

## Remnant Story Document

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### Table of Contents

#### Important

Characters.....2

Sample Script/Dialogue.....6

#### World

Setting.....13

Quests.....21

Narrative Design.....26

## Important characters

Name: Silva Izan

Age: 17

Gender: Male

Ability: EMP

Character Description:

Silva is a young boy who is a wanted criminal by the World Gear (A large organization that resembles the government). He leads a double life as an established engineer at the most prestigious high school in the nation. He has two personalities. At school and interacting with people who don't suspect his identity he is happy and playful, and well-loved throughout the city. However, his true personality is cold, calculating, and cynical and will do anything to achieve his goal of destroying World Gear, and anyone associated with it.

Appearance: Silva is 5 foot 7 and generally walks around wearing a school uniform. He wears brown contact lenses while at school and dyes his hair completely black. His real appearance however is much different. His suit that can also function as normal clothes is a hoodie with many numbers moving on it

made from his own design. His true eye color is purple, and unlike when he is in school the tips of his hair on the sides are tilted upward and shaded purple. The coloring of his tips also go up to about halfway through the strands of his hair, but not all the way to the head. While on jobs, he wears a mask that has two scouter-like lenses embedded into the eye-sockets. One is green, and one is blue, and they help with quick analysis of situations.

History: Silva was abducted from his home as a child and took part in countless government experiments for the sake of understanding how powers manifested and evolved. He was in constant pain every day, and his body was genetically modified along with many others to be stronger than a normal person. He eventually escaped and vowed to get revenge on the people that did this to him and won't stop until all of them meet their end at his hand.

Name: Zana Dahia

Age: 17

Gender: Female

Ability: Accelerated Growth

Character Description:

Zana is a young girl who works for the government organization World Gear. She leads a double life as a student at the same high school as Silva, and as a top agent at World Gear. She has a strong sense of justice, and will do anything to create a world of everlasting "peace" that she feels safe to live in. Her personality for part of the story is bland and apathetic, but as the story goes on she becomes more and more like her old self and becomes arrogant and hot-headed, but also kind and caring in a distorted way. She is a direct contrast to Silva, and they regard each other as sworn enemies.

Appearance: Zana's attire at school and everywhere else when she is not on a mission is rather basic. She wears a black tank top and shorts to encompass her ability which is sometimes unpredictable. Her "important mission" attire is a battle suit that looks like a suit and tie, which is only used on officially recognized missions, although Zana hates it. She is 6 foot 3 and has rather long hair. Most of the front of her hair is white due to a terrible childhood, and she often does her hair in a ponytail because she is too lazy to cut it. She has crimson-colored eyes and wears a scarf that she has cherished since she was young. It is long enough to look like a short cape, and it is very beaten up and dirty.

History: Zana is the daughter of the leader of World Gear and was trained ever since she was young. However, her ability is more of a "passive" ability and takes place over time, so her father thought that

her ability had not manifested yet. Enraged, he put her through torture and beatings for two years to try and awaken her ability, and it did. Her ability had already been awakened, but the torture and stress pushed it past its limits and she went berserk. This forced her father to brainwash her to seal her emotions, so that he could always control her, and make sure she doesn't get too strong to break free.

Name: Lami Kall

Gender: Female

Age: 16

Ability: My Area(can lower the temperature within a certain range of herself)

Character Description:

Lami is a fellow agent of Zana that works for World Gear. She is a very kind individual that is very shy around other people. She has a lot of self-doubt despite being extremely strong, and unlike Zana will defy orders if it involves killing someone. She is one of the very few people that can deal with Zana's apathetic and blank personality, and constantly tries to become her friend. Unlike Zana, she regards her missions as an "unfortunate necessity" because World Gear took her in after running away from home and cared for her, unlike her parents.

Appearance: Lami has long light blue hair. She has almost white-eyes and is a girl of small stature. She is 5 foot 3 and suffers from a mysterious disease that prevents her from exerting large amounts of physical movement. As such, she is often sitting or lying down and bundles up for warmth. Her normal attire is a faux leather jacket colored white. Her attire changes often, but she always wears that jacket. Her business attire is that of a suit and tie battle suit, just like Zana's.

History: Lami was a princess of a kingdom far to the east of the world. However, due to her frailness she was always looked down upon as a burden by her mother and father and they never spent time with her. She was kidnapped for ransom and found out that her parents were making no effort to save her. She awakened to her powers and killed all her kidnappers, and began running away from the kingdom, before she was picked up by an agent of World Gear offering her a new home.



## Sample script/dialogue

Zana's POV

I woke up with my vision still being dazed from the explosion. Try as I might I couldn't move, I could only look left and right at my surroundings.

It seems like I was in a clearing in a forest, there were trees all around me, and the sun shone down on my eyes. The grass felt good on my back, and the gentle breeze hitting my face felt amazing considering the position I'm in.

Turning my head to the other side to feel more of the breeze I see the bane of my existence and the reason why I am unable to move.

"Looks like your finally up." Silva said with a smug grin as he adjusted himself to face upright. He was sitting down, leaning on a tree and his injuries looked more severe than mine.

"If this was an official fight, I would have won because I'm the first person to wake up."

His smug grin then disappeared and he continued, "Although, it is completely beyond me how you can even wake up in the first place."

"What, you mean after your stupid little kamikaze attack? That really did a number on me y'know?"

"Yeah, well you look completely fine to me."

There were no wounds in sight on my body, one of the perks of being able to reverse time.

"You can't move though right?" He inquired. "The only thing that heals is your wounds, not your stamina. So you're stuck there just like me."

"Well look at you, it seems you had the energy to move, yet those wounds look pretty bad. Want to explain that?" I said as I glared at him.

"I don't have to explain anything to you, scum."

"Why haven't you killed me?" I asked, annoyed.

He looked surprised at that question and responded, "The self-destruct mechanism in my body armor has two functions. The first is when the explosion happens to send out an EMP blast to disable tech in a half-mile radius. I have evolved my guns and other weapons over the years, but they are still not strong enough to withstand that."

"What's the second function?"

"The second function is the reason I'm alive right now. Once the self-destruct command is initiated, it detaches itself from my body and leaves a thin skin-tight barrier. This barrier requires a lot of energy, and it's only one-use. I had estimated previously that I would only take minimal damage from it, but it seems like I was wrong."

That explains why he survived his own explosion despite not having a body like mine.

"Another thing I was wrong about was how important you were to the agency. So unimportant that your own organization that you have been working with betrayed you." He said while laughing. "Where is that justice you hold so dear to your heart now? Back with the corrupt organization that was about to execute you?"

"No, there must be some mistake!" I yelled at him. "My father would never do that to me, they must have thought I was someone-."

"No they didn't.... I can't possibly understand why you can't get it through your thick skull that you were controlled all this time. I've been dropping the hints this entire time y'know? They'll do anything they want for power, even betray their own family. The fact you can't realize that means you've gotten weaker... \*snicker\*."

"That's exactly why I can't accept it."

"What?"

"Unlike you, I have a family to return to, a family with expectations for me, and they...love me. How would you know what it's like? Even if you're right, I can't accept it."

"You're in denial, your father literally brainwashed you throughout your entire time working at the agency, and now that you've completely broken free, he has no use for a tool that doesn't do its job. Accept it, he has never loved you, and neither has the organization that upholds the 'justice' you seek."

Accept it?

Deny it? -Page 8

"You're right, I need to accept it. However, that doesn't mean I see eye-to-eye with you. You do criminal acts all for the sake of your "goal" but have you ever thought what that's doing to the people around you? Because of you, Kai and Reven were probably taken, and it was all thanks to your greed. You talk about how you care about no one, but when we were in the kingdom I saw you save that family from the rubble and you even helped Lami at one point!"

I could feel my strength slowly returning to me as my rage increased.

"The world you want to make won't even benefit you! You destroy the agency, then what? Everything's amazing! The world is at peace and you feel great! What's the plan after that? For someone who is always analyzing and calculating, it surprises me how much you overlooked this." I said as I began slowly walking over to him.

"Who says I care about pea-?"

"I'm sick and tired of you brushing off everything yet basically denying my entire existence. You're right, I really think you don't care about peace, but doing this makes you think that you'll be able to live in a better world, right?! And now look what's happening, because you can't just explain how you feel, and because of your pathetic god complex from earlier, now both of our teams are stuck on the chopping block! Wanna explain why, or do I have to say it for you?"

"I'm scared....happy? Will that make you satisfied, admitting I'm scared in this messed up world? If so, im glad I was able to *alleviate* your worry." He snapped.

I was standing right in front of him, looking down to see him clenching his fists and grinding his teeth.

"Do you honestly think I wanted to drag them into this? I didn't! I tried to distance myself from them so they wouldn't get hurt, I didn't want to lose my only close companions AGAIN!"

"Well look where that got you. They're probably captured because of your little solo act that they had to try and save you from."

I grabbed him by the shirt and lifted him up.

"Listen, we both want our teammates back. If I was accused of treason then they probably were as well. So let's call a truce for now." I reasoned.

"I refuse." He said blankly.

I slammed him on the tree and glared at him.

"Don't tell me this is because of your stupid rule regarding agents." I said, glaring at him.

"You think just because I slightly confided in you just now that we're friends? YOU are the main reason why they got taken in the first place! If you didn't butt your nose into someone else's business, I could have escaped with them." He said with fiery rage.

"If you don't want to call a truce, then I'll have to persuade you, without words of course. I know you can't move right now."

"Yeah? Do it then, beat me up and torture me or whatever, I can save them without you once I get back on my feet."

"I have proper reasoning for why it would be better to team up, but I'll just explain it to you on the way." I said.

"What? How many times do I have to tell you I'm not joining you on your stupid quest to get back and submit once again to daddy dearest."



I didn't respond and picked him up.

"WHA-!"

I slung him over my shoulder and began walking deeper into the forest.

Deny option

"No! He does love me! How would you know when you don't even know my life or how I lived before this? I yelled at him with tears in my eyes.

"Look at how the great have fallen. Despite me hating you I still respected you as an adversary, but it seems like you were just a frail little girl all along." The only reason you got this far was because of the support the agency gave you, and your gift. You lost the support from the agency considering they want you dead now. And your gift turns you into a freak. You're nothing now."

"I-I.."

I couldn't even respond, because he was right. No one loves me or cares about me, I'm just the same girl I was back then, unable to protect anything or anyone I cared about.

"It's because I couldn't accept the facts that Lami and Reven got taken, Lami warned me but I didn't listen. Now I'm stuck here with you, wallowing in my own despair."

"Enough with the sob story, if you want to change something then change it. It doesn't matter what you think, we're not animals. We can choose how we live and what we want to do, even if he doesn't love you. Be your own person, nothing more, nothing less."

throwing me for a loop."

We stayed silent for awhile, still unable to move.

"Work with me Silva." I said as I attempted to get up.

"Wasn't I the bane of your existence?" He said sarcastically.

"STILL are mind you...but more importantly we both have something we want to protect, and it just so happens we currently have the same destination." I said as I was finally able to stand up.

"Have you forgotten the fact that I can't move, Zana? Even if I did agree to work with you, we don't know where we are, or where to even go from here."

"You can use one of your gizmos to figure out where we are, and if you can't move I can carry you." I said triumphantly.

"No, that would hurt my dignity as a man if you were to just manhandle me and carry me around everywhere, also I never agreed to work with you anyway."

“To respond to your first statement, I have already manhandled you multiple times, so what’s the difference this time? Secondly, I have good reason why to call this truce and team up but I’m assuming we don’t have a lot of time so I’ll just drag you with me by force. So what’ll it be?”

He pondered for a moment, then sighed loudly.

“Fine, I’ll work with you for now. We can lay out the conditions later.”

I turn around and squat down.

“Then hurry and grab on.” I said with urgency.

He hesitated for a moment, before hugging me from the back as I stood up and began walking deeper within the forest.

Either option leads to this in the end

We walked for a while in silence, and it became awkward.

“Sooooo.... why is your hair still long?” I asked.

There was no response, just the sound of his breathing. I looked back and saw him in a light sleep as I was carrying him. He must have been on guard for a while and he finally has the chance to relax.

Wake him up

Leave him be(Page 6)

“Hey! I’m asking you a question! Why do you get to sleep when I have to carry you?”

“Hrghh...” Silva grunted.

His eyes slowly started blinking awake as he readjusted himself on my back.

"Uhhhhh... my hair? What do you mean? What....do..you...mea-?"

He started feeling his hair noticing how long it was.

"Huh? Why is hair my so long?!"

"That's what I was asking...Did you not notice your hair after the big blue orb you came out of?"

"Big blue orb? I have no idea what you're talking about."

"You covered yourself in a big blue orb, and emerged from it with long blue hair and a weird skin-suit. How did you not notice?"

"I just felt stronger and faster, and it's like I knew how to use all the new abilities I got. I didn't know my appearance changed."

"You didn't notice your hair? It didn't get in front of your face at all while we were fighting?"

"I was too busy dealing with you and your stupid time remnants to notice some hair in my face."

"Whatever... you can adjust your position if you want, because you're really light."

I hadn't said anything wrong but I could feel him glaring daggers at me as we continued through the forest.

"Ugeeeek!"

We looked to our right and saw monsters begin to surround us, we had walked right into a tribe and drew attention to ourselves thanks to the noise we were making.

"Can you do anything right now Silva?" I asked hopefully.

"Um, moral support?" He said with a panicked expression.

"Great..." I said as I prepared for battle.

Leave him be

"I guess I'll just wait until he wakes up to ask him." I said with a sigh.

He was surprisingly light, and even in my weakened state I could carry him with ease.

"It's kind of annoying how you fell asleep on my back, we were just enemies a couple of hours ago."

"Still enemies..." He grumbled half-asleep.

"Oh, awake now, are we?" I said.

"Don't wake me up, I need rest to heal my wounds..."

I let him be as we continued into the forest.

After a bit of walking, I felt a tap on my shoulder which came from Silva who had seemed to be awake.

"Finally..." I sighed, "Did you have a comfy nap on-" I was beginning to say before he put his hand around my mouth.

"I can sense monsters around us, proceed with caution." He whispered. "We aren't in any condition to fight right now, so even trash like this could end us."

I nodded my head in response, and he took his hand away from my mouth. I stayed still to be quiet and focus, when not 1 minute later, I saw a tribe of humanoid-like monsters walking around on patrol.

"It seems like we are in a monster's tribe right now." I whispered to Silva. "What should we do?"

He briefly stayed silent and said, "I estimate in about an hour or so I will have the strength to be able to move. Once I can move, let's eliminate this monster tribe and steal their supplies."

"Ok, let's do that." I responded as I bent down next a tree as he slid off my back.

## World Setting

- A great catastrophe occurred in the year 2030 that changed the life of the entire planet. A meteor on a direct collision with the Earth hit it's atmosphere and due to the extreme heat, broke apart. Everyone thought they were safe, however when the meteor broke apart, strange dust engulfed the planet.

This dust fell everywhere and seeped through the Earth's mantle, and caused a planetary mutation, not only to the planet, but to the people as well. The mutation to the planet happened over time, but to the people it happened instantly. 40% of the world's population died when inhaling the dust, it was toxic to their bodies and they could not handle it. Another 40% were immune to the dust and felt no positive or negative changes in their body. The last 20% were put in a comatose state, and when x-rayed, saw that they had an extra node in their brain. This extra node allowed them to use superhuman abilities, which were later dubbed as **gifts**. They come in all kinds, and it was a great surprise to the world when they awoke and were able to use powers.

Over time, the planet began to mutate as well. Many of the tectonic plates, corroded and fused together, causing natural disasters throughout the years. There was also two new forms of energy that was produced within the Earth's core. G-energy, and The Rust. G-energy is used to provide life and energy. Whether it be cities, or functions of the planet. While highly dangerous, if used correctly, can provide cities with thousands of years of energy. The Rust on the other hand, corrodes anything it touches. It mutates humans and animals alike, turning them into monsters starved for energy. With all of this happening, by present day 2530, there are now only three continents.

- The three continents are Maela, Lamael, and Laeva. Named after the three scientists who used their gifts to accelerate the world's technology, essentially saving all of humanity. Maela is the main continent, and the most technologically advanced of the three. It is also the main hub of the government organization World Gear, which acts as the primary antagonist in the game. They keep order in that country and around the world, however they're corrupt and oppress anyone who oppose them and their leader's plans will most likely end up destroying the world. The second continent is Lamael, to the east of Maela. This continent is known as the medieval continent. They have access to the same technology as the rest of the world, however they

prioritize their culture and history over all else. There is a king and queen, royal knights and aristocracy, and is very old-fashioned, while surprisingly enough using the most modern tech for energy and creation despite wanting to stick to their customs.

The final continent is Laeva, to the west of Maela. This continent is a continent in name alone, because almost no one lives there. The entire continent has been afflicted with the Rust, making the air extremely toxic, and the wildlife scarce besides monsters.

However, there are some people who make their living there, and it's these people who have the most potential to become great warriors due to their bodies being able to resist that toxic gas. This continent is where World Gear abducts children to "foster" their talents at a facility in exchange for a better life. However, what they are really doing is taking a bunch of kids and experimenting on them, or taking them and forcibly brainwashing and training them.

- The first conflict happened before the main story started. The "Chosen Hero" named Zagra who is now the Deputy General of World Gear, went on a journey with a select amount of people to stop the rust from spreading to Maela from the dark continent. In this journey, he had to venture to the continent and destroy the rusted core in the center of the continent to stop it from spreading. After training and bolstering him and his allies strength, they were able to destroy it and stop the spread overseas. That is what the public knows except for one little detail. He purposely left a little bit alive so that the people would always need a reason to rely on the agency. His allies objected and he killed all of them, except for one who escaped and became the most wanted in the world because of it.
- The second conflict happens between Silva and Zagra, and Zana and Zagra. These are counted as one and the same because they happened at similar times and plays equal role in the story, this happened before the main story. Silva was abducted from the dark continent and was experimented on and tortured every day. When his best friend died to the hands of Zagra, he fell to some kind of hidden dark impulse that no one had ever seen before. He destroyed the facility that he was being kept at, and left a scar on Zagra's left eye while escaping. This event also fueled his hatred toward World Gear, and is his motivation throughout the story. Zana is Zagra's daughter, and was showed love and affection until she was around 12 years old. Her father fearing she was born giftless, put her through harsh training and abused her with his gift every day for a year to awaken it. What he didn't know, was her gift was already awakened, but it was a passive ability of "Accelerated Growth" making her body gain strengths and resistances that no human could gain when met with adverse conditions. One day, her powers went berserk and she scarred Zagra's right eye in the fight. This resulted in Zagra forcibly brainwashing her, which unconsciously sealed most of her power away. And conditioned her to be a brainwashed puppet, who's only purpose is to complete the mission assigned.
- The third conflict happens during the main story, and it's between Silva and Zana. With both seeing each other as the main antagonist in their stories, it isn't until much later until they realize they have a common enemy. With Silva wanting to destroy the agency and reset the world back to it's original state, bringing peace. And Zana, once learning her father had controlled her all these years, wanting to take over the agency and enforce absolute order with an iron fist. Their two goals completely counteracted each other, and brought inevitable conflict between the two. Due to their pasts, their goals were so distorted, that if either of them got their way, the world would fall into ruin. With Silva wanting a lawless land, and Zana wanting a

world dictatorship, both with good intentions, it wasn't until they were forced to call an indefinite truce that these goals would be changed to something good for the world.

## Story Outline

This story takes place from the perspective of two characters, Silva and Zana.

### 1. Main Character Introduction and Goals

- Opens the story with Silva breaking into a facility to steal it's power source, with the story emphasizing that he's a wanted criminal.
- Reveals his goals are to get back at the government and reset the world to before they took hold, but doesn't explain why.
- Opens Zana's side with her starting a mission from the government, with the story emphasizing that she is an elite agent.
- She infiltrates a branch of a known criminal group, to get intel about their plans to raid a factory for it's power source, then apprehends them.
- Reveals her goals to create a perfect world order per her father's vision, and crush anyone trying to get in the way of her father.

### 2. The two Main Characters meet

- Silva returns to school the next day, showing that he is a prodigal student who is a genius engineer. He learns that a new transfer student named "Zana" will be in his class starting from today, and finds her suspicious.
- Zana transfers into class to investigate if there is a traitor in the school due to a mission from her father. She is then confronted by Silva who offers to show her around the school. Once he is done, they part ways, and she begins investigating the faculty to find out who the traitor is.
- As she is investigating, she finds a keycard and is surprised when she feels someone behind her, and realizes that it is Silva, as he explains he has the engineering lab to himself and has all the privileges faculty has due to his engineering talents. They find out where the keycard is used for, and uncover a secret basement in the school.
- They investigate and find a prototype of a war machine, and Silva hops on it's neck and steals a chip from it to use for later. The next day, at around lunch time, the prototype malfunctions and goes berserk because Silva had stolen an inhibitor chip

from it the night before. The faculty call for reinforcements, and Silva and Zana fight keep the robot at bay until they come. Zana does most of the work while Silva observes her, and then disables the robot from the back with his EMP.

### 3. The First Clash

- Silva plans to break into another facility after waiting a couple of days. He prepares thoroughly as this will be his biggest heist yet. Little does he know, that the criminal group that Zana apprehended was also planning to raid that facility on the exact same day, so the government had made countermeasures not knowing that Silva was also going to be there.
- He breaks into the facility, disguising himself as a guard, when he notices there is fighting near the front entrance. This had nothing to do with him, and he realized that they must have known someone was coming which is why there was extra security.
- He used the commotion to sneak to the lowest floor, to grab the power source when he sees Zana sitting in front of the power source.
- They talk briefly and clash, then mid-fight Zana breaks Silva's mask and she finds out it is him raiding the factory. After briefly talking about their goals, they fight for a little longer and Silva ends up barely beating her before blacking out and getting apprehended.

### 4. Diverging Paths

- Once apprehended, Silva gets sent off to a jail that models after Alcatraz and is in the middle of the ocean. Zana, on the other hand, gets sent to a city in the west to investigate a crime ring, doubling as a casino.
- After six months of being held captive, Silva breaks out of jail and defeats the warden with the help of a new ally named Kai. He was imprisoned in the lowest floor, just like Silva and was sent there for the crime of killing his father, although he claims to Silva that he was innocent and his father is alive. They sneak on a cargo ship and fight with someone who is on the top ten most wanted people in the world, and barely defeat him. Once they do that, they find out the cargo ship's destination is the medieval continent Lamael.
- Zana on the other hand, was assigned a partner this for this next mission, and her name is Lami. They work undercover at a casino for six months to properly investigate and gather enough evidence to take action.



- They succeeded in doing so, however when they tried to take a sample of the drugs they were producing to bring back they were stopped by another of the top ten most wanted people in the world.
- Zana and Lami work together and manage to defeat him in the end, with Lami being brutally injured, and Zana unlocking a new ability within herself after the fight. They interrogate him after disabling him and they find out the weapons affiliate of the crime ring is centered in the medieval continent Lamael. Once that is found out, they head there by boat.

#### **5. The struggles of a different nation**

- Silva and Kai arrives , and immediately heads to the weapons affiliate of the crime ring to take some parts. His business partner that runs the weapons affiliate alerts him that there is currently no way to leave this country except by supply ship because there is a civil war happening in the country right now. He elaborates that the only way to leave is to have special privilege granted by the King, and there is currently a test looking for noble and skilled warriors that would join his army in the future, and also grant one wish for .
- Silva and Kai's main goal is to return to the main continent and accomplish their own goals. Silva's being to steal more power sources for his weapons to upgrade them, and Kai's to prove his innocence and save his father, so they decide to partake in the competition.
- Zana on the other hand, arrives and requests an audience with the king. She is turned down, with the guards telling her that due to the civil war, even agents cannot meet with the king right now. She complains, and they recommend her to compete in the contest where the king will grant any one wish after winning. Her and Lami plan to use that wish to have the king divert a force of their army to help crush the crime ring so it can never resurface in either continent.
- Zana learns there are two stages to the test. One that proves your nobility, and one that proves your strength. Only two people will get the right to get a wish, and you must pass the first test to proceed to the second. The first test involve noble etiquette and dancing, which Zana has no experience in, so Lami ends up teaching her.

#### **6. The second clash**

- Before the test, everyone has to wear a mask to protect their identity. Silva, Zana, Lami, and Kai are both present in this test. Although none of them know the opposing parties are there. The first part of the test is a feast. They are expected to have proper etiquette while eating and talking, and anyone that fails even for a second is immediately escorted out. It goes until there are 16 people left, from the original 32. All four of them pass this test.

- The second half of the first test is a ballroom dance, you are expected to dance gracefully with multiple partners until the last 3 minutes, in which you have to take off your masks and give a dazzling performance. The 4 final teams of two that give the most dazzling performance will proceed to the second test.
- They dance for about ten minutes and the final partners are decided, with Silva and Zana being a pair. They are ordered to take off their masks and it is revealed to both of them that they are dancing with each other. They both have a lot of hate for each other, so they almost lose, but they call a truce and survive until the end to proceed to the next test.
- The second and final test is a battle royale combat test. Silva and Zana go after each other immediately, but Lami's power goes out of control and breaks up the fight between Silva and Zana. While Zana and Kai handle Lami, Silva handles the rest of the competition, until there are only three left. They fight to the end and Zana barely beats Silva this time, but due to Silva's last ditch attack she and the other participant falls unconscious. Making Zana come in 1<sup>st</sup> and Silva come in 2<sup>nd</sup>.
- Once they both regained consciousness they were both wrapped in chains due to their aggressive nature to each other, and they both give the king their wish. He agrees to both, and they part ways once again.

## 7. Investigating the "Truth"

- While Zana crushes the crime ring in the medieval continent, she learns the government she works for real plans for the world. And she also learns of an experimental procedure designed to brainwash people, and the only test subject is someone named Zero. After showing Lami, she comments that "Zero" looks a lot like her, but Zana denies it saying she has no memory of such a procedure. They keep investigating the files found deep in the crime ring's base, and find a special case file for a boy dubbed as no. 963. Who they noted looked a lot like Silva, this made Zana increasingly suspicious of her father and the government, and she started to understand why Silva was doing what he was doing.
- On the other side, Silva and Kai were back on the main continent. Where they run into an agent named Reven, who fought Silva and Kai with confidence but lost easily, vowing revenge at a later date. Silva resumes his original objective, promising to help Kai when he's done, and he meets with a girl named Reyna, who is the person that was giving him all the intel regarding breaking into facilities and whatnot earlier. He commissions her to join him, adding a new party member to his side, and plans to raid the factory that he originally failed at because of Zana.

## 8. The Final Clash

- Silva decides to raid the factory alone, because he sees no need in putting his teammates in harm's way for his goals. But gets ambushed by basically an army of agents, and gets apprehended once again. Although this time, he wakes up in a lab instead of a prison.
- Zana and Lami have come back to the main continent and have met up with Reven, Zana's final party member. Zana's investigation leads her to the lab that Silva is currently locked up in. Her team and Silva's team arrive there at the same time, with Silva's team being there to rescue him. They break Silva free and have an all-out brawl, in the end it is only Silva and Zana left, and they decide to fight to the death to end it all.
- After fighting, they are both battered and broken but not dead, when the government arrives with many agents, labeling Zana as a traitor, and getting ready to execute them both. However, the plateau they were on ending up breaking from the fight they had earlier and Silva and Zana fall off.

## 9. Cooperation between Rivals

- Silva and Zana agree to a truce, since Zana was labeled as a traitor. Silva explains his past, telling her that he was one of many human experiments forced to undergo constant torture all to create a perfect weapon. Silva explains that he destroyed the facility after a close friend died, and escaped. And vowed revenge against Zana's father, who was the leader of the government and the whole operation.
- He explains this as they see on the news that Lami, Reven, Reyna, and Kai are going to be executed in one week's time. And they are put on the most wanted list, with extremely high bounties. They travel to save them before they get executed, and reach the government's HQ, where they meet Kai's father locked up in chains.
- He was a brilliant scientist, who reveals that Kai is a synthetic human, and he is the "perfect weapon" the government had been searching for, but he disabled most of Kai's functions, so they locked him and Kai up in separate places until he decided to enable them again.

## 10. The Grand Finale

- Silva and Zana free Kai's father, and they work together to free Kai, Reven, Reyna, and Lami. Kai's father enables all of Kai's functions so he regains newfound power, and Zana convinces Lami to accept her power, bolstering their strength even further.
- They divide their forces to fight the government's elite force called the Overseers. There are four total, and they each take one, while Silva and Zana confront her father.

- With the climactic battle it is revealed that Zana is the brainwashing subject “Zero” and the Silva’s friend that was thought to be dead was actually her.
- They fight and defeat him with newfound resolve, and search for a compromise to reshape the world together.

# Quests

## Quest 1: Silva's POV

- a. The quest takes place at Silva's school in the main city of the continent. He is a genius engineer and people often come to ask him for help on making things.
- b. Important NPC: Agent Hanz of World Gear. A rather lazy agent who would like nothing more than to lie in his bed and do nothing, he was forced by his superiors to come to school and speak with Silva.
- c. The quest takes place at SCI(School for Chosen Individuals) which is linked to World Gear. The students there aspire to become elite agents in the future and are always constantly looking to get scouted or shadow an agent.
- d. The quest is started after the 2<sup>nd</sup> day of school ends in the game. Silva had gotten back from the starting heist earlier in the day, and retreated to the school-provided lab to tinker with some items. The quest will activate after a brief cutscene when walking in the lab.

## Dialogue:

Hanz: I heard you were pretty good at making gadgets, they even call you "our nation's future" here at school.

Silva: I wouldn't go that far, but I'd like to think I'm a pretty good engineer. What would a prestigious agent like yourself want with me?

Hanz: We need you to create some drones for us, you will be heavily rewarded.

Silva: A commission, huh.... You're going to need to provide me the materials for it.

Hanz: Of course, except for one.

Silva: Why the hell would I make you something AND THEN get the materials for the thing you're going to make? Get me everything, or no dice.

Hanz: There's an AI chip we are currently out of stock for, however we heard that one of the students in this school has one. As an agent, we can't just go around asking students, but I'm pretty sure their a third year. If you can find the material, for your trouble we'll compensate you extra.

Silva: Hmmmm, fine. But if I can't find them, don't get on my case for not accepting your commission.

- e. The player has to use the hints provided in the dialogue(he said a third year) to go to the floor and find the person with an AI chip. Once you find that person you have to negotiate with them to find a way to get the chip. If you fail, you will have to buy it off of them instead. It will be an unimportant student in one of the classrooms that like to collect things, he'll ask for one of a couple of random items, and if you have any the negotiations will go smoothly. Once you get the AI chip, you have to go back ot the lab and make the drones, then give them to the agent.
- f. Once the player completes the quest, they will get the schematics for the drones and be able to make them in his lab. If made, he can use them as additional helpers in battle to do auto-attack damage.

#### Quest 2: Zana's POV

- a. It is important to know that there is a disease that plagues the world called the Rust. It distorts everything it spreads to, and can turn humans, animals, and plants into mutated monsters.
- b. Important NPC: Celestia, a royal knight of Kall family.

- c. This quest takes place in the royal palace of Lamael. It is in the medieval continent in the game, and the second continent the player will explore. An important story event had just taken place, and now Zana is stuck waiting to pass the time before she can accomplish her goal in that continent. This quest is a way for players to choose to do something, or just rest in bed and wait.
- d. The quest started after Zana had secured the king's forces to help with her mission. It would take around a day before the troops were ready, and there was nothing to do. If Zana walks toward her temporary quarters, she will see the advisor standing there. You can choose not to talk to her, but there will be a quest icon over her head.

Dialogue:

Celestia: Do you have a moment, Miss Zana?

Zana: Yes, what's the matter?

Celestia: There are some Rusted creatures blocking our supply route paths. It is part of the preparation for the troops to have supplies, as we are targeting a large crime ring after all. If you could defeat those Rusted creatures for us, that'd be great.

Zana: Why can't you guys just do it yourself? I've had a long day as well.

Celestia: We can do it ourselves, but then you'll have less troops for tomorrow because we would have to dedicate some to clear the routes today. So do you accept?

Zana: y/n

Zana(if yes): Fine, I'll see what I can do. Anything to make the mission easier for ourselves tomorrow.

Zana(if no): Sorry, I'm feeling too tired and don't want to exert myself. I'll make sure to pick up the slack tomorrow.

- e. The player will have to go out of the city and dispose of some Rusted creatures. For each rusted creature you kill in the time limit, you will get a small core as a reward.
- f. You have to bring back these cores to prove you killed them. If you killed less than 10, Celestia will be disappointed and allocate some troops to go finish them off. If you killed 10 or above, she'll say thank you and hand you small compensation. If you kill 20 or more, you will get heavily compensated and receive a strong healing item.

Quest 3: Silva and Zana's POV

- a. Silva and Zana had just finished their final fight, and have agreed on a temporary truce until they can save both of their teams from execution in one week's time. They are currently traveling to the other side of the continent and are both wanted fugitives, so they camp out in forests and avoid the main cities. There is also a feature called trust levels in the game, which determines some interactions, and the damage of combo attacks.
- b. There are no NPCs.
- c. The quest takes place in Lopalik Forest, and this quest is required to progress with the story. This forest is home to lush green fields, but deeper inside it is rampant with Rust, which means no one really goes through the forest.
- d. The quest is started when Silva or Zana gets to a certain point in the forest. The other one that the player isn't controlling will suggest to take a break, and they realize that in this long journey they don't have food or water. Silva has a portable living space, but no food or water inside of it, so they have to go out and look for them.

Dialogue:

Silva: We have no food or water....

Zana: That tent has A.C. yet you didn't prepare food and water beforehand?

Silva: I wanted to camp in comfort! I didn't expect to be stranded out here in the middle of wherever!

Zana: Stop complaining! We just need to hunt for food, and find a water source, then we'll be good.

Silva: Easy for you to say, I don't know how to 'hunt' for food, my weapons are still malfunctioning remember?

Zana: I don't care, you're smart enough to at least figure THAT out. And if you can't then I trust you to find the water source for us then.

Silva: Whatever, let's just go.

- e. The player must find and kill animals in the surrounding area until three of them drop raw meat. Then, they will have to explore the area until they find a river, and fill three water bottles worth of it. Once this is done, the quest is complete.



- f. When the player completes the quest, the trust value of whoever you weren't playing as will increase. You will get 3 "cooked meat" and 3 bottle of "purified water". You will also gain access to "joint cooking" which further enhances the effects of meals you make.

## Narrative Design

My game's target platform will be PlayStation, and it's genre will be a turn-based RPG. I will be using the Interactive Traditional Storytelling method. In my game, you won't be able to change the main story, however you can change how characters feel toward you from both perspectives, which will provide a variety of benefits. For example, if you choose to say nice things to certain characters throughout the story, you will be able to get a good item from them in the future. For party members, certain interactions with them can improve your synergy in combat, and unlock certain combo attacks. Your dialogue choices also effect how attuned with your ability are. If you pick many "evil" or bad dialogue choices, you will unlock certain abilities faster as some of them have requirements, vice versa with good dialogue choices as well. You can unlock all of them eventually, but some abilities you can unlock faster with a higher level of alignment.

To present the story to player, it will mostly be through dialogue and cutscenes. However, there is a good amount of item lore regarding what the world was like before the main characters begin their story. For example, there was a party of "heroes" before the main story that are constantly referenced, you don't actually learn what happened to them until near the end, but you can find their respective items hinting at what happened to them, and the quotes and feelings before they died. For the two main characters specifically, there will also be research file entries detailing their experimentation when they were young. They are not explicitly named, but there will be context clues provided to learn some parts of their past that aren't said in the story.

The reason why I feel Interactive Traditional is the best fit for my story is because I'm selfish and want to do more. I don't want this to be the last time my characters are seen, I want it to have a sequel, and I'm very passionate in the process of making this. If I were to have multiple endings, it wouldn't be clear which one prior is the true ending and would leave some questions to never be answered. In my story, there is a lot of emphasis on characters and their stories, and how their pasts have brought them to this situation. Which is why I am really open to the idea of the player being able to interact, learn more, and gain benefits from speaking and being interested in those characters. I don't want it to be fully traditional because I want to make it clear that interacting with the characters can give you benefits and help you learn more about the world. Multiple ending and branching path stories I do enjoy playing, but I don't want my game to have because there is only one ending. I want my characters to have personality and worth, so an open-ended story wouldn't fit my game. Finally, there is an actual plot in my world so fully player-driven stories are out of the question.