate.
- v. Layla approaches the coyote, with her hand on the handle of her whip, ready to strike. Now that she is closer, Layla can tell it's only a coyote pup and releases her grip on the whip's handle.
- vi. Layla kneels down to make the pup feel safer. The coyote stops walking toward the gate and stares at Layla, breathing heavily. They lock eyes and after a moment, the coyote begins to shimmer and all of a sudden, the coyote is now a young girl. The shimmering dies down and contains itself in a ring the girl wears on her finger.
- vii. The girl introduces herself, explains what has happened to her tribe, the danger the storm poses, and desperately asks for help rescuing her mother.
- viii. As Fay speaks, the sand behind her begins rustling in a few places, and then those rustles begin rapidly moving toward Fay and Layla. When they are close, the rustling stops abruptly and 3 shadowy figures burst out from the sand and attacks Layla.

b. Objectives:

- i. The player must first speak to the other guard member who enters the city to learn about the storm that is approaching.
- ii. For a few moments, the player will literally just keep an eye out for danger, until they notice the coyote moving toward the gate.
- iii. The player must approach the coyote, to learn Fay's story.
- iv. To finish this segment, the player must fight off the shadow figures and protect Fay from getting hurt.

2. Through the City Streets

a. Story:

- i. After fighting off the shadows, Layla and Fay retreat to the city walls. Layla knows now that the storm on the horizon poses a bigger threat than she originally thought and has to reach the Governor to inform him of the danger.
- ii. The city has a strict policy against allowing in foreigners, human or animal. In this post-apocalyptic world, disease is rampant, so every new person or animal allowed to enter the city must be tested for disease and sanitized. Therefore, Layla must sneak Fay through the city to avoid getting stopped by other guards.
- iii. Fay transforms back into a pup to look more inconspicuous and follows behind Layla.

b. Objectives:

- i. The player must sneak through the city, and make their way to the Capitol Building, where the Governor's office is located. Avoid being seen by other guards and attracting too much attention from civilians.
- ii. The player has a lot of options for sneaking around. Layla is very familiar with the back streets and is skilled in parkour after serving on the city guard for so long.
- iii. The main points the player will have to try to sneak through are the marketplace, Layla's neighborhood, and the city forum which is an outdoor area right in front of the Capitol building.
- iv. The final objective is to sneak into the building, and reach the Governor's office.
- v. If the player is caught at all along the way, they have the option of hiding from the guards until they become disinterested. Players can also knock guards out if they are able to sneak up behind them without being noticed.
- vi. The player can also use Fay to create distractions, bringing the guards' attention elsewhere.

3. Serving the Greater Good

a. Story:

- i. Layla and Fay reach the Governor's office, and Ryo is there. It appears the Governor and Ryo are planning for a way to defend the city against the dust storm, while they each have a cup of tea.
- ii. Fay enters behind Layla, and the Governor is clearly upset. She's in her human form at this point, so her ability to transform is kept hidden.
- iii. Layla tries to convince the Governor that the storm is more than meets the eye. But he refuses to believe that these Dark Spirits actually exist. The more Layla tries to explain the situation, the more dismissive the Governor becomes.
- iv. Layla gets angry and lashes out at the Governor, explaining that the only thing she truly cares about is the safety of the people in this city. She would do anything to protect them. But the Governor won't accept this attitude, and suggests that perhaps Layla has been on the guard for a bit too long. While the Governor and Layla are arguing, Layla motions for Fay to steal the governor's teacup. Fay takes the cup and hides it in her knapsack.
- v. The Governor orders Ryo to arrest Layla and Fay for disobedience, and threatens to raise their crime to treason if they don't cooperate.
- vi. Ryo reluctantly handcuffs Layla and Fay and brings them out of the Governor's office. As they walk down the hall, Layla tries to convince Ryo that she's telling the truth. Ryo makes it clear that he believes her, but can't do anything about it if the Governor won't take action.
- vii. As Layla and Ryo are talking, Fay transforms back into a coyote and she slips out of the cuffs. Fay bites Ryo's leg and he stumbles. Layla realizes

the opportunity Fay has created and apologizes to Ryo for doing this. She steals the keys from Ryo's belt and her and Fay run off.

b. Objectives:

- i. The player must escape the Capitol building. They can either take the longer stealthy route and escape without alerting anyone, or they can take the more direct route but risk being noticed by other guards.
- ii. If the player is noticed by other guards, they'll have to fight them off. This means that the player will have to kill these guards which can eventually affect Layla's corruption levels (*corruption would be a morality system that becomes more clear later in the game*)
- iii. After escaping the Capitol Building, the player and Fay will have to make their way toward the vehicle depot a few blocks away. The depot is also guarded, which creates another opportunity for the player to choose to fight the guards or try to avoid them.
- iv. To enter the depot, the player will have to use a DNA swab from the Governor's teacup to unlock the biometric lock.
- v. Inside the depot, there are a few rusted motorcycles and no-longer armored vehicles but in the back corner, lies a Blue 67 Chevy Camaro, the Governor's personal mode of transportation. The player must steal the camaro with Fay, and drive out of the city to escape.
- vi. Guards try to follow the player on motorcycles, shooting arrows and throwing spears. The player must avoid taking too much damage, shake the guards off of their tail, and burst through the Northern Gate, that Layla has protected for so long.

REWARDS

- The player now has an ally, Fay, who can transform into a coyote whenever she desires. Fay can help attack and distract enemies. As the player progresses, Fay will get stronger in both her coyote and human forms.
- The player also now has a new mode of transportation that will be available for them to use for the rest of the game. The Camaro is fast, has been modified with reinforced metal plating, has spiked tires, and runs on solar energy. The car is vulnerable to damage, so there will be some points during the game where the player will have to collect resources to repair it.