

Note that all written here is still in the first drafts and conceptualisation stages of writing and once the story is fully written it can be rewritten and revised over and over again, to create a final product.

Rewrite (going to establish underlying structure points. In order to assist in attempting to improve my writing)

Introduction/overview(blurb)(the goal of this section is to provide a comprehensive and effective introduction to the narrative)

They say everything In the world can be understood with time, that science can explain everything.

But I know that to be a lie, a delusion used to comfort the masses.

After that disaster last year took away everything from me I became convinced of that.

And since then the world's felt different. I'd tried to put my life together and start at a new school across the country, but the echoes of that disaster still follow me, and I find myself bearing witness to a world I'd never thought possible.

As I find myself in another world, I document my journey so far in this diary so that I don't lose touch of myself.

While I learn to master this power I've awakened.

(Chapter 3 opening dialogue used as narrative teasing material)

Introduction/overview(gameplay)(the goal of this section is to provide a succinct and effective overview of the gameplay)

Taking control and learning to master a power from a world beyond science. Alice is forced to confront the nature of the world and learn to fit into the world she now finds herself a part of if she wants to not just survive but move on from the disaster.

T1

Story Chapter 1(the goal of this section is to convey the story of chapter 1/the prologue specifically with active voice and perspective(the Character the player controls) in mind)

I open my eyes, awakening in my room as I'm abruptly removed from the pleasant dream I was having, as I'm jolted back to reality.

I look over and grab my phone from the bench next to my bed, turning it on, thinking aloud about how I should have a shower then breakfast as I see the time on my phone.

(Internal dialogue) 8:45 I see and the only reaction I can muster is a loud groan, as I am already beginning moving to the closet to get out of my pajamas and into my work uniform.

(Paragraph breaking time skip)

Double checking I've got everything as I rush out the door quickly drinking my breakfast as I begin running towards my job.

When my breakfast smoothie runs out I quickly put the bottle into my bag and continue running using the brief pause to help me Catch my brief as I feel the ground begin(not sure but autocorrect is 50/50 between begin(I'm learning towards begin as the perspective is in the moment and began) to shake before subsiding just a moment later.

30 seconds later as I continue running I feel another shake and get a strange feeling of dread but quickly put it aside as I can't risk being late to work.

Another 30 seconds later a 3rd tremor hits and instead of worrying about the likely coming earthquake I instead continue my run as if I can at least make it to work then I should be safe.

Original

The main character is Alice rose

The Story is divided into 13 chapters (1 prologue, 1 epilogue and 1 last chapter that completely changes the world (along with a secret 14th last chapter))

Characters

Alice Rose rename probably later
19 years old

Lucia Levine

Roughly 20 years old

Heir to the Levine family is the leader of the occult club though actually younger than most other members of the group (due to her family having a controlling portion in the school) the levine family figure out details about family later

Due to being raised as the heir of a magical family they are constantly hiding themselves beneath their magical robes and a false appearance outwardly which is shattered the moment the robes fly off causing them to reveal their true self to Alice and ironically enough falling in love with them (developing a crush albeit they don't actually understand what their feeling)

The spiritual administrator of New York City name later

The designated person in charge of the maintenance and protection of the ley lines and spiritual energy of the island of Manhattan and New York.

He is seen and treated as a villain by the Cutscene even after his introduction to the player and character directly in order to deliberately sow distrust in the player

Chapter 1 (prologue) about 15 minutes max (takes place in August)

The chapter starts with the main character waking up in their bed and getting up (in pajamas).

Saying, guess I should have a shower and get ready for work then looking at the clock. (As they glance at their clock (8:45) and look down annoyed) *groan* I guess I will have to skip breakfast again whispered and barely audible) (their alarm didn't go off).

As they rapidly get dressed and begin their run to work petting their pet dog before leaving, beginning gameplay on the front porch.

Objective box get to work (with a 10 minutes countdown)(at max speed it's 6 minutes away but you aren't actually intended to really complete the objective)

At the 8 minutes left point a minor earthquake tremor hits (tiny controller vibration) then over the next 3 minutes every 30 seconds another shake hits each more intense then the last before stopping for the next minute to give the player a breather before jumping into full max swing earthquake and the objective glitches out changing to survive/run as a ring if various elements begins appearing in the sky and a minute later a pillar of light appears shooting up from the center of the small town

Then it switches to a cutscene of the disaster completely destroying everything in their hometown as the camera switches to the Alice who is running in this cutscene before a piece of rubble surrounded by energy(lighting arcing off of it) flies into them and the camera cuts mere moments before the impact as the disaster destroys everything and in a flash of light completely blinding the screen the ring of magic and earthquake vanish, and it rains blood for almost ten seconds before cut to black ending the Cutscene (the bodies annihilated in the disaster being spat back out by the disasters ending.

Chapter 2 new life (after losing everything)

The chapter opens to a view (the same city as Iris's stories set in (Manhattan , New York City but Fantasy) with text in the right corner of the screen with the words 5 months later and in small font underneath it the date before flying into a window.

Beginning with a mirror scene (clock shows a time of 7:20) to the opening but with a lot more dark themes with the protagonist and heavy suggestions Alice now suffers from sleep issues.

The first mission goes through her trip to her new school on her first day revealing on the way that their parents apparently had a small fortune (a couple million) they inherited and that all their friends and family died in the disaster which was ruled as natural.

On their way they pass through a small park in the city and feel the need to take a quick break and relax if only for a moment (introduces the saving mechanic) as they see a small gazebo and sit in the center to meditate bringing up the save menu and as the game returns to focus from the save a light spiral pattern is left that rapidly dissipates (a marker of them synchronizing with the leylines even if only on a subconscious level) leaving it open to the player of that was real or just a game mechanic.(the ability of loading a save isnt cannon but making them is (synchronization with a layline creates a mark which usually disappears shortly after)

Chapter 2.2 30 minutes into the game at most

(technically the first fourth (not officially a chapter segment but a background info piece that helps to control flow)

after arriving at school the 2nd chunk of chapter 2 begins as they head to their first class an hour early(8am), and on the first day they notice a ton of clubs trying to get their attention as they notice the occult club.

Underneath a tree separated from the bulk with only 3 people there 2 manning the stall and one talking with them, the player hears the protagonists voice commenting that they feel a strange pull to that stall if they head over to a stall a cutscene plays of the two club representatives and Alice having a conversation and as Veronica (rename later if better name is found) asks Alice if she would like to present her palm (if yes continue if no it continues down the an uneventful end path playing them walking to class and playing a short text scrawl about how they were able to get on with their life but never truly reconciled the disaster that happened) this introduces the choice mechanics that later games can use (Iris). (Intended result is player saying no or walking away)

Veronica has a sigil of awakening on her hand which awakened Alice's dormant magical potential with veronicas own

,
They continue on with the day entering class as the screen goes dark and switches to the words empty ending and a menu pops up, but other possibilities exist return to when you arrived at school yes or return to main menu,

After saying yes the camera shows the two lock hands as actual lightning sparks off of it.

Veronica says they possess great potential and to come to the club room with them walking to the club room (just being shown the club room without being shown the secrets of it) as the screen fades to black.

Mini map unlocked

A clock appears and skips ahead to lunch with the objective walk to the club room after getting lunch giving the player the option to go to the club room or cafeteria to get lunch.

Objective get lunch then/or head to club room for initiation

(if you don't grab lunch before going you are given an early demonstration of magic as another club member magically creates you a sandwich (first casual usage of magic).

After arriving in the club room, you see a completely empty room as they walk into the center of the room a cutscene begins where smoke engulfs the room and over the course of 15 seconds the smoke clears revealing them surrounded by 10 robed figures with a 4 clear groups in different robes.

(3 types (which indicate rank and year) and 1 leader (whose robes are far more ornate than the rest (technically it is a small slice of a larger organization)

As the only one wearing a unique cloak steps forward the perspective shifts to behind them from the player, the robed figure speaks. "Veronica has determined

you as possessing the potential to harness the power of secrets of this world” before snapping her fingers and engulfing her hand in flames “if you wish to know the truth, you must grasp the flames and move forward without fear”.

Without player input Alice responds and grasps the flames as she makes contact with the hand it shifts the cutscene perspective to away from the player as all the robed figures except the one with the unique robe back away as the flames encircle and engulf Alice before falling inward.

Chapter 2.3

The player is given a minigame prompt (simple on the fly puzzle overlapping the UI that the player can't solve In time (successfully solving it triggers a secret skipping to 2.3) where you must connect two ends of multiple Rivers (magic pathway alignment)

As the flames engulf Alice the scene around them falls away and the camera cuts from Alice's perspective as a massive white spiral with five prongs emerges from her location in such a way that causes the leader of the club to sound an alarm to evacuate the campus(pull a fire alarm) and gives the 3 around her in ornate robes permission to go all out to make a legitimate disaster to cancel classes for the rest of the day and until she gets back whilst everyone else is to support the three in there effort whilst she goes in to save the recruit who has demonstrated potential on the level of a arch magi

(Fully manifesting a perfect(5 pointed representing a collision of all the 5 wavelengths(elements (technically revealed to actually be 5 separate realities attached to mana(Extra dimensional energy) in a more science focused magic work) in a single collision with four outward and a 5th upward) ley lines crossing in such a way that it enters the visible spectrum is a feat far beyond any even the leader has seen at meetings of some of the best magi in this world (this event is what sets in motion the big conflict) before cutting to black as the leader puts her hand towards the center)

As the camera returns to the perspective we see the protagonist in a strange place(astral plane as she's been booted out of her material universe due to a 5th element colliding with the other 4 knocking her out of the wave function) with crystalline architecture in hundreds of colors (full spectrum) covered in injuries and near completely unable to move as the camera gives us a full view Of The landscape cuts of the area.

Then we cut to Alice's eyes perspective and see the robed figure begin falling from the sky.

And her robes(just the robes not the actual clothes beneath) come flying off revealing her true appearance which is completely abnormal by most dress standards as she is able to get her footing in mid air and safely land before running to you and helping you up and introducing herself as Lucia Levine.

Begin magic tutorial as Lucia guides the player and teaches them how to create spells mid combat.

Write this as I develop gameplay sequence writing abilities

After finishing the tutorial Lucia announces that whilst I was teaching you I was preparing a spell to get us back into the material plane so I think it's about time we return to reality though I should warn you it's probably been about 4 days in real time so adjusting back will likely knock you out, as Lucia releases the orb of energy which then surrounds the two and they are able to get back into reality.

which is about half an hour of content in an environment without limited mana whilst searching for a weak point to reenter the material plane through along with a lot of character conversation and the games first boss fight with it being revealed that ghosts as people normally call them are just entities that live in this plane occasionally triggering a tangible reaction in the real world along with telling Alice her name is Lucia Levine and that she is from a long magical bloodline.

After escaping the astral plane, we see Alice in the club room where it is revealed that four days passed as Alice collapses from exhaustion just as they try to walk (rebound effect from going four days without sleep).

Screen fades to black before fading back in on a scene of someone swirling a glass of purple liquid(wine) and looking out his window as the camera flies through the window revealing his location as the top floor of the largest tower in the city and flies around the city showing off the games map and some of the characters in day to day life with a monologue from the mysterious figure about how he owns this city and how a new (insert term for has insane magic potential) has emerged after a millennium of no one being born with this potential (this monologue will be like two minutes plus long mentioning how he controls each facet of the city) and as the camera goes back into the tower with the last sentence being and I will make this power mine no matter what it takes.

(he will first seem to be the villain but is intended to trick the players and actually ends up helping you because it is revealed that he was the last person with this potential to be born and is over a millennium old and the true meaning of making the power there's is making them his apprentice and passing on his knowledge to her so he can finally take a break or die)

Chapter 2 end screen

Chapter 3

Opens in what appears to be a hospital with the cutscene perspective being them waking up and blinking a few times before adjusting to the brightness and pulling themselves up.

Noticing that the scenery out the window is right out of a sci fi movie they force themselves completely out of bed to get a closer look.

It is completely different then the scenery of anywhere she's been before as the door opens and she turns around to see Lucia run in and give her a big hug saying "I am so glad your all right as when you collapsed I was afraid you were severely injured I guess your wondering where we are well the best description I can give is that this is a parallel universe and this city is referred to as the nexus being a crossroad to uphold the balance of the multiverse such as to prevent someone from a hyper technologically developed timeline from going to a timeline where development diverged at a point where humans were still in the medieval era and stagnated at that point this is also the place where the pillars of the science and magic sides agreed upon as neutral territory go to argue and settle conflict rerouting most interversal travel through here and acting to prevent drastic disasters that could destroy universes" Alice just stands there silent and shock unable to respond it is also this divergence that the nexus manages that is why there are over ten separate forms of magic as ways its developed down different paths and theories that it has developed down

Ch 13 last chapter (at the start of this chapter you are warned that this is the point of no return and that continuing you will lose the choice to save until it is completed (note that there will still be auto saves)

MEMES

Paper cuts are the worst (the paper cut spell is the most broken spell in the game)

Ideas

night club brawl (highly reflective floors and strobe lighting as the player fights
light magic using enemies as a test of the lighting