

Narrative design document

Preface

This document was originally a collaborative document between myself, Denis Borodin, and the lead narrative designer of “AdoraBullet”, Floor Kieviet.

To see Floor Kieviet’s work, please [click here](#)

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Questions to be answered

- Why is the player in space?
- Why is the player killing the enemies?
- Who are the enemies?
- What are the motives?
- Who is the main character?

Main character

- Name

Rae Stellaris

- Motive

Avenge her parents death and assure the safety of her planet Lunaheim.

- Backstory

When Rae was just a baby, her parents died in a fight trying to protect Lunaheim from Emperor Quack's army. Both her parents were well-known space protectors and their death was an important date in Lunaheim's history. Rae's grandparents ended up taking care of her.

When Rae grew older she decided to join the galactic bootcamp against her grandparent's wishes. She wanted to enroll in the camp at 16 and grow to be a strong soldier just like her parents. Her biggest driving force was her dream to avenge her parents and defeat emperor Quack. Her grandparents were shocked by her strong will and let her go.

While training the coaches always thought Rae had a strong sense of righteousness and anger. Both her drive and her connection to her parents helped her get promoted to Corporal.

As soon as her promotion ensued Rae begged for a mission to defeat emperor Quack. The coaches knew this would be a suicide mission, but they also knew that even if they said no, Rae would steal a ship and go regardless so they accepted and sent her out to defeat emperor Quack.

Game description

Join Rae Stellaris in an epic quest through the cosmos in this cutesy, Game Boy-inspired bullet hell. As the daughter of legendary Lunaheim galactic soldiers who died protecting the planet in a fight against Emperor Quack, Rae's destiny is to destroy the Emperor Quack to avenge her parents and keep her home planet Lunaheim safe.

Rae Stellaris is the daughter of Legendary Lunaheim galactic soldiers who lost their lives in a fight trying to defeat Emperor Quack. Following in her parents' footsteps, Rae trained for four years in the galactic bootcamp and earned the rank of Corporal. After her promotion, Rae demanded for the mission to defeat Emperor Quack alone. Her superiors knew it was a suicide mission, but due to Rae's tenacity and determined righteousness, they let her go with the fate of Lunaheim in her hands.

Player lines (Written by Floor Kieviet)

Rae [Start of game + Big player sprite]

"Hiiii ^_^ :3"

"I can't believe I'm finally out here in space and away from Lunaheim :p"

"I am exactly where my parents were years ago!!! That is just so *amazestars*."

"Can't wait to get in my bubblegum core ship and **KILL** some ~~people~~ space grunts!"

"Emperor Quack will be sooooo sadge when I turn his silly grunts into space junk teehee"

"I'll stop talking now before I come off as mentally **SILLY!**"

"Emperor Quack, here I *comet!*"

First grunt [Before attacking]

"Let's play hide and seek! I hide and you seek professional help!"

Rae [Random after each phase]

Suggestions:

"xd"

"*spits*"

"I'm not like other girls.. I'm worse"