

Wyverns Era

Final game document

Game overview

Synopsis

Ren is a 31-year-old man who one day wakes up in a foreign mountain's meadow not knowing who he is or how he got there. Roaming around the area, confused, he meets an elderly man who seemingly knows more about Ren than he himself does. Soon enough, Ren is revealed with the secrets of his past, a magical universe filled with massive fire-breathing beasts, and needs to overcome his identity crisis and embark on a journey to take revenge on a certain someone who already has and will continue to impact his life greatly. Will he be able to save the people and the world he loves or will Earth face the same fate as Altair did?

"Wyverns Era" is an Adventure-RPG game which's gameplay consists of intriguing conversations between protagonists and interesting backstories of the characters. You will embark on a physically tough and emotional journey towards retribution for which you must learn how to battle and control your new-found powers.

Setting

Setting takes place in early 2000s Japan, more in depth - Gokayama Mountains, a rural area in the mountains where there are only two small villages. Start area is in the meadow and where the mentor lives. Easy quests, beautiful environment(makes you feel cozy and not on edge). Open world - can travel from the start area to 4 different locations: Hiraga village(a small village near the riverbed and a waterfall coming from the mountains, friendly natives asking for your help);Nara village(a small village deep in the forests, loads of animals around it, more hunting+killing kind quests, friendly villagers); Kayako mountains(snowy+blizzardy, harsh environment, small camping area in the mountain, 1-2 vendors selling/buying useful items) and the Altair universe(through portal that is located somewhere in the mountains, ugly destroyed area, magic flowing everywhere-coming out

from inside the ground too). Start area - easy quests/introduction+mobs, Hiraga - easy quests+mobs, Nara - mediocre difficulty quests+mobs, Kayako - mediocre difficulty quests+mobs, Altair - boss battle, difficult mobs.

Character description - Ren



Ren/Joule(His name in the alternate universe).

Physical details(human form):

Male, has dark straight undercut curtain hair; about 1,70cm tall; blue dull, narrow intimidating eyes; well developed muscular body, has some scars; usually dresses in smart casual - white button up and skin tight jeans.

Skills in human form:

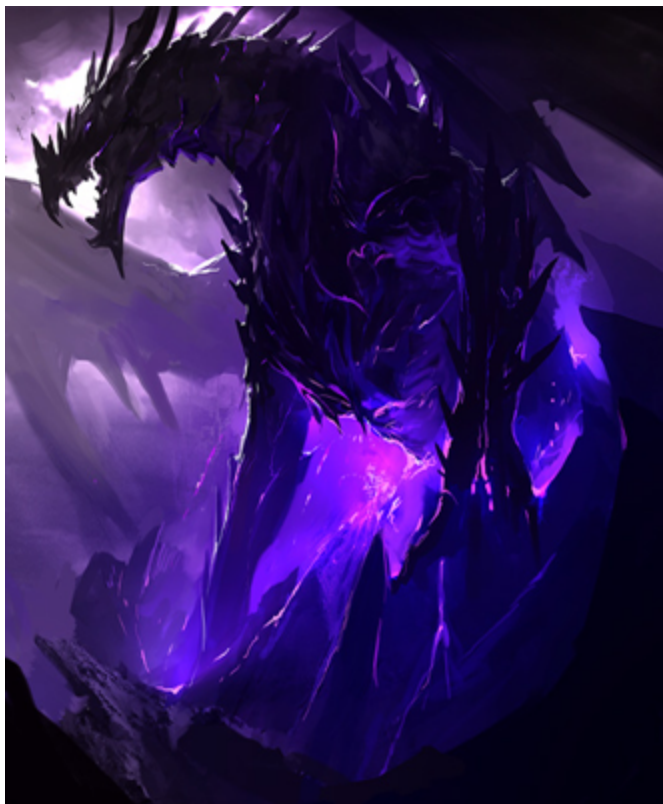
Basic hand to hand combat. Can continuously control and manipulate electricity with right hand(Direct it towards enemies) + make pulses - cast balls of electricity at its enemies, speed evasion, thunderbolt attack - extreme agility + power (for short period of time), absorb electricity to regain mana, thunderclap(AOE blast) - electricity blast casts enemies far away, electro blast - generate a massive explosion of electricity that pulls objects and enemies to its center and then explode blasting them away. Trap - AOE trap that stuns victims, cast an electric whip to damage enemies.

Dragon form:

Inherited the lightning gene from his parents - Breathes lightning pulses. The last of its kind. Overall color of it's armor is black/obsidian and strong, it's more scalyer than furry. His body is covered in sharp spikes and he has two massive horns coming from his head - they can easily take down an enemy. Eyes glow blue, lightning pulses are also blue. Has very wide wings and a long sharp tail that splits into 3 in the end.

Skills in dragon form:

Flight, breathes lightning pulses, tail attack - direct the tail towards enemy and shoot electricity, summon a lightning strike from sky and cast it on enemy. Light law - super-powerful magic attack that only a few have managed to pull off, cast a bright strong blue lightning strike designed to obliterate anyone the caster views as an enemy.



Ren is a 31 year old man now living in Gokayama Mountains, Japan. He was born in an alternative universe called Altair to a dragon-born mother and father. His parents escaped(seeked refuge) to Earth from the evil fire breathing dragon called Vio who managed to destroy their universe. Upon arriving the family took the shape of humans and

also took more Earthly names(Joule's name became Ren). Shortly after coming to Earth, half a year later, Vio was able to re-locate Ren's parents, the only remaining dragons, and murder them leaving Ren an orphan on Earth(Ren was saved thanks to his parents' wit, they hid him in the wine cellar of their house). Ren brought himself up, mostly sleeping on the streets, stealing and scavenging for food when he was younger. Later on, when he turned 14, he was hired to work as an undertaker by the Japanese mafia. He lived a hard life that made him into who he is, a careless cocky man with an inappropriate and sarcastic attitude. One evening, at an underground party, he got drunk and was forced to snort cocaine, as a result of that, he blacked out. That's when his accident happened. The cocaine in his system managed to reprogram his memory and alteration gene which caused him to turn back into a dragon. His body took control and he flew across the country making him end up in the meadow where he woke up with a memory loss.

He then proceeds to make friends with an elderly man, who he calls his mentor, and his cat, Neko.

CHARACTER

MAP:

CHARACTER MAP			
CHARACTER: Ren		STORY:	
RELEVANCE TO STORY			
Role in story	Main character		
They think they want	Answers, vengeance		
True heart's desire	peace?/vengeance		
What if they don't get it?	---		
What's the obstacle?	enemy+himself		
Motivation	duty		
Greatest fear	power, enemy		
Secret(s)	his power		
What sets them apart?	---		
What story complications arise from them?	the story revolves around his powers		
How will they change by the end of the story?	learns to control them		
PHYSICAL DETAILS			
Gender	male	Age	31
Build	well developed, muscular	Hair	dark, straight undercut
Physical impact	---	Eyes	blue - dull, narrow, intimidating
Scars/marks	some scars on body		
How they dress	smart casual, white button up + black skin tight jeans		
How they speak	sometimes blunt, maybe a little inappropriate and sarcastic		
Mannerisms	intimidating yet calm unless angered		
PERSONAL DETAILS			
Birth place & date	alternative universe	Ethnic origin	dragon
Marital status	none	Sexuality	straight
Occupation	----	Financial status	---
Spouse/partner	---		
Current home	Gokayama Mountains		
Closest friend(s)	His mentor		
Enemy(ies)	Vio		
Skills and talents	Can alter between a dragon and a human		
Hobbies	---		
Pets	Mentor's cat		

BACKSTORY

Type of childhood	Parents were killed - looking for vengeance / worlds threatened
Education	Other dimension
Religion	Unknown
Past friends	Unknown
Past enemies	
Past love	None
Past jobs	Undertaker
Formative experiences	---

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CHARACTER MAP

FAMILY

Living or dead? Nature of relationships	dead
---	------

PERSONAL PREFERENCES

	<i>Favourite</i>	<i>Least Favourite</i>
Place	Mentor's cabin	big cities
Colour	black	red
Food	ramen	natto
Drink	water	coffee
Smell	freshly cut grass	blood
Book	--	--
Music	--	--
Film	--	--
Clothing	button up shirts	shorts
Activity	training	reading

PERSONALITY AND ATTITUDES

One line summary	
World view	doesn't really concern himself with complicated stuff, wants others to live tho
First impression	rather not that happy of a character, careless
How this changes	he is not completely careless since his motivated to take revenge and save the world
Seen by self as	meh
Seen by others as	person who gives no fucks
Dominant emotion	couldn't care less
Responsibilities	train hard, save the world
Burdens	responsibility over the fate of Earth
Ambitions	--
Strengths	powerful
Weaknesses	not really sure at this point
Regrets	--
Laughs at	--
Moved by	--
Afraid of	losing people special to him
Angered by	--
Delighted by	--
Disgusted by	--
Vulnerable to	special people(mentor for ex) in danger, fire
Prejudices	--
Morality	--
Most valued person	was family, now mentor
Most valued thing	Neko(Mentor's cat)
Most valued qualities	determination
What makes them come alive and why?	his determination to get better in order to beat his enemy
Other positives. Why are these relevant?	stamina, excuisite physique, great battling skills
Other flaws. Why are these relevant?	self-sacrificing

Character description - Mentor



Mentor/Yamato/Progath(His name in the alternate universe).

Physical details(human form):

Short elderly man, with a cane, blind. He is wearing a ragged black kimono and traditional Japanese Geta(shoes). Has a kind warm smile. His face is covered in wrinkles and his eyes are aged, there's a deep scar on the right side of his face running all the way from his forehead to his cheek. His head is covered with thinning hair which is winter-white and his long beard is as white as snow. The man's voice can be described as feeble and trembling.

Dragon form:

Wise looking, white colored furry dragon. He is a wind dragon which means he breathes air and can control the flow of air. Eyes glow white, has four long antler-like horns coming from his head, kind of looks like a crown or a headpiece. Smaller in comparison to Ren. Tail is long and thin, wings are wide and strong like bats but are somewhat broken towards the end. Has small stumpy spikes on his back starting from his head till his tail end.



The mentor(Progath, Yamato) is a friendly older man that was also born as a dragon in Altair, he was called Progath and was born into the line of wind dragons. He moved to Earth many centuries ago when Altair first started having problems with Vio and took the name Yamato. The only dragons that knew about his moving were Ren's parents, who looked up to Progath in Altair, he was like their father there. The mentor tried convincing Ren's parents to come with him, but they decided to stay until the situation got very bad and eventually escaped Altair to come and live near Progath. Progath was devastated when he heard that Vio managed to find Ren's parents and swore to teach Ren their ways when he is ready. Before Vio was able to kill Ren's parents, Ren's mother gave Progath a green dragon as a memoriam of Altair and everyone that lived there, she also managed to save an old framed picture of the three of them in Altair which he later took home with him. The

mentor is now tasked with teaching Ren how to fight and defeat Vio so that Earth wouldn't face the same fate as Altair did.

Character description - Vio



Dragon form:

Big, scary looking, red colored fire dragon that breathes hot scorching fire. His skin is like armor, covered in scales. He has 2 horns coming from his head and a long wing like spike running down his spine. His eyes glow red and have pupils.

A fire dragon that went mad with power in Altair. His ultimate goal was to destroy every dragon on Altair and have only him and his followers remain. He managed to achieve his goal and destroyed Altair completely. What he found out years later was that someone managed to escape while he was the ruler of Altair and that a dragon is plotting his revenge

on Earth. He sent his troops to Earth so they could destroy him. On top of that he wanted to kill all Earthlings so they could move from the destroyed Altair to Earth because Earth has better conditions for colonization.

Genre + look and feel

“Wyverns Era” is an immersive third person RPG game, with an interesting storyline. It has many side quests and a single story quest. The game has occasional branching paths and different conversation options. The game is a 3D action adventure game with mostly bright happy colors(greens, oranges, reds, yellows, blues etc.) The game is set in a remote mountain area in Japan that has lush forests and a beautiful scenery, making it feel like a place you want to protect.



The environment should bring the player joy and make the player happy, relaxed. Bright colors show happiness and faith even in the darkest times.

But there is an exception to this peaceful area. The end battle area has very dark tones(dark and light purples, dark blues, all kinds of reds) and is rather depressing - it's filled with death and decay caused by the destruction of Vio. The area is eerie and makes the player feel hate and stressed, it makes them scared and angry.



"Wyverns Era's" game references are Assassins Creed, Dragon Age, The Witcher 3, TERA, Tomb Raider.

Gameplay and mechanics

Objective

The objective of this game is to save Earth from the evil dragon Vio who wants to destroy Earthlings(human race) in order to raise his own superior dragon race since Altair is not habitable for colonization. The main character must stop him and his followers. The story helps the character gain new powerful skills and enhances his abilities so the character would be able to stop Vio.

Game structure and progression

The game is open world, there are 4 different areas you can travel to. The fourth area can only be accessed through the third area(Mountains) - which means you can only travel to Altair through the mountains(after finishing the game you can travel from anywhere to everywhere). Start area - easy quests/introduction+mobs, Hiraga - easy quests+mobs, Nara - mediocre difficulty quests+mobs, Kayako - mediocre difficulty quests+mobs, Altair - boss battle, difficult mobs. Every area has a boss battle at the end(3 bosses) that must be defeated in order to be able to kill Vio(last boss) and the bosses get progressively harder depending on the area you are in. The world offers multiple side quests and one single story quest that the player can follow. The player can choose themselves in what order they want to play the game, side quests first or purely focusing on story missions. After finishing one area you have killed 1/3 mini bosses from Vio's army - you must kill all 3 to be able to kill him(you do have the option to skip them, but the end battle will be nearly impossible).

Mechanics

The character has many abilities. His usual attacks are hand in hand combat skills. But since he has powers, he can do much more - he can continuously control and manipulate electricity with right hand(Direct it towards enemies) + make pulses - cast balls of electricity

at its enemies, speed evasion, thunderbolt attack - extreme agility + power (for short period of time), absorb electricity to regain mana, thunderclap(AOE blast) - electricity blast casts enemies far away, electro blast - generate a massive explosion of electricity that pulls objects and enemies to its center and then explode blasting them away. Trap - AOE trap that stuns victims, cast an electric whip to damage enemies.

He also has abilities in his dragon form - He inherited the lightning gene from his parents - Breathes lightning pulses. The last of its kind.

As mentioned before there are 3 mini bosses. They gradually get harder depending on which area you are in. They have multiple mechanics and key mechanics + AOE attacks. First boss - Fire dragon, who breathes scorching hot fire. He is very big but not that strong since their ability to breathe fire is short. Second boss - Steel dragon who has the ability to harden it's skin making him difficult to hit. They also breathe fire but the fire isn't as powerful as fire dragon's. Third boss - Wind dragon, he can breathe wind and control the flow of air making him the hardest to kill, he is also the smallest boss. The other opponents aren't as difficult to kill than bosses. They have only limited attacks and can be taken down rather easily, some of them require more agility than others but mostly they are easy opponents.

Since the area is filled with animals, they often can be interacted with and they will take you to sacred hidden areas where you can find various items(collectables to sell, equipment etc). The collectables can be sold for in game currency with which you can buy better gear. The game also has skill trees, you can choose yourself which kind of skills you want to learn and equip.

Attachments

Blog Entry 1:

He opens his eyes

CUTSCENE

Startled-yet wordless, he finds himself in a meadow, filled with blooming yellow flowers, confused as to who he is and how he ended up here. He gently sits up and looks around. It's sunset - the sky is painted with warm colors like ripe oranges mixed with chamomile tea.



A bright yellow sun is peeking behind the horizon of trees while a gentle warm summer breeze moves his straight undercut curtain hair gently back and forth. He runs his slender hand through his dark hair and notices that he is wearing no shirt and that his black pants are torn apart. He realizes that his well-developed muscular body is covered with deep scratching wounds, so deep in fact that they are pouring with blood. What follows is a

strong throbbing headache to the back of his head. He is hit with fragments of memories from the past.

"What the hell?" He says with a distressed emotion on his face.

He grabs his head and closes his narrow, intimidating dull blue eyes that have dark circles under them despite having a deceptively youthful face, hoping that the pain will pass.

~THROWBACK TO HIS MEMORIES

In his memories, he sees a blonde petite woman, a passer-by, screaming and hysterically running away from him as he hears a deep roar, a roar that shook the Earth itself ripping across the air through the massive forest like thunder . ~

CUTSCENE CONTINUES

"Where am I? What happened?" He says expressionlessly.

He gets up and brushes off grass and broken flowers off himself. He notices a trail of smashed flowers behind him and a big patch of squashed flowers around him. It looks like something big fell from the sky.



CUTSCENE ENDS

[You're now able to move and look around with your character]

Blog Entry 2:

--/--.....--/--

[You're now able to move and look around with your character]

You do a spin and see that you are surrounded by a massive forest in all sides - a meadow in the middle.

You can see a pathway of red glowing footsteps, that belong to a human, leading to the edge of a forest where there is a little house peeking through the trees. You slowly start moving towards the house, following the footsteps. Upon arrival to the forest, you see that the house is a wooden cabin with gray smoke coming from the chimney. Someone must be here..



CUTSCENE

Suddenly, a man appears out of nowhere behind you and you hear a feeble trembling voice say: "You finally came". You turn towards the voice. There is a short elderly man, with a cane standing opposite of you. He is wearing a ragged black kimono and traditional Japanese Geta(shoes). He looks at you and shares a kind warm smile. His face is covered in wrinkles and his eyes are aged, there's a deep scar on the right side of his face running all

the way from his forehead to his cheek. His head is covered with thinning hair which is winter-white and his long beard is as white as snow.

He passes you from the right and slowly walks towards the house. You then realize the old man is blind. The old man's feeble voice says: "Come inside".

OPTION:

**Go inside* - If chosen -> automatically follows the elderly man.*

or

**Look around* - if chosen -> ↓*

CUTSCENE ENDS

[You're now able to move and look around with your character]

Blog Entry 3:

--//--.....--//--

OPTION:

**Go inside* - If chosen -> automatically follows the elderly man.*

or

**Look around* - if chosen -> ↓*

CUTSCENE ENDS

[You're now able to move and look around with your character] (Character looks around in the environment, walks in the forest/around the house etc.)



Once character enters the house, the elderly man says:

"Come sit down."

But you still have the opportunity to look around in the Japanese style cottage house. If chosen -> The character walks around in the old man's house. His house is tidy and traditional. In the old man's living room, the character spots a green dragon figurine on the shelf. Next to it, a framed picture with what seems to be of 3 people posing together for the camera. In the bedroom, there are piles of old books placed on the ground, one of them reads "101 questions and unanswered myths about Earth". Next to the old man's bed, on a cupboard, is a conveniently placed shiny rock on a parchment notebook, that has some notes in it. The character picks up the notebook, it's filled with weird letters and symbols the character has never seen before. The character spots a handmade staff in the corner of the room, he goes and picks it up, nothing happens.

Objective -> Approach the man in the living room.

When approached..



CUTSCENE

You sit down on the floor under a Japanese kotatsu, the elderly man is sitting opposite to you pouring tea for himself.

"Green tea?" he asks.



*[kind]*Pick up the cup and reach arms towards him* - If chosen -> He pours you tea, yet remains silent but smiles gently.*

or

*[arrogant]*Deny* - If chosen -> Character asks: "Where am I?", elderly man proceeds to pour you tea and remains silent.*

"It is getting dark outside, you better stay here for the night." says the elderly man. "The closest town is a day-on-foot away."

"Where am I?" You ask with a contempt facial expression. You pick up your tea(even if you denied it) and take a sip.

"In Gokayama Mountains.." He pauses and takes a sip of his green tea.

"I heard a massive thud this morning and saw something fall out of the sky onto the meadow fields. I followed the trail of broken flowers and eventually made it up to you. You looked rough and beaten, tired, so I just left you there to rest since you were unconscious anyway. I knew you would eventually make it here. - you followed the glowing footsteps, huh?"

You nod in disbelief. "Who are you? Who am I? Why can I see the footsteps?" you ask.

The old man finishes his cup of tea and gets up. "It's getting late, we should head to sleep."

OPTION:

*[angry]*Get up furiously* - If chosen -> Character gets up furiously and asks "Why are you not telling me anything?! How am I supposed to believe you?! Who even are you?!"*

To which the old man replies: "Tomorrow is brighter." and leaves to his room and you proceed to go to the living room to sleep in your futon.

or

*[modest]*Finish your tea* - If chosen -> You finish your tea and go to the living room and go sleep in your futon.*



CUTSCENE ENDS



BLACK SCREEN



NEW DAY

Blog Entry 4:



Ren/Joule(His name in the alternate universe).

Physical details(human form):

Male, has dark straight undercut curtain hair; about 1,70cm tall; blue dull, narrow intimidating eyes; well developed muscular body, has some scars; usually dresses in smart casual - white button up and skin tight jeans.

Skills in human form:

Basic hand to hand combat. Can continuously control and manipulate electricity with right hand(Direct it towards enemies) + make pulses - cast balls of electricity at its enemies, speed evasion, thunderbolt attack - extreme agility + power (for short period of time), absorb electricity to regain mana, thunderclap(AOE blast) - electricity blast casts enemies far away, electro blast - generate a massive explosion of electricity that pulls objects and enemies to its center and then explode blasting them away. Trap - AOE trap that stuns victims, cast an electric whip to damage enemies.

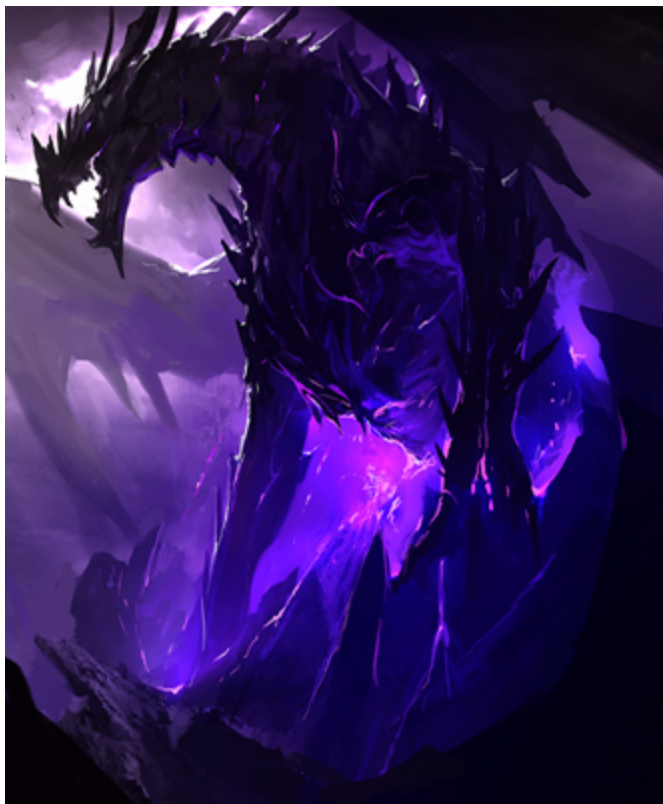
Dragon form:

Inherited the lightning gene from his parents - Breathes lightning pulses. The last of its kind. Overall color of it's armor is black/obsidian and strong, it's more scalyer than furry. His body is

covered in sharp spikes and he has two massive horns coming from his head - they can easily take down an enemy. Eyes glow blue, lightning pulses are also blue. Has very wide wings and a long sharp tail that splits into 3 in the end.

Skills in dragon form:

Flight, breathes lightning pulses, tail attack - direct the tail towards enemy and shoot electricity, summon a lightning strike from sky and cast it on enemy. Light law - super-powerful magic attack that only a few have managed to pull off, cast a bright strong blue lightning strike designed to obliterate anyone the caster views as an enemy.



Ren is a 31 year old man now living in Gokayama Mountains, Japan. He was born in an alternative universe called Altair to a dragon-born mother and father. His parents escaped(sought refuge) to Earth from the evil fire breathing dragon called Vio who managed to destroy their universe. Upon arriving the family took the shape of humans and also took more Earthly names(Joule's name became Ren). Shortly after coming to Earth, half a year later, Vio was able to re-locate Ren's parents, the only remaining dragons, and murder them leaving Ren an orphan on Earth(Ren was saved thanks to his parents' wit, they hid him in the wine cellar of their house). Ren brought himself up, mostly sleeping on the streets, stealing and scavenging for food when he was younger. Later on, when he

turned 14, he was hired to work as an undertaker by the Japanese mafia. He lived a hard life that made him into who he is, a careless cocky man with an inappropriate and sarcastic attitude. One evening, at an underground party, he got drunk and was forced to snort cocaine, as a result of that, he blacked out. That's when his accident happened. The cocaine in his system managed to reprogram his memory and alteration gene which caused him to turn back into a dragon. His body took control and he flew across the country making him end up in the meadow where he woke up with a memory loss.

He then proceeds to make friends with an elderly man, who he calls his mentor, and his cat, Neko.

CHARACTER

MAP:

CHARACTER MAP			
CHARACTER: <u>Ren</u>		STORY: _____	
RELEVANCE TO STORY			
Role in story	Main character		
They <i>think</i> they want	Answers, vengeance		
True heart's desire	peace?/vengeance		
What if they don't get it?	---		
What's the obstacle?	enemy+himself		
Motivation	duty		
Greatest fear	power, enemy		
Secret(s)	his power		
What sets them apart?	---		
What story complications arise from them?	the story revolves around his powers		
How will they change by the end of the story?	learns to control them		
PHYSICAL DETAILS			
Gender	male	Age	31
Build	well developed, muscular	Hair	dark, straight undercut
Physical impact	---	Eyes	blue - dull, narrow, intimidating
Scars/marks	some scars on body		
How they dress	smart casual, white button up + black skin tight jeans		
How they speak	sometimes blunt, maybe a little inappropriate and sarcastic		
Mannerisms	intimidating yet calm unless angered		
PERSONAL DETAILS			
Birth place & date	alternative universe	Ethnic origin	dragon
Marital status	none	Sexuality	straight
Occupation	----	Financial status	---
Spouse/partner	---		
Current home	Gokayama Mountains		
Closest friend(s)	His mentor		
Enemy(ies)	Vio		
Skills and talents	Can alter between a dragon and a human		
Hobbies	---		
Pets	Mentor's cat		

BACKSTORY

Type of childhood	Parents were killed - looking for vengeance / worlds threatened
Education	Other dimension
Religion	Unknown
Past friends	Unknown
Past enemies	
Past love	None
Past jobs	Undertaker
Formative experiences	---

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CHARACTER MAP

FAMILY

Living or dead? Nature of relationships	dead
---	------

PERSONAL PREFERENCES

	<i>Favourite</i>	<i>Least Favourite</i>
Place	Mentor's cabin	big cities
Colour	black	red
Food	ramen	natto
Drink	water	coffee
Smell	freshly cut grass	blood
Book	--	--
Music	--	--
Film	--	--
Clothing	button up shirts	shorts
Activity	training	reading

PERSONALITY AND ATTITUDES

One line summary	
World view	doesn't really concern himself with complicated stuff, wants others to live tho
First impression	rather not that happy of a character, careless
How this changes	he is not completely careless since his motivated to take revenge and save the world
Seen by self as	meh
Seen by others as	person who gives no fucks
Dominant emotion	couldn't care less
Responsibilities	train hard, save the world
Burdens	responsibility over the fate of Earth
Ambitions	--
Strengths	powerful
Weaknesses	not really sure at this point
Regrets	--
Laughs at	--
Moved by	--
Afraid of	losing people special to him
Angered by	--
Delighted by	--
Disgusted by	--
Vulnerable to	special people(mentor for ex) in danger, fire
Prejudices	--
Morality	--
Most valued person	was family, now mentor
Most valued thing	Neko(Mentor's cat)
Most valued qualities	determination
What makes them come alive and why?	his determination to get better in order to beat his enemy
Other positives. Why are these relevant?	stamina, excuisite physique, great battling skills
Other flaws. Why are these relevant?	self-sacrificing

Blog Entry 5:

Also made it on Twinery where it's probably easier to read and understand. ;)

<https://twinery.org/2/#!/stories/f89236e3-a80e-4e09-b78d-08138d804053/play>

CUTSCENE

(NB: THE WAY YOU RESPOND&BEHAVE WITH THE MENTOR LATER ON REFLECTS ON HOW HE WILL BEHAVE & HELP YOU).

The next day arrives. You wake up to the sound of the old man mumbling gibberish outside. You decide to go have a look. You find the old man sitting on the grass outside doing yoga, he looks at you and says-..

Mentor: Good morning!

A)OPTION;

A)[considerate]Ren: Morning. (Mentor approves+1 friendship)

A)[rude]Ren: *stays quiet* -> if chosen, the old man says: "hmm" and throws a stinky eye. (Mentor disapproves-1 friendship)

Mentor: Sleep well last night?

Ren: Couldn't close my eyes for hours. When are you going to tell me what the hell is going on here?

Mentor: We are in no rush. You need to gain some energy first.

The mentor gets up and heads to the kitchen. You notice a snow colored cat walk past the old man, it's heading towards you. The cat rubs her head against your leg, you squat and scratch it's head. You then proceed to the kitchen. The old man is whipping up some ramen noodles.

Mentor: Listen.. Your name is Ren. You were born in another universe called Altair, but your parents seeked refuge to Earth from the mad dragon Vio. The re..

B)OPTION;

B)[careless]Ren: Huh, another universe? *he interrupts the mentor* -> if chosen ↓ (Mentor disapproves-1 friendship)

Mentor: Yes, a universe solely made for dragons.

(A drawn cutscene starts playing -> shows 4 types of dragons, protecting each other and co-existing, fighting enemies).

The powerful all mighty dragons ruled that world and were the protectors of it's kind. There were 4 different kinds of dragons; 1) Wind dragons who could breathe wind and control the flow of air, inhaling air(which they were surrounded by) gave them mana - that's what made them more powerful among others. 2) The fire dragons who..

C)OPTION pops on the screen;

C)[Mean]Ren: Umm.. Sounds like something from a fairy tail. *he interrupts the mentor again* -> if chosen the mentor raises his eyebrow and looks at Ren in slight shock, then continues(Mentor disapproves-1 friendship).

C)[calm]Ren: *pays attention, nods in approval* (Mentor approves+1 friendship)

..could breathe fire. Their fire was scorching hot destroying everything in it's path, but they couldn't control it for a long period of time having to regenerate mana over short periods of time. 3) Steel dragons who could harden their skin into hard metal and who could also breathe fire(not as strong though), they regenerated mana by eating metal...

D)OPTION pops on the screen;

D)[Abrupt]Ren: Yea, like I believe this shit. -> if chosen the mentor gets slightly upset and says: Alright, if you're not willing to listen right now, I'll tell you some other time.(Mentor disapproves-1 friendship) (CONVERSATION ENDS)

D)[Understanding]Ren: And what what about the last kind? Also how do you know all this stuff? Are you not from Earth?(Mentor approves+1 friendship).

...4) I'll tell you about myself and my past some other time. The last kind are lightning dragons. They were the most powerful yet rarest dragons out there. They breathe lightning pulses and contain a great deal of lightning bolts in their bodies that they can shoot through their tails. On top of that, when they attack, they develop a barrier of lightning around them.

B)[attentive]Ren: *character stays quiet and lets mentor finish his sentence* (Mentor approves+1 friendship)

Mentor: ..Sought refuge to Earth from the mad dragon Vio. The reason you're on Earth is because of Vio attacking Altair.*the mentor then proceeds to talk about the kinds of dragons like above↑*....

(OUTCOME IF UR CALM AND ATTENTIVE):

Ren: Eehh.. And what does this have to do with me?

Mentor: You are the only dragon left in the universe, the only dragon who survived Vio's attack. You must stop Vio.

Ren: Umm.. Why me?

Mentor: I'll tell you about that later. For now, enjoy the fulfilling ramen I made you.

The old man smiles warmly and hands you a nice bowl with hot steaming ramen.

(OUTCOME IF UR RUDE):

The conversation ends after Ren being rude.

The old man slides the bowl of ramen in front of you.

Blog Entry 6:

Since I have previously already set the scene and mood in my posts, I shall copy and paste some parts of my story. :) I will add some new descriptions too.

SCENE 1/LOCATION 1(Waking in the meadow)

My character wakes up in a meadow, filled with blooming yellow flowers. It's sunset - the sky is painted with warm colors like ripe oranges mixed with chamomile tea. A bright yellow sun is peeking behind the horizon of trees while a gentle warm summer breeze is blowing. There is a big patch of squashed flowers followed by a trail of smashed flowers in the meadow.

As I mentioned in one of my blogs, the character is in Gokayama Mountains. The location is surrounded by mountains, making for a cool, secluded area - closest town is a day-on-foot away.



This picture in my opinion is a very good representation of what I had in mind so I just had to post it again! :)

SCENE 2/LOCATION 2(Forest)

The meadow is surrounded by a massive thick green forest, it's summer time so most plant life is thriving - the forest mostly consists of tall spruces, birch trees, big cedar trees and a few walnut trees placed here and there. The grass is thick, tall and green, a few blooming flowers here and there. (On the way to the house, there is a big boulder to the right that you can climb on). You can hear the forest move in the breeze as if it was alive, the forest is very lively - cicadas chirping, birds flying, a bunny hopping somewhere. - The forest can be described as a fairy forest.



↑ I like the ground part of this particular picture, the bushiness and overall vibe. (Of course not all places are so bushy, there is shorter grass too). But the upper part is not what I imagined, I feel like the trees are too naked, more lush is needed + the fog is a little overkill.



SCENE 2/LOCATION 3(Cabin in the woods)

There is a little wooden cabin house peeking through the trees, not very deep into the forest - it was visible from the edge of the trees. The cabin is a Japanese style house, with loads of open areas and sliding doors + windows, the roof is made of a dark tile and the front of the cabin has a porch area perfect for sitting. The cabin is surrounded by trees and there is a little area in front of the cabin where the grass is shorter - perfect for barefoot walking. There's a lot of different colored flowers growing, some bees buzzing around, cicadas still chirping loudly. There is a small well in front of the cabin too, where you can get water. On one side of the house there is a beautiful weeping willow.

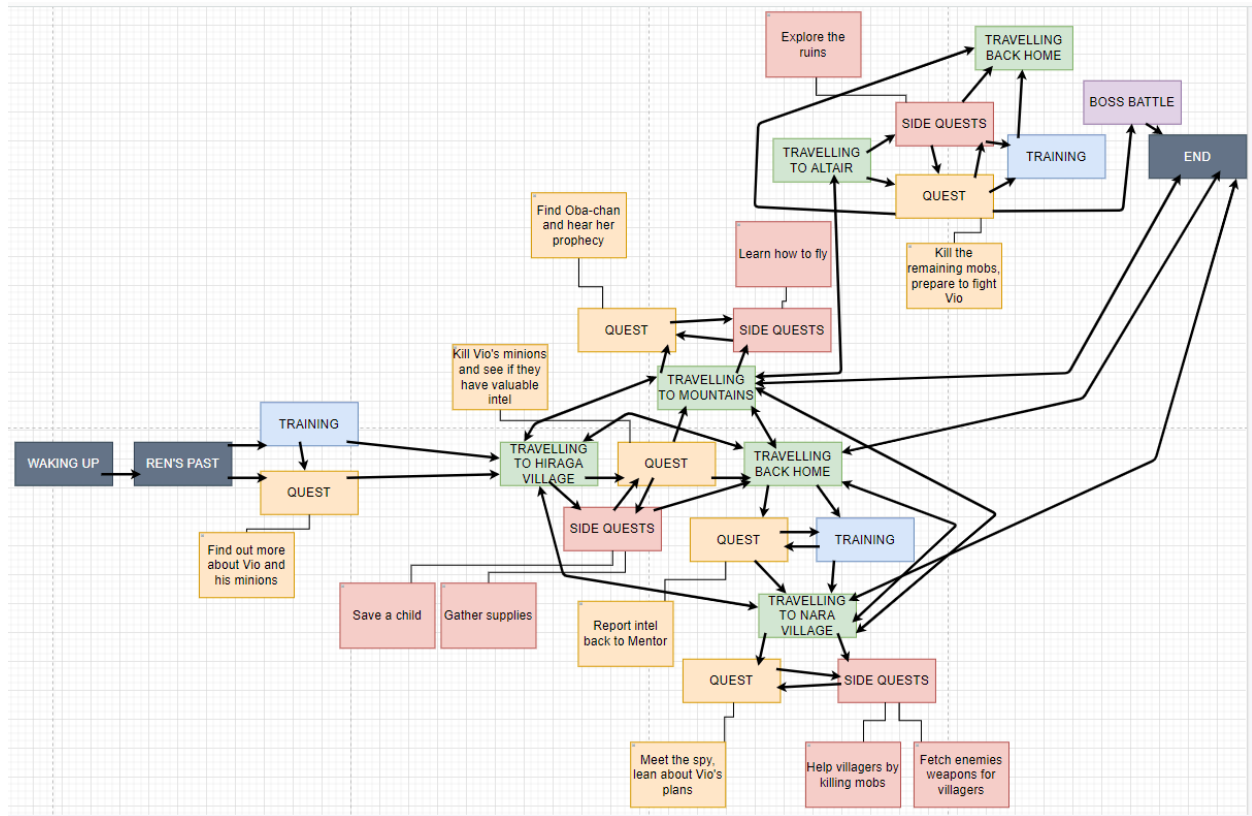


Blog Entry 7:

Ren is a 31-year-old man who one day wakes up in a foreign mountain's meadow not knowing who he is or how he got there. Roaming around the area, confused, he meets an elderly man who seemingly knows more about Ren than he himself does. Soon enough, Ren is revealed with the secrets of his past, a magical universe filled with massive fire-breathing beasts, and needs to overcome his identity crisis and embark on a journey to take revenge on a certain someone who already has and will continue to impact his life greatly. Will he be able to save the people and the world he loves or will Earth face the same fate as Altair did?

"Wyverns Era" is an Adventure-RPG game which's gameplay consists of intriguing conversations between protagonists and interesting backstories of the characters. You will embark on a physically tough and emotional journey towards retribution for which you must learn how to battle and control your new-found powers.

Blog Entry 8:



Self-Reflection:

In general I am pleased with what I wrote. The story should be understandable, maybe not very original(it's actually very hard to come up with a unique story I think), but good in my opinion. I think I could've definitely done better with the overall idea but since we don't have a whole year to write a short piece of narrative, for that time it's fine. I know if I had more time I could have had the opportunity to think about my story more thoroughly and could have added more deeper, messed up conversations and backstories. Other than that, I am confident in my writing skills and didn't find this task very difficult since letting my imagination flow isn't something that makes me break a sweat since I have creative tendencies. I definitely have improved my vocabulary a little bit since I had to google a lot of synonyms for everyday words to make the story a bit more quirky.

I did often struggle with making the story come together as a whole, because I'm the kind of person who writes stuff as it comes to mind, I don't think in advance. So trying to figure out what happens between the beginning and end was a tad bit difficult. Also I think I have more skills writing a regular novel or a movie script. Writing for games is something that I find kind of challenging. You have to think about every move your character does and how they do it - not that it doesn't apply for regular writing, but it has to make sense game wise as well. And don't even get me started with quests, they seem like a pain in the butt.

During this course I have actually understood how difficult it is to be a writer, big credit to them for coming up with some awesome storylines! I have myself been keeping a diary for years, but that compared to some complex stories like Harry Potter for example is mindblowing, and to think there are still secrets about that story we don't know, wow!

Extras:

<https://sinnarrative.tumblr.com/>

Password: laura

<https://twinery.org/2/#!/stories/f89236e3-a80e-4e09-b78d-08138d804053/play>