

Mission 1B: The Compound

The Compound is a narrative design document for a mission in a top down game. The Compound is designed to be a part of a larger story set in the Orb Walker story world I created as a part of my advanced writing for games class in 2022.

Initial plot:

Far in the future, humanity discovered the void, a seemingly infinite energy source harvested from another dimension. The discovery pushed human technology and achievement into an unprecedented golden age. But just as it began it quickly backfired and the void dimension fought back sending demons and freezing over the world and driving what's left of humanity to the Foundation, humanity's last city.

Organized void activity has ceased since the invasion however something evil is brewing on the outskirts of the last city.

Cadmus, Toeva, and Watson are Orbwalkers, heroes imbued with the power of the void pursuing illegal undocumented traces of energy from the void dimension. Their quest has led them outside the walls of the Foundation into an abandoned city in the snowy hellscape, while pursuing rogue members of Phoenix, an order meant to maintain peace in the Foundation.

Mission Outcome:

Cadmus confronts Ash, his brother and the characters learn of the violet order and their goals of the violet age. Additionally Cadmus gets his arm cut off in the ensuing battle and Watson frantically unleashes void energy to save him but destroys the bridge they're on and throws them both into the running water below. Toeva arrives in the basement as the bridge crashes and she runs and jumps into the water behind them.

Setting:

- **Abandoned City:** A city destroyed and abandoned in the great invasion in the middle of a Snowy wasteland. It faces a large mountain range where an old mining operation took place.
 - Various watch towers around the compound serve as objectives for the player to take out before they can approach the compound
 - Mountain ridge next to the compound, a point the player approaches to zipline into the compound after taking out the watchtowers.
- **Phoenix military compound** is a concrete compound guarding the entrance to the mountain range where the void signals are coming from.
 - Underground room deep in the heart of the compound with a massive bridge high above running sewer water with a large purple void light coming from some off screen source. Area is similar to the Dark Knight Rises.

Characters:

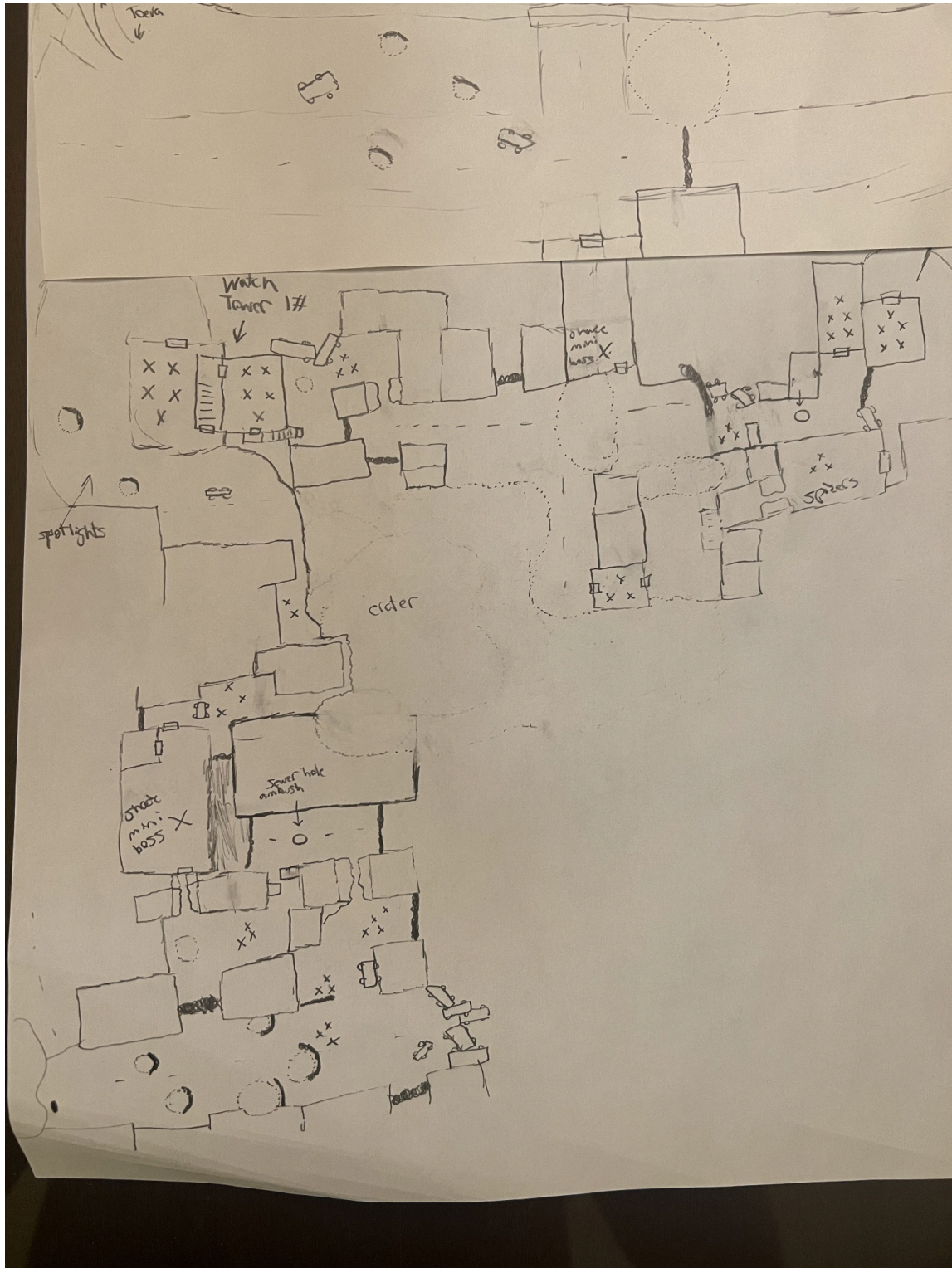
- **Dr Watson** (player character) - A Scientific researcher in the Foundation caught up in the rogue phoenix plot after her facility was mysteriously attacked. She was stabbed by Tybur and reborn with void abilities.
 - Asked to join the quest by Cadmus
- **Cadmus** - Leader of Phoenix, widely regarded as the hero of the invasion and the Foundation's greatest defender, someone that everyone looks up to and he's also the strongest Orbwalker.
 - Started the quest after saving Watson
- **Toeva** - The first orbwalker, Toeva is a skilled sniper and mentor figure of the group. Split from Phoenix and her romantic relationship with Cadmus after the Reordering Convention.
 - She joined the quest after Cadmus showed her the scan of high void readings.

- **Ash** - Cadmus's brother, best friend, and a commander of Phoenix. He and Cadmus stopped talking after a difference of opinion at the Reordering Convention, now the leading man of the Violet Order and is an Orbwalker who sides with the void.
- **Tybur** - The crazed assassin from the Violet Order, and leader of the group that attacked the facility and stabbed Watson.

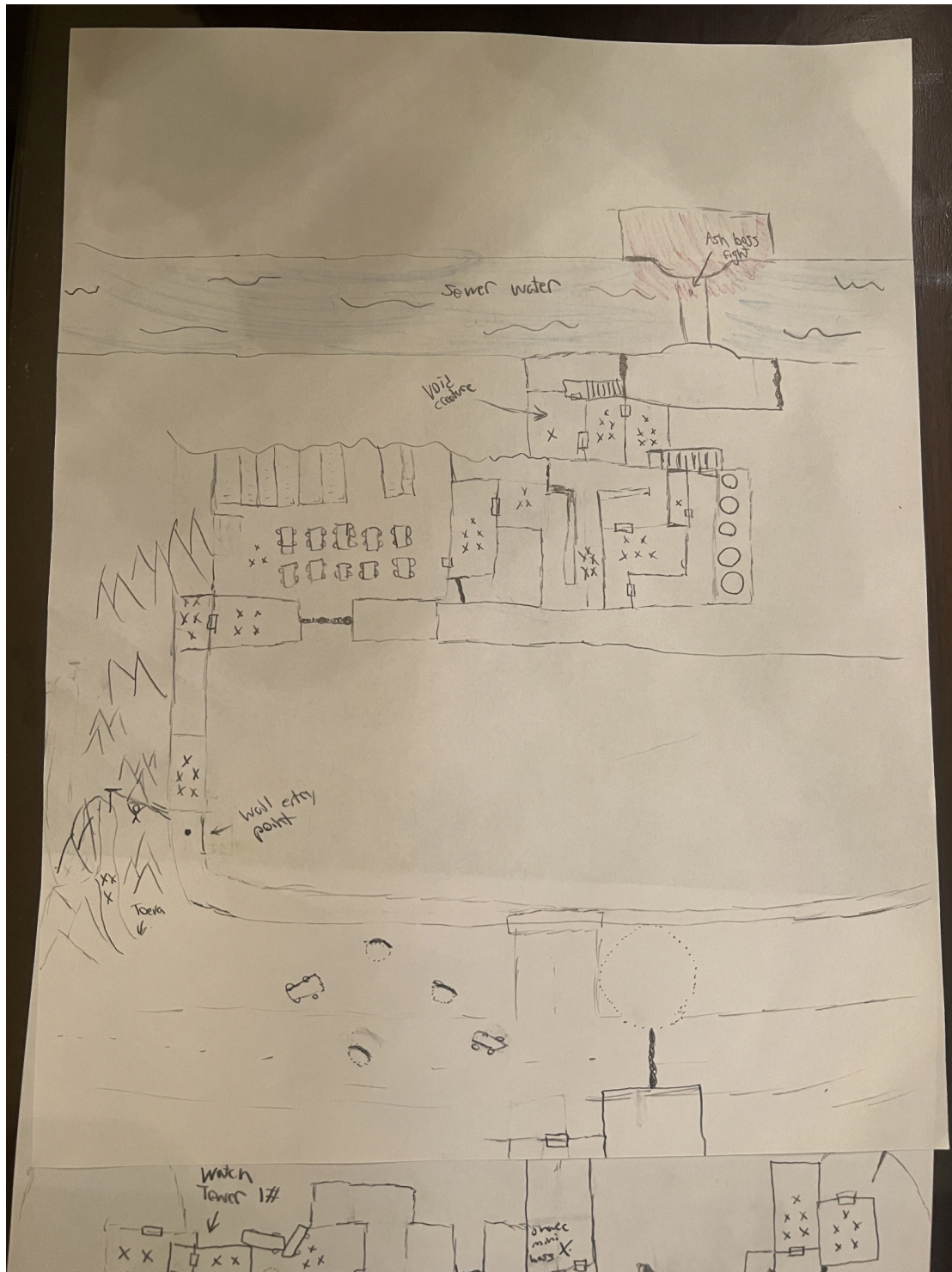
Enemies:

- **Ravagers** - Dogs that mutated with the void energy in the abandoned city.
- **Rogue Phoenix / Violet order** - Humans that have turned towards Ash and the void to manifest a "violet age".
- **Summoned shade** - A demon from the void dimension conjured and controlled in order to do the bidding of the conjurer.
- **Corrupted shade** - A more difficult version of the Summoned shade that consumes and fuses with the host (Violet Order) when enraged.
- **Ash** - Leader of the Violet Order. A boss using orbwalker abilities.

Level Sketch part 1



Level Sketch part 2



Script Part 1

Watson and Cadmus are on a snowmobile and Toeva is on her own to the side of them.
They are going around the city towards the mountain.

engine sputters and starts to fail

Watson: Gahhhh

Cadmus: What a piece of junk.

Toeva: I can't believe they actually relied on these.

Cadmus and Watson get off their snowmobile

Watson: Well it's not much further and we were gonna have to leave these somewhere anyways, lets just walk the last couple of miles.

Toeva: Speak for yourself Watts, I'm going to go scout ahead, give you guys some cover fire.

Cadmus: You'll be okay?

Toeva: You of all people should know I can carry myself. And hey. Make sure you tell her about who we might find in there.

Cadmus: Right... Stay in touch.

Toeva: Whatever you say boy scout.

Toeva Speeds off

Begin Gameplay

Toeva (comms): If you guys head north you'll make it there by nightfall.

Watson: Sounds good.

Cadmus: Does it?

Watson: Well at least we'll have cover from the wind.

Cadmus: That's fair. Don't expect the inhabitants to be nicer though.

Watson: Are these all impact craters?

Cadmus: Yep

Watson: Man. I can't even imagine how bad it must've gotten for us to bomb our own city like this.

Fight some stuff

Toeva (comms): Alright guys I got to a pretty good vantage point out here, and it looks like there's some watch towers out here we're gonna have to take out before we go in on the compound.

Cadmus: Roger that.

Toeva: Due north

Obj: get to the first tower

Watson: So what did Toeva want you to tell me?

Cadmus: What do you know about Phoenix?

Watson: Just the basics, it was founded by you, Toeva and the other magi to overthrow the council.

Cadmus: Well you're not wrong, but it was more than just magi. It was more than us. When we founded Phoenix it was Luceto, Fontaine. There was the Artist, Morrison, Aurelius, Cromwell, Old Man Caliber, and of course me, Toeva, my brother Ash. There were others, but we'd really be here all day if I were to tell you. We all came from different backgrounds, but we were all wronged and persecuted by the council in our own way.

Watson: What did they do to you guys?

Cadmus: Fontaine, was a church leader, had seen many members of his congregation killed for a void power they barely had. Caliber was a military commander, whose men were sent to die in pointless land wars.

Watson: Land wars? I thought this was all in the Last City?

Cadmus: It was. You'd think losing over 90% of the population to the invasion might bring them together, might put humanity as the common goal. In the aftermath they couldn't even decide how to split up what remained of the land. We had soldiers fighting each

other for mining rights in the Dark Harvest. You probably would have wiped out the other 9% of humanity before they started caring about us.

Watson: Hold on we're almost at the tower.

Cadmus: Toeva we're at the first tower. You got an angle?

Toeva: I always do.

Watson: Moving in.

Obj: Take out the first tower

Cadmus: Alright Toeva we're clear

Toeva (comms): next one is gonna be to the east over there.

Cadmus: Copy that.

Obj: Get to the second tower

Watson: So why did the council outlaw magi?

Cadmus: They were fearful of what our void power could do. They said people like us would bring about another invasion, so they used that to justify doing basically whatever the hell they wanted to us. So if you were lucky enough to be born with void power you were either caught and sent to die in Wardcliff Prison or you hid in the Dark Harvest.

Watson: Jesus.

Cadmus: And that's why me and Toeva are so close. We both grew up down there. My brother too.

Watson: What was it like?

Cadmus: My parents were killed before I could remember them. So for the longest time it was just me and Ash. Fighting for food, breaking our backs in the mines, fending off thugs, doing whatever we could to survive.

Cadmus: Ash was always the protector, he had a few years on me. I can't even remember the amount of beatings he took trying to get us an extra meal.

Watson: Sounds like a good brother.

Cadmus: He was.

Watson: Why isn't he out here with us? I mean he's still alive right?

Cadmus: *sigh* We haven't talked much since the revolution. Everybody had different ideas of what should be done after we took down the council.

Watson: What do you mean?

Cadmus: Well Luceto wanted to put his company in control, Fontaine wanted to expand the magi directly into government, Aurelius thought we needed to have the military control the decisions, and me and Toeva thought we should have a democracy. In the politics of it all Ash fell between everybody. He said that only the founding members of phoenix should have a say. If we let more outsiders have a say in it we'd be right back where we started.

Watson: That's a little harsh.

Cadmus: I understand why he thought it though. I was even going to join him, if it weren't for Toeva I probably would have followed him.

Watson: Why didn't you?

Cadmus: As much as they had been my comrades in the revolution, the men and women I'd started Phoenix with, were not the same without our common goal. One hint of power was all they needed to fall. To put forth the same legislation that got us to revolt in the first place. To keep the dark harvest in shambles.

Watson: But that's not what happened right?

Cadmus: After some infighting we agreed to have another council. This time of elected officials, even with a rotating list of members. It wasn't enough. Power consolidated quickly. Private interests aligned against the common interest. And we're right back to where we started.

Watson: Jesus

Cadmus: yeah...

Watson: What does this have to do with Ash?

Cadmus: Well quite frankly, I'm afraid we'll find him out here. The man who spoke to me in the station was one of Fontaines guys, most of his comrades were too. Ash had taken quite a liking to Fontaine the last time I spoke to him.

Watson: Oh my gosh.

Cadmus: It is what it is. Toeva come in. We're at the second tower.

Toeva (On comms): Roger, that.

Obj: Take out the second tower

Watson: Alright Toeva we're clear what's next?

Toeva (On Comms): Make your way towards the wall of the compound and meet me on the northwest ridge. I think I found a way we can sneak in.

Part 2

Obj: Get to the ridge

Watson: So if we see Ash in there... Are you going to be okay with, you know, fighting him?

Cadmus: It's never easy, Watson, confronting someone you once shared a life with, more so, someone you shared dreams and laughter with. But I'm ready to do whatever it takes for the foundation.

Watson: Very noble of you. I'm curious what keeps you going Cadmus? What fuels your fight for the city?

Cadmus: All my life I've been the underdog, saw my friends taken away. Saw my people die in mining accidents. Stabbed over a mud stained ration. When I discovered my void power I thought I was cursed. What I didn't realize was that it was means to an end.

Cadmus: I was always the better fighter anyways.

Obj: Investigate the compound

Cadmus and Watson approach the compound from the side. It's heavily armed and patrolled

Toeva takes up a sniper position on the Mountain to shoot down some of the security.

Cadmus and Watson clear out what she thinks to be the final room but she sees a trace of void energy leading to a secret door.

The Orb Walkers follow it and find Ash, Tybur, and other purple hooded men in a large room with a big bridge over the running water of an old sewer system. The scene is similar to Bane's lair in The Dark Knight Rises.

Ash is Cadmus's brother so when Cadmus sees him amid the obvious act of heresy he stops to ask "why?". They get into an ideological debate about the state of the world, how the current civilization is nearing collapse, and how they can bring forth a new golden age with the power of the void. A violet age. "We are the violet order, join us".

Ash: Cadmus

Cadmus: Brother

Ash: "I had hoped to show you what I was doing out here some day. Though I must say I imagined it looking a little more peaceful." motioning towards his soldiers, that the heroes killed.

Cadmus: Little late for that now.

Ash: "The void is not what you think brother. It will help in humanities salvation, but only if we let it."

Cadmus: "I know where the power of the void leads Ash."

Ash: "As do I, brother. We've made breakthroughs out here, away from those walls. The sort of things you and I used to dream about from the Dark Harvest."

Cadmus: "And at what cost? I saw what you did to the Harper Facility, killed nearly every man and woman there just to silence them?"

Ash: "If you knew what was at stake you'd have done the same."

Cadmus: "I doubt that"

Ash: "I beg of you, let me show you what we've accomplished."

Cadmus: "No outcome will dissuade me from putting a stop to this unholy ritual."

Ash: "I won't hesitate to put down another obstacle"

*Ash summons a void halberd

Part 3

Obj: Take out Ash

Cadmus, despite being an orb walker, loses and his arm is cut off. Watson screams his name and rushes forward as Ash is about to deliver the killing blow and releases uncontrolled void energy causing explosion above the bridge knocking the violet order back, but destroying the bridge Dr Watson and Cadmus are on, sending them both into the rushing waters below.

End of Mission