

Cards of Imagination

Vertical Slice Outline & Dialogues

Tutorial (Level 0)

Main Story Set

The Player is introduced to the mechanics, ui and controls, the world setting, the concept of Apathy, the character of Nonna and the narrative elements that collide with the gameplay (Cards, Magic, Magical Objects, Speaking Deck)

Level_1

Theme & Element: **Scaramuccia** (TBD)

Puzzle Level in which the character at the end finds the **1st magical object**.

Narrative Level 1

The Main Character meets Nonna and finds out the use of the magical objects and the fate of Nonna. They are invited to explore Napoli and find other magical objects to obtain power from them to beat Apathy.

Story Outline

Inizio

- l'Apatia sta arrivando verso Napoli e sta già corrompendo il campo gitano in cui viveva il protagonista con sua Nonna.
- Il personaggio è nato con l'Apatia
 - (1) Elemento magico X che si porta dietro (mazzo di carte ecc)
 - (2) può entrare in contatto con elementi corrotti dall'apatia perchè è già "infetto"
- La Nonna lo manda verso la città con l'intento di raccogliere gli elementi che servono per curare l'Apatia

In città

- Esplorando si rende conto che la città sta venendo corrotta dall'Apatia
- Ritrovamento della Nonna. Opzioni per luogo di ritrovamento di Nonna (da definire)
 - Introduzione alla Main Quest Napoli
- Esplorazione per trovare gli **Elementi** per salvare Nonna

Risoluzione di Napoli

- Il protagonista **trova tutti gli Elementi**
- **Nonna muore.** Sad moment.
 - Colpo di Scena: si scopre che in realtà Nonna ti ha guidato nella città per curare te stesso.
- Il Protagonista **diventa immune all'Apatia**
- Il Protagonista **salva Napoli** dall'Apatia (Da definire modalità ed eventuale Side Quest ed elementi opzionali o meno)

Risoluzione delle città successive

- Purifica le stazioni di tutte le città (Main)
- **Nuove Quest narrative** legate alla nonna/alla famiglia (Main)
 - Esempi: Ricomposizione di Elementi che possono salvare la nonna dall'Apatia
- **Salvare le città** (Side, Achievement)

Dialogues & Scenes

Legenda

- Player: P
- Nonna: N
- Deck: D
- UI Tutorial
- <elementi di UI > Animazioni, Eventi o Cinematiche

Tutorial (Level_0) Script

Overview

1. Nonna introduces to Apathy:
 - a. brief explanation of the attack on the camp and why the protagonist needs to leave;
 2. Movement and camera controls;
 3. The first card to open the door is given by nonna near the camp:
 - a. brief explanation of how the power and magic in the cards can let the player open new passages and overcome obstacles;
 4. Go back to nonna:
 - a. Nonna gives you the "Speaking Deck", he will guide you and explain the controls to the player;
 5. Card Pickup;
 6. Suits relation with obstacle type (for each suit);
 7. Eagle eye introduction;
 8. Pay attention to condition;
 9. Put card on the play; Scroll card hand + card selection;
 10. Pickup multiple cards;
 11. Continuation of the narrative and level conclusion;
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Script Level_0

P è appena fuori dal carro gitano, mentre la nonna poco avanti lo chiama

Appena fuori P vede l'apatia che avanza: visuale sul campo e l'apatia che avanza.

Use the left stick to move

Quando il giocatore si avvicina a N - dialogo:

N: Ah! You are awake! Apathy is already taking over! You need to go, my child! You have to try to get away as fast as you can! But it's dangerous out there, take this. - *Nonna hands you the Deck* - It will guide you, but treat it with respect! Try to reach the city station, I will be there waiting for you. As long as you'll remember your power, everything will be fine: you can use your magic with the cards to overcome any obstacle! Now go, quickly, I'll stay behind to protect you!

D: Well it's you and me now! Lets spare the pleasantries for now! I have to escort you to the city, and we have no time to waste... Lets pick up that Ace, you will need all the cards you can find in order to escape!

Press <A> to pick up the card

D: We must run out of the camp...there should be a gate or a passage somewhere...

Look! There is a door over there, but it is locked!

Wait! There! See that whirlwind? It's a Minuet of Cards! See its colour? You can put a card on it and that kind of special door can be opened using Coin Cards! No, normal people can't see the Minuets!

Press <Y> to put the card on the Minuet of Cards.

When you stand next to a plate, your Vision (name TBD) will show you what will happen
The Vision shows you the event that will happen if you interact with the plate

D: It appears to be a Swords Bridge! The Four of Swords you've just found can come handy!
<Number> indicates the number that activates the plate

D: These bridges appear when they are activated...the appropriate card should do the trick

D: Another bridge! *The Deck seems to snort* This one seems to be able to rotate!

D: I bet that Cup Cards can activate the Minuet of this Bridge!

D: How do we get up there? That Minuet of Cards of Batons can do the trick!

D: Oh yes, I think you're getting the hang of it!

D: Don't forget to pick up all the cards you find on your way, or you might regret it!
Press <LB/RB> to scroll your hand of cards and select the one you need

Look! That Minuet of Cards requires a sword card with a value of 3 or less!

<Arrow down>: you can activate with a less or equal than the displayed number

D: You will find that not every Minuet will swirl right before your obstacle...so pay attention to your surroundings.

This Minuet requires a Club Card with a value of 5 or greater

<Arrow up> : you can activate with a greater or equal than the displayed number

D: Perfect! We are almost safe! Run now! Nonna will keep you safe from the Apathy, but we do not have much time!

L'Apatia segue P fino alla fine del livello.

Cutscene di fine livello

Zoom su P e sulla visuale del campo, dal quale proviene una luce che allontana l'apatia

P avanza automaticamente lungo il ponte

Fade e Caricamento Livello 1

[OPPURE il giocatore riprende il controllo dopo la cutscene con la luce, ed è esortato a proseguire, a quel punto ad un certo trigger ci sarà il fade]

Level_1 Script

Overview

1. Door
 2. Puzzle
 - a. Introduction to camera pan
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Script Level_1

Move the Right Stick to use Camera Pan

D: We made it! I can't believe it! No, I mean, I was sure we would have made it! *Deck clears his...throat?*
Now buck up friend, I'm sure Nonna is absolutely fine, we only need to make it a little bit more deep into the city!

Passando vicino all'ombra di Scaramuccia:

D: What was down there? Could have been...really him? That can't be...

Passando vicino ad un elemento tematico di environment (TBD):

D: Ah! Look at all those hanging clothes down there! That's iconic! And this amazing smell of fresh...

Ad inizio puzzle:

D: Oh! *Deck whistles* We must go up there! This is gonna be tricky! We should have brought a lucky horn with us...

Quando il player attiva la doppia scala

D: Very nice, we took another step forward, kiddo! I must say you are handling magic pretty well! Even though you look kinda...kinda foggy? Is everything fine? Are you worried for Nonna? Don't be worried! She'll be fine!

Vicino ai tubi

D: Ah! I love how shiny these tubes are! They bring energy from the Campi Flegrei, you know? They are full of steam!

In cima all'ultima scala

D: Aren't we a bit too much up high? Don't let me fall! Oh, right, try to not fall as well!

P: >:c

Davanti al Memento

D: Wait! Is that Scaramuccia's Mandolin? It can't be! Has he left it here for us to find?

P: ?

What do you mean "Why is that mandolin so particular"?

It's Scaramuccia's! That mandolin is a Memento of Folklore.

P: :O

D: No, no, not the time to tell you what a Memento is! Grab it and let's go find Nonna, she'll tell you more.

Prima del caricamento

D: Ah! More hanging clothes! Breathe at full lungs!