

# **Narrative Document – Half a Tale**

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FG18 Game Design 2019

- 1. The main character is an outsider and should feel powerful in some ways but not without vulnerability – mechanical and otherwise.**
- 1. The main gameplay involves killing monsters and there is lots of ways to kill them, but this doesn't have to be the McGuffin.**
- 1. Narrative is very important to the game world, so it's important that it features as much as possible in the mechanical design.**
- 1. As much as possible must fundamentally contrast the main characters emotional conflict/McGuffin**
- 1. The journey the player is going on is a personal one, the task doesn't have to be of world-shattering importance. Try not to make it too urgent, so the player is encouraged to kill monsters and do side quest things too.**

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# Intro

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I chose Brief 3 because I wanted to make a game about an outsider someone who is different and someone people can relate to who are still looking for what they are good at (their place in the world) having people go on these grand journey through a world where they have to make hard decisions and feel strong emotions towards events that happen in the game. I take a lot of inspiration from games such as Journey and shadow of the colossus when it comes to how they make games into art.

Half a Tale is a game about Freak a hybrid creature created from both elf and monster being this center piece in a world recently wrecked by conflict after a tragic event that left three greater kingdoms without leadership when a meeting between them was interrupted by the leader's assassination. Everyone suspecting the other the kingdoms scrambled in panic lashing out at nearby countries, land and everything in them

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# Research

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## Sekiro Shadows die twice

The combat system is what I want to take from Sekiro, such as jumping, side dodging, parrying, different attack types and the combos you can make with different tools and normal attacks, the tool being replaced with evolutions for Freak.

The combat is very quick allowing the player to jump, dash, dodge and parry attacks from small human enemies and giant bosses. This would work great with the varied creatures you would find in this game but the parry does not fit for the character you play and will only be used by humanoid enemies who use weapons while dodging, dashing and jumping will be used by the player and monster creatures.

## Heavy Rain

The dialogue system and how it works with the thought bubbles flying around your characters head becoming blurrier and shaking making it hard to read the more stressful the situation is.

This would work well with a character like Freak always having the option to yell out comments or words during combat, and out of combat having the dialogue locking the player into a staring contest that you can leave at any point having the creature you are talking to still talking but will yell after you if you walk away too far.

The blurry and shaking is a very good way to show Freaks stress/panic when she interacts with different creatures.

## Red Dead Redemption 2

in RDR2 the Npc's will always remind the player where they have to go if the player returns and talks with them to always lead the player back into the story and plot of the game, shouting to the player when they run by asking if they are going to a quest specific location.

I don't want every NPC's in a town to always remind the player about the "shadow tower of Mazgalor" where your next quest is. Instead I want the game to feel more natural in the way NPC's talk about the world and different locations in it, some NPC's who live close to the dreaded "Shadow tower of Mazgalor" will know where it is and talk about it but NPC's who for no reason be it that they live far away or have no interest in it would not talk about these locations.

The game won't have a quest log instead I will have NPC's speaking about general stuff that exist in the area they live in.

example: If you are in the Barren Hills zone creatures will talk about different things in the area humans might talk about ruins and why to stay away from them while monsters may talk about big monsters and where they live and what to do or not do to anger or a peace them.

Having NPC's talk about the story and plot of the game from time to time while trying to not make it repetitive by not have it reoccur every time you walk close to a NPC making sure that it sound natural as to not disconnect the player from the world and immersion.

This is to make sure that if a player stops playing for a time and comes back to the game a later date, they can always sneak close to hostile NPC's or talk to friendly NPC's to get a reminder of where in the story they are.

## Witcher 3

Just how Geralt as a Witcher is a medium between the monster and human world a man who can speak and understand both sides.

Freak will also be a medium who can speak and understand both sides while still being an outsider from both worlds. This is a great way to show the player the narrative of the game from both sides on the world.

Like in Witcher you learn about different monsters weaknesses and what parts you can get from them to create different potions this system will be used in the game where the player can learn what part of a creature they need to eat on creatures to gain other unique evolutions pushing the player to a more social and pacifistic way of playing, or how the player can sneak

into areas or talk to monsters spending a night talking/reading about things to learn more about monsters or history.

(Example: Freak sneaks into a library going up to a table pressing a button, this starts a small skippable cutscene where Freak runs off gathering books placing them on the table opening one of them then cut to black then back into the library with Freak hidden from the player sleeping under a pile of books jolting awake looking around and then standing up giving back control to the player.)

## Undertale

In Undertale's combat the player has the option to kill or spare everything they fight even the main villain in the game.

The player is introduced to this combat system with first learning how to spare enemies and then how to fight them, but it is introduced in such a way that the player always kill something along the way making it, so most players always get the grey ending (not bad or good ending).

This way of introducing combat to the player is how the game will introduce Freak and the player to their first enemy. Having a dragon on deaths door being the first intelligent creature the player meets will introduce the FEELS mechanic. This mechanic which displays Freaks inner turmoil, also this is where I want to introduce the player to how the games core mechanics will work, where they can choose to fight or talk their way through the game having the option to talk to the dragon or commencing combat with it, making it into your first boss fight.

## FEELS

Interactive FEELS system keeps check on your emotional standings with all creatures

Freak's –Emotional and Evocative – Love - System

A system that keeps check on Freaks emotional status with all characters she has meet or can meet, if she meets someone who scares her or lies to her the chat bubbles will shake and be hard to read and she will look distorted

The FEELS system is a system the game will use to make sure Freak will show the right emotions, body language and dialogue options with creatures she has meet or is talking to.

This will change drastically during dialogues, combat and the actions you take in the world and if they could or should have heard about your actions.

For example, you can be talking to a Troll who said his name was Phil at first but then during your conversation he tells you his true name is Honk this means he lied to Feak and Freak will be hurt and mistrusting.

This can also be used in story points for example, the game has a forced point where a Dwarf helps you by hiding you in his house but will then when night comes tell the guards that a

monster is in his house and they will surrender the house. This will hurt Freak dramatically much as she is trying to run away, she will talk to herself in a hurt way asking questions like "Did I do something wrong?" or asking herself "He said it was okay to be here"

This will help create a shared moment between player and character which will help the players empathies with Freak.

## Reflection

The games I picked have some interesting mechanics that work well with my idea for example, both Undertale and Witcher are about characters who are outsiders in the world they are in. In Undertale you are a human child in a monster world where you have the option to kill or spare monsters by talking or going at them with weapons both decisions giving you different endings and reactions from characters in the world. This is a extremely good way to show how living the world is around the player with characters reacting to the decisions you have made if you killed or spared your target, sparing them (spoilers) in Undertale gives you a place in the monster world where they accept you but you choose to go back to the human world either way.

In the Witcher you play as Geralt a human who through alchemy has become a sort of half monsters now being feared or mistrusted by both humans and monsters. Witcher's are the only people who understand both sides use their knowledge about monsters to either slay them or talk to them and come to an understanding, these are some concepts that are very interesting and would work well with the brief I have with the protagonist being an outside and having a dark fantasy world.

Combat and dialogues are two important parts of the brief and that is why the game takes inspiration from Sekiro shadows die twice, heavy rain and Red dead redemption 2. Heavy rain has a very adaptive and intriguing dialogue system where you see chat bubbles hovering around the characters head with different things you can say during calm situations the bubbles move slow and are easy to read but when the situation for the character changes and they are more stressed or panicked the bubbles change with the character moving faster becoming blurry and hard to read.

A similar system would work well with Freaks nervous and bubbles personality talking to herself, others or even having the option to talk during combat, this with the help of the FEELS system will help the game with its Narrative especially since the protagonist is a such an outsider and has a hard time to speak these systems together would help hold up the narrative in the game.

To support the Narrative and the awkward protagonist who is an outsider for both monsters and humanoids I want to use a similar system to what Red dead Redemption uses where NPC's will speak out loud about things with each other or to themselves as they go about doing their daily business to make sure the player will be guided to points of interest and in the right way in a natural way that still makes sure the player feels like an outsider while still having a narrative structure to the game.

The combat is also a big part of the game having the character being a chimera creature that can evolve different traits and ability's the game need a combat system that works well with a fast-flowing combat that allows the player to use these abilities in a reliable way while still having high action combat that gives some challenge to the player and a hurdle to master which Sekiro shadows die twice combat system has a good grasp on taking some of the mechanics and changing them to also work with the dialogue during combat would work well with what the brief wants from the game.

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## *Pillars*

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### Coming of age:

Finding your place in the world, the player is supposed to feel naïve and new to the world just like the protagonist they both go on a hero's journey throughout the narrative of the game.

They begin now knowing anything with a feeling of curiosity wanting to explore the world they will soon find that they have to grow stronger if they want to survive, early in the game after they leave their home they will find a dwarf whom they help and who talks to them but in the end betrays them, getting guards to surround the house who overpower you with arrows, fire and blades having the player run away to survive.

Feeling betrayed the player will be overcome with a feeling of wanting to be stronger and untrusty towards the next NPC's they meet throughout the game.

They are put into the game not knowing anything and must figure out their place in the world. And in the end growing as a person choosing how they are going to live their life be it growing strong with others or eating them to grow stronger alone.

Whatever path the players is going on they can always eat their way to power. By killing creatures, they meet on their journey the player can evolve some of the consumed creatures' abilities making them their own, maybe you hunt down fast running bird creatures consuming them giving the player the option to evolve their legs increasing their running speed permanently.

# Multi-Linear Onion

The game will have a multi-linear narrative with a few missions locking you into a single area (such as a village, cave system or castle) when the narrative requires the players full attention. In the open world part of the game there will be an onion layers storytelling, leaving it up to the player to find clues about the plot or minor side quests.

For example, you hear humans talking about a fire beast living in the mountains and when you go to explore you stumble into monsters talking about a giant red dragon who lives in a cave giving you all the information you need to find his dragon.

The onion method will also be used when telling the player, the story about their parent/parents, who they are, what they have done and where they might be.

This will be used so that if players do explore the world as is intended, they will figure out the true background of their parents/parent and why they created you.

This way of finding information will also be used for the story of the world giving the player a background on the world from both monster and humanoid side.

The game will have different endings depending on how the players acts in the world, with the intention of making their first playthrough a mix of both saving creatures and killing some giving them the grey ending.

## Good child ending

The player can choose to spare everything, making the game harder but will get the good ending becoming friends with a lot of creatures and learning to be a good person in the world.

## Survivor ending

Killing some creatures will make you a survivor in the world, you learnt the hard way how though the world can be, and now you are ready to face it alone.

## Alpha hunter ending

Killing everything you meet makes you the ultimate monster and creation in the world, you have learnt that you don't need anyone else, you are stronger than dragons and non can stop you.

# Understanding

You are learning about monsters and human societies, playing as a creature who can speak to both sides will learn that they are not very different from each other and as an outsider seeing their contempt and mistrust towards each other raises moral questions to the player of who is in the right or wrong in the conflict and which side they agree with if its right to kill this troll who failed to defend its family against dwarven hunters after he took revenge.

With the player being of both worlds it is left in the players hand to take a side or no side, with Freaks creator being humanoid it can raise questions in the player when they see that their creator didn't create them to be a unstoppable monster but instead created Freak as a surrogate child.

A similar situation happens with the monster side with the first aboveground creature you meet and talk to is a dragon who are classified as monsters, this dragon is very friendly and badly hurt he becomes one of your first friends in the game and is the players first sight into the new world above and how monsters act and live.

## A working world

The world must feel like a real and living place a world that didn't need the player or Freak to function before and will keep working and functioning after the player has played the game. This is not to be confused with big events happening in the world thanks to the player continuing the main story but is instead meant as a way to make the world feel lived in and alive having a few side quests that will stop existing if the player makes the decision to save a bunch of humanoid guards attacking a orc village will make it so you can't take quests from the orc anymore and even if the player didn't stumble or hear about this attack on the orc village the attack will still happen and the result will be talked about in nearby villages as an example.

Not only are we aiming to make the world feel alive but it will also add a replay ability element to the game making it so players can make many different decisions in the world each playthrough but also have completely different experiences from one player to the other.

## Consuming and consequences

The player can evolve and gain new abilities by eating different monsters in the world, by eating acid-spiting insect the character can now evolve its body to also spit the same acid. Gaining modular abilities giving the player different and unique options on how they want to customize their fighting style.

Character is a half-breed, eat things to become stronger by gaining abilities from the creatures that she eats. But eating creatures mean that they will take less and less liking to you seeing traits in the player from their own race or even hearing about you killing their brethren.

if the player chooses to kill everything in their way, they will still be able to talk to main



quest NPCs and continue the story but side characters and even side quests can be locked for them until the next play through since these NPCs will see the player as a monster now or have been eaten, having it so you can continue the main story no matter what the player does will be done by having much of the main story involve strong people and your reason to continue it is to eat the strong people with unique evolution traits.

Some creatures are okay to eat then others non-sentient creatures such as giant insects or wolfs are okay to eat so the player always can evolve in some degree these creatures may not have the best or most unique traits that the player can gain but gives the player a way to still gain some evolved traits. Self-defense is sometimes the only option and they player should not be afraid to fight for their life.

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## *World Building*

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### Origin

The world was grown out of the branches of a giant tree from its bark the monster races came forth populating the lands, forests and seas. From the blooming tree tops came the humanoid races first born, Gods who conquered the land cultivating its lands, building kingdoms and holding order.

This is the general story of the creation of the world and all races

The monsters worship the World tree praising it for the life it gives to the land and in return them, when they die the belief is that they return to the tree and will then once again be reborn into the world.

The humanoid races see their gods as the perfect and final creation of the world tree, this world was meant for them and the monsters were like parasites who ate away at the world tree and only burrowing out of it when they had their fill turning them into the warped monsters of today.

Humanoid races pray to the First-born gods they are divine protectors who left to the world and their children knowledge of how to tame the land and all things in it.

### Genres

Dark Fantasy, Open world, RPG, third-person action adventure.

The game doesn't have a big bad villain no evil empire trying to take over the world or calamity that is about to happen.

Instead the world is being destroyed slow and steady by minor conflicts between all the races of the world, the player being outsider who at first site is feared by both monster and humanoids. The player isn't a chosen hero made to save the world instead this is a story and a game about a character who is so different from everything else in the world created outside the of normal life a homunculus/chimera who is just trying to find their parents and, on the journey, to do so finds themselves.

## Tropes

The game has a mistrusting world with people only trusting their own kin leaving the player as an absolute loner and isolated from the rest of the world being the only one of their kin having this dark tone of you going out into the unknow scary world figuring things out and making fatal mistakes as your journey goes on trying to help other people as best as they can being a naïve creature Freak and the player will often have to if not want to trust strangers in the world so that they can help the player in return of getting help.

The game world is open to the player to explore and find beautiful environments with animals, monster families and humanoid towns scattered throughout the world reminiscent of a medieval England or the world of Black Desert.

The combat is a very flowing with movements and actions flowing well into each other where players who master and remembers how a dragon or troll fights can easily beat them the next time, they meet one. The combat will be evolving just as Freak evolves new abilities giving the player multiple options of how they want to fight throughout the game.

## Tone

Naivety and growing up

The world have its own story that both the player and the protagonist don't know about as you first emerge in the world, making your own decisions according to what you learn.

## Conflict

The world is in conflict, humanoid kingdoms are trying to separate themselves from the rest of the world.

This time of strife is an aftermath of a mass assassination on the leaders of the greater kingdoms from both monsters and humanoids, leaving the world in turmoil with all races mistrusting and misunderstanding each other, Dwarfs digging down into the earth forgetting

about the above troubles, Elves and humans hold their borders not letting anyone of a different race in.

The monsters are the early creatures who were born into the world first they live in small groups or family's only a few building city's while they are living out in the world in hiding trying to avoid the humanoid who think of them as mindless humanoid eaters.

The player is playing as a hybrid creature an outsider who is not trusted or accepted by monsters or humanoids, making it so the goal a of Freak and Player are to be accepted by both monsters and humanoids while still having the option to just become stronger then both races.

## Scope

The scope of the game will be mainly focused on Freak and her journey to find her parents but on the way, she meets different creatures in the world who she befriends. Being this middle thing, she has the possibility to create peace between the races which early in the game is a thing she stumbles into and later accepts as a thing she must take care off.

## History

The races have always fought each other having conflicts between each other has always been a common thing with the only exception being that the humanoid races rarely fought each other rather having diplomatic arguments with each other.

Monster have on the other hand always been hunted and killed when they caused to much problem seeing them as a vile parasite that were born from a hunger of power in the creation of the world.

Monster often being friendly but mistrusting of humanoids who often hunt them are creatures who see worth in-kind acts and often leave gifts for each other and are overjoyed when they receive gifts. Some are humanoid eaters while others live of the land, they will defend their kin and home if they are being hunted being one of the only times humanoids interact with them, they can only see the monsters and monstrous.

30 years ago, from when the story takes place the conflicts between the races was at its peak some monsters fearing extinction and kingdoms reaching overpopulation, they all came together in the world first meeting of monster and humanoid who strived for a peaceful future by helping each other for a better future.

During this meeting the assassination of the great leaders happened a giant explosion that shattered the meeting hall with all the leaders in it orchestrated by a group who wants no part of this peace. Most monster leaders survived and some of the elven leaders who escaped into the safety of their homes (The dragon Freak meets at the beginning is one of these leaders) this raised conflicts in the lands larger kingdoms who lost their leaders went into alert and

started attacking smaller country's around them in retaliation to this event, monsters going into rages by this betrayal starting wars with the other races. After 30 years the conflicts and mistrust have become mundane and common things in the world, and it is this world that the player and Freak are thrown into.

## Possible Futures

The possible futures for the world and Freak are she helps one side become the dominant presence in the world and Freak being accepted by them or create peace between the races making the world whole again where Freak is accepted by all people in the world.

Or Freak ignores the conflicts and becomes stronger than all the other races and keeping herself out of their conflicts becoming an outside watcher accepting that she is not a part of their world.

Whatever choice the player makes they will never find their parents and instead they learn that they don't need to know about their parents but just had to grow as a person and find their own way of living. (There will be a hidden ending for the player who chooses to find out all details about Freak's parents as they play the game).

## Stakeholders

The story is mainly about Freak and her journey through the world and how she changes it with her outsider perspective and naïve ideas of the world affecting everyone she comes in contact with and with whatever ending the player gets changing the lining standards and the everyday normality for the monsters or humanoids if the player sides with either of them or neither leaving their fates in their own hands while Freak hunts both sides to survive in this world.

The game will introduce the player and Freak first to this underground safe world no colors but safe and comfortable to both player and protagonist, and then to the vast open, colorful world above ground it's is new and interesting but equal amount dangerous. This is the dark fantasy world the player will have to face and find their place in.

The game aims to affect the player and Freak at the same emotional way making them experience this beautiful world with creatures who have their own worth and beauty, feeling regret after killing someone who they didn't mean to fight or want to fight, getting angry or sad after being betrayed by the creatures of the world.

## Reflection

I wanted to create a world that felt natural while keeping the player as an outsider to it by having the world have this conflicted creation myth that spans throughout the entire story of the world.

The story of the game and the journey the player takes is about growing up in the real world and making mistakes, finding friends and making your way through the world until you find where you belong be it alone and powerful, with your family or with your friends. Having this conflict in the world where humanoids only trust other humanoids and monsters only trust other monsters will keep the main character Freak as an outsider since she is both monster and humanoid in a natural way, this also leads into the pillars with having an outsider character and a dark fantasy world with Freak being a very kind and nice person but at the same time hated, feared and mistrusted for how she looks.

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## *Character Development*

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### **Protagonist – Freak**



Freak is a chimera, a created creature from both humanoid and monster she is an outsider and the only one of her kin, she learnt to crawl, walk, kill and hunt on her own but got taught to speak and write in the language of the people above ground in a broken way by a mechanical servant a Golem named Bertrum who still stood guard down in the lab Freak was born in.

Freak has short messy white hair with streaks of dark brown. She has pointed ears like an elf a tail and scale patches can be seen dotting her pale elven skin, 2 different eyes one reptilian (yellow) and one human eye (blue). the scales shimmer in emerald and purple like oil when light hits them. Her mouth looks normal until she smiles that's when her chins split open revealing her fully sized mouth full of jagged teeth and instead of nails Freak has small sharp Claws.

Freak has a tall slender body but stays hunched over most of the time making her look small, she moves mostly by running on all four limbs (arms and legs) but can walk on her digitigrade legs. The game is about trusting different creatures you encounter, growing stronger and finding your place in the world while you are looking for your parents (creator). You

will have the choice to become friends with creatures you meet on your journey or killing them and consuming them to power yourself, leaving it up to the player to choose the path they want to take.

At the start of the game the player and the protagonist are new to the world learning as they travel the character talking to itself and learning about the world from others they meet on the journey.

The protagonist is friendly and can speak to both monster and humanoids learning the story of the conflicts in the world and how both sides differ and or are similar to each other.

The game will start with the player character trying to be friendly giving the player the option to talk to some of the first creatures in the game but can also be made in such a way that we want the player to get the middle ending killing some creatures and sparing others creating replay ability for the game and each player getting different endings depending on the person playing, if you are a friendly person and your first instinct is to save everyone in the game, or you are mistrusting and will go out to defend yourself and kill those who attack you. Later in the game the player will be hunted by blue clad creatures who are both monsters and humans trying to catch Freak without hurting her these are sent by the Creator of Freak when she learns about Freak being alive she will start trying to pinpoint where Freak may go and will try to find her whenever she can.

Not only will Freak be hunted by these blue hunters she will also if the player has killed a lot of creature's humanoid or monsters the faction that you killed will send out either groups of humanoids to hunt down the player by tracking them and laying out traps in areas were Freak has been spotted a lot. Monsters on the other hand will send out guardians who are looking for you they can be a variety of creatures everything from Trolls, dragons or orcs."The idea is that both the player and protagonist are supposed to learn about and understand the world together, Freak being new to the world since she was locked away until the player gets to play her.

The player is supposed to make mistakes the first time they play the game maybe not getting the ending they want making them prone to replay the game in different ways.

The first playthrough of the game will take the player on an emotional journey where they are supposed to feel what the protagonist is feeling in the world"

# **Antagonist**

## **The Natural order**

The natural way of the world is conflict since the monsters came out of the bark and humanoids sprouted forth from the branches we have always been in conflict.

The Natural order is a group of both monsters and humanoids who want the conflicts to continue trying to start a war between monster and humanoids to separate the lands equally between both monsters and humanoids by having the war only the strongest of creatures will survive just as the First born and the first monsters wanted.

This group started small but has always been working to make sure that the strongest survive. Through the years they have led the humanoids and monsters, sometimes from strong position of leadership other times as deceit full whispers in the dark. It is only now since the assassination 30 years ago that they use such force to get there will through. They are now forcing conflicts and working from the dark in many places in the world to ignite a war.

The leader of the Natural order is Calem Foxtop a human man who has claimed the Natural order to himself removing the other leaders, his goal is to make sure only the strongest of creatures can survive in this new world. Calem is an optional path to take as he sees Freak as everything he stands for a so-called superior being giving the player an option to join him in this new world

## **Albedo de Opus – the creator**

The creator made Freak as a surrogate child after losing her family to the conflict between humanoids and monsters. Albedo is an untrusted humanoid elf alchemist with royal looking clothing. She has scars and burn marks on her body and uses a cane to walk. When Albedo learns that Freak is alive in the world, she wants to protect her and keep her away from the horrors of the world.

Albedo doesn't trust anyone around her anymore, she wants to stay away from both humanoids and monsters after she worked as a Master alchemist for both humanoids and monsters, she worked on ways to let both monsters and humanoids live together in cities and the world, learning about monsters wants and needs and what they can't stand or die from.

This didn't sit well with people from both monsters and humanoids, a group who want the

war to happen so that they can control so they could split the land in half so monsters can live on one side and humanoids on the other.

During an attack from the group Albedo (the creator) got attacked by the dragon leaving her bleeding out in her lab, healing herself with the tools around her she made her way out of the burning and crumbling lab.

Most thinking her dead Albedo left far away from the large cities and with the help of old friends created a new lab deep underground where she tried to make something that could surpass both humanoid and monsters, something that embodied her purpose, she created Freak. But thinking she failed, Albedo left the lab now guarded by a golem named Bertrum to help her old friends and stop the oncoming war.

Albedo doesn't know that Freak lives from the beginning of the game but as Freak keeps doing things, words will start traveling around about a creature like no other and Albedo will put 1 and 1 together with the first sighting of Freak being close to the old lab.

This will lead to Albedo trying to find Freak sending out hunters who are to not hurt her. And bring her home.

## **Side Characters**

### **Paradox**

Paradox is an ancient dragon who breaks in through the ceiling of a nearby cave system to Freaks home, being the first creature from the outside who has talk to Freak, Paradox introduces Freak to the world by either talking with Freak and becoming friends or Freak killing him (killing Paradox should only be possible or thinkable if the player already has finished the game once)

Paradox is a large green dragon who is very relaxed and calm the first time the player meets him, lying on the cave floor terribly hurt and bleeding. Freak will sneak closer looking at him wondering what he is before getting discovered, Starting a conversation with Freak. Paradox is the story instigator opening a way out of the Lab and a way for Freak to find out who her creator is he is a mcguffin of sorts.

Paradox is also one of the first friends Freak finds in the world and can return to and speak with, this can be used as a way to always point the player into the right direction having the player go back to Paradox if they feel lost in the game and unsure where they have to go they can always return to Paradox and ask what he thinks of the situation where he explains what he thinks and briefly going over where you have to go and do.



## **Bertrum**

The Golem is a character introduced in the beginning of the game teaching Freak curtesy such as don't lie, always be nice, be friendly and polite and never steal. These rules are told to the Player and Freak at the same time as you move through the Lab looting (stealing), exploring or talking to the Golem or yourself.

The Golem is an early character that works as a teacher to Freak but will later run out of power and be shut down as the very damaged and in need of repair.

Bertrum exists as a way to lull the player into a false belief of safety and calm before they are release into the big open world, while also working as a living tutorial for the player to learn more about the game.

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## *Plot Analysis*

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- **Freak awakens:** Freak the games protagonist awakens in a lab crawling and blind relying on instinct kills, eats and evolves for the first time and is taught how to talk and act with other creatures. During this time Freak will learn the fundamentals of living and communicating in the safety of the underground and the lab.
- **Freak meets Paradox:** Freak meets Paradox a dragon who crashes into a cave system connected to the lab Freak lives in introducing Freak to a creature from the outside and destroying the safety Freak had in the underground and the first boss battle that ends with Paradox giving up and talking to Freak instead.
- **Freaks first appearance in the world:** Just like in the beginning Freak leaving the underground through the hole Paradox created is again blinded and crawling upwards to get to the outside lead by the noise made by a bird eating it and evolving her eyes to be able to see better outside.

- Freaks First interaction with Humanoids: Freak finds a dwarf in trouble being attacked by wolf like creatures who notices Freak and attack her too forcing her into action, after this battle the dwarf will tell Freak to stay back afraid of the monster who just killed these beasts. Freak instead talks to the Dwarf being curious of what he is and starts trying to have a conversation with the dwarf, understanding that Freak docent seem smart enough to do him any harm he tricks Freak back to an abandoned house close by.

Freak will meet a friendly humanoid later in the main story who will help Freak no matter what path the player takes who will help Freak with her goal to find her creator.

- Freak Being hunted: Freak staying in the abandoned house is the start of her being hunted and attacked for the first time. Freak waits in the abandoned house until night falls that's when sounds from the outside gets her attention the house is surrounded with people blocking doors and setting it on fire. Freak makes her way upstairs and then out from a window landing in front of the Dwarf and a mob of people.
- Freak Meeting Calem: Later in the game after Freak has been hunted and explored the world more meeting different people Freak will get the attention of Calem the leader of the Natural order as she is in a smaller port side city that Calem attacks with the help of a giant monster. He watches Freak fight a giant monster that has lost its mind through torture or other means. Calem will talk to Freak about how nature wants the strong to live and introduce her to his ideology where they strong are meant to use the weak to climb even further in life, this conversation ends with Paradox crashing through a wall as he notices Calem, Paradox breathes poison and Calem gets away, this event won't happen if the player killed Paradox in the beginning of the game and will instead unlock much more dialogue with Calem where the player can get his help to find their creator if they help him or the player can run away. Freak will either escapes with Paradox or if the player killed him, they must make her way through the streets of the city.
- Freak gets captured: Freak during one mission where she gets information about her creator from the humanoid friend, she has who have been helping her find information about her creator sends her to a location which is a trap. Freak gets jumped by hunters who seem to be specialist and dressed in blue to capture Freak they don't do damage to the player but instead restricts their movement and captures them.

- Freak has a motherly talk with her creator: Freak wakes up in a lab similar to the lab from the beginning of the game but with a person in front of her, Albedo her creator... Freak doesn't know from the beginning until Albedo starts humming on a familiar song that could be heard from the beginning of the game before Freak went back to sleep to later wake up on the cold stone floor. This leads to different outcomes depending on how the player has played the game.
1. A good child: Freak asks the person if they are her "parents" and Albedo answers "Yes" they talk to each other Freak talking about how she wanted to meet Albedo for so long and Albedo letting Freak out and they have a lovely mother daughter moment where they hug and Freak talks about everything that has happened during her journey telling her mother that she needs to meet all of her friends. Albedo being very happy about all of this telling Freak that she is glad Freak turned out to be such a good child but that they have to leave this land and travel far away.  
The player can choose to go with their mother and leave the land ending the game or they can go against their mother's words and stay to help their friends they have made. Albedo will be understanding in the choice to stay but will tell Freak that she will leave her hunter the humanoid who has been helping Freak with finding information about her mother also the humanoid who tricked Freak into this trap to help Freak find her way to her mother if she wants to.
  2. A survivor child: Freak has killed a few people and made some friends Albedo knows this and won't let Freak out of the cage she is in but talks to her through the bars, Freak again tells Albedo how she has wanted to meet her for a long time and talks about the journey she has had but this time Albedo does not approve of the killing she has done and will tell Freak that she is sorry she couldn't be there to help her, to stop her.
  3. Alpha hunter: If the player kills everything in their path when they have a choice to do so Albedo will talk to Freak about how she is sad that Freak turned out like this and that she will end it quick. This will be prompted for Freak to escape allowing the player to escape from the cage and kill Albedo.
- The war rises: A war is starting to break out in the human capital city where again the races are trying to make peace with each other, many strong creatures and/or friends to Freak are here fighting so no matter what the playstyle the player has, there are reasons to be here, killing strong monsters to evolve or helping your friends. The battle will lead the player to Calem who is directing hunters from the old meeting chamber where he in the beginning of the game tried to assassinate all the leaders of both humanoids and monsters. Here he has just killed the strong leaders who survived the first assassination attempt.

- **Freak confronts Calem:** In this chamber Freak will confront Calem and no matter what the player will have to fight him, only after defeating him can the player choose to spare him or end his life. (If you are on the Alpha hunter path Freak will remark that he is weak and not worth eating). After this the battle will die down as the player makes their way out of the town and ending the game.

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## *Introduction to Characters*

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**Freak** is a bubbly, kind and nervous creature who thinks that lying is one of the worst things you can do, someone who promise something can't break that promise, and says they are your friend are now friendly friends.

The player can see this in Freak with how she moves and talks in a broken accent of the language, stammering and always introducing herself as "I am Freak". When standing idly Freak will constantly look around herself while stroking her hands together stopping at random intervals as if she is listening for something. If people lie to her, she will visibly be hurt stopping in her animation taking in the information that they lied and have a hurt, look on her face maybe even cry from her Humanoid eye while she is within visible range to that creature. Creatures who say that they are Freaks friend but then betray her she will stammer to herself "Were we not friends?" and again be visible hurt sloped down crying and having a sad look on her face.

Freak is supposed to speak in a broken language and often speaks to itself. Freak is skittish, happy to meet new creatures, friendly, curious and a bundle of giddy joy who just wants to talk to creatures and make new friends.

Later in the game depending on the players decisions and play style for example only killing everything around you to evolve into the most powerful creature, Freak will be quieter less nervous and make more guttural noises and hiss at creatures she meets.

No matter what path the player chooses Freak will always become more confident in herself depending on either how strong she is or how many interactions and friends she has Freak will grow through the game, expressing herself in her body language how she stands, walks or talks to creatures, in the beginning Freak would be much more hunched over and stammer have the body language of a cat ready to run away at any given moment, these traits can change even more depending on the players choices if the player chooses to kill and evolve a lot Freak will walk more on all 4 legs and become more bestial speaking less even growling at other

creatures, while a player that is more friendly and helpful will get a Freak that walks more upright, get more dialogue options and talks about much more things a giddy and happy Freak.

**Calem Foxtop** a human man late in his 30, he has light brown hair and a scruff beard, he looks strong and cold, Calem is a man who likes results and will go to great lengths to get what he wants. Calem isn't heartless and will help the men working for him and would risk his life to save them but will show no mercy when it comes to people standing in the way of his greater goal. Calem's backstory is a shady one no one really knows where or whom he is, most likely he is from a far-out humanoid village that was engulfed and destroyed by the conflict of the lands around it, that could explain his way of looking at the world only seeing it as a place where the strong can survive. Seeing perfection in others Calem will often talk to people and bring conversations straight to the point and not waste any time asking unnecessary questions trying to bring them into his fold.

Calem doesn't see himself as evil and his cold outer exterior is not him being an evil person, no he is a calculated person whom emotions have been dulled to a point where he only can see outcomes and must focus to understand others' feelings. That is why a world with peace doesn't exist for him this would be a world he never could understand and the reason why he wants to bring conflict and war onto the world, a world where he fits in.

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## *Walk Through of Play Session*

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The player will be introduced to the game with a song being hummed the camera pans over a dark silhouette of Freak sleeping in a tube the game's title plays out as the camera stops as a hand is put on the glass of the tube and then let's go, time speeds up as the hand disappears and the scene fades to black to represent Freak going back to sleep. Freak as she just wakes up on a cold stone floor with a gel-like substance and broken glass around her as she has just broken out of a glass tube that contained her, Freak is trying to think having no words to express herself and instead only getting grunts and groans with no ideas or thoughts that can be formed.

This is where the player takes control of Freak learning to move and crawl around on the floor completely surrounded by darkness as Freak can't open her eyes instead using sound to crawl

towards a noise indicated with pulses going out of an small animal, introducing the player to hearing in the game a mechanic that allows Freak to hear nearby banter and creatures. Freak reaches the small animal relying on her primal instincts that goad the play to attack this creature by having the screen pulse with a blue color and veins indicating that Freak is on low health after being prompted to eat the animal the player gains their first evolution points that they spend to quickly learn how to move, see and think.

The story will then continue with Freak exploring the Lab she was created in where she will meet a kind golem introducing himself as Bertrum, he is half broken and made out of metal he is kind and sees Freak as a inhabitant of the Lab since he knows that Freak was created, Bertrum will try and speak to Freak with no success as Freak can't understand him when the player gets close to Bertrum they are prompted to bite him with a button press doing so will start an event where Freak bites Bertrum in the arm with no effect they have a small scuffle where Bertrum tries to stop Freak from running away handling her as a cat. This is to start off the game on a light note and create a bond between Freak and Bertrum that the player can relate to.

after the scuffle Freak will try and speak to him copying what Bertrum is saying her first word "Hello".

now the game will skip in time introducing the player to the feels system when she tries to become better friends with Bertrum who is teaching her how to read and talk.

During this time the player can free roam the Lab a bit more seeing how it changes as Freak is now awake, small changes such as holes being dug and decorations trying to imitate fancy fairy tale rooms. During this time the player can explore being introduced to looting taking up shiny things and talking to Bertrum who asks if Freak has taken anything here the player can lie or tell the truth either way Bertrum either scolds the player for lying or commends the player for telling the truth but both times tells Freak it is wrong to steal.

During this time Freak is introduced to finding information by reading books in the Labs library, the golem also teaches Freak how to speak and read better during this time.

Later Bertrum will get shut off as his magic battery runs low, there will be a time skip with small part where the player is in control for example, Freak trying to read a fairy tale book with picture of fancy rooms where princesses live and she tries to copy this look in the lab using cloths and other material to make the lab look more homely, or waking it to it being very cold in the Lab walking around carrying pillows and clothing to her sleeping area while also finding a blanket for the Golem so he won't be cold as he is "sleeping"

## **Introduction to Characters**

Freak is a bubbly, kind and nervous creature who thinks that lying is one of the worst things you can do and someone who promise or says they are your friend are good people. The player can see this in Freak with how she moves and talks in broken language, stammering and always introducing herself as "I am Freak". When standing idly Freak will constantly look around herself while stroking her hands together stopping at random intervals as if she is listening for

something. Much of her character is built upon being naïve and sweet learning everything she knows from books and a golem who basically is a magical robot making her learning one that follows its programming, the golem not being able to lie for example makes it so Freak always trusts people often prompting a lot of dialogue options after Freak introduces herself to new creatures who talk back to her and agree to be her friend.

## **Player character and the journey**

The player plays as **Freak**.

the character is supposed to speak in a broken language and often speaks to itself

- The player is looking for their creator. The player begins the game with the protagonist reading a book about a similar story to the ugly duckling making the protagonist ask themselves "who are my parents?" sending the player on a journey to find their own parents and in the end their place in the world.
- The game is about trusting different creatures you encounter, growing stronger and finding your place in the world while you are looking for your parents (creator). You will have the choice to become friends with creatures you meet on your journey or killing them and consuming them to power yourself, leaving it up to the player to choose the path they want to take.

Later in the game they will be hunted by blue clad creatures who are both monsters and humans trying to catch Freak without hurting her these are sent by the Creator of Freak when she learns about Freak being alive she will start trying to pinpoint where Freak may go and will try to find her whenever she can.

Not only will Freak be hunted by these blue hunters she will also if the player has killed a lot of creature's humanoid or monsters

- At the start of the game the player and the protagonist are new to the world learning as they travel the character talking to itself and learning about the world from others they meet on the journey.
- The protagonist is friendly and can speak to both monster and humanoids learning the story of the conflicts in the world and how both sides differ and or are similar to each other.
- The game will start with the player character trying to be friendly giving the player the option to talk to some of the first creatures in the game but can also be made in such a way that we want the player to get the middle ending killing some creatures and sparing others creating replay ability for the game and each player getting different endings

depending on the person playing, if you are a friendly person and your first instinct is to save everyone in the game, or you are mistrusting and will go out to defend yourself and kill those who attack you.

“The idea is that both the player and protagonist are supposed to learn about and understand the world together, Freak being new to the world since she was locked away until the player get to play her.

The player is supposed to make mistakes the first time they play the game maybe not getting the ending they want making them prone to replay the game in different ways.

The first playthrough of the game will take the player on an emotional journey where they are supposed to feel what the protagonist is feeling in the world”

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## *Feedback*

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Hey Jesper, we like your game and we think it can do really well. Searching for Freak's creator is almost like a reverse version of The Witcher. Geralt had a real history before Witcher 3, and that gave him a character to build upon. We'd like you to either build a backstory or have a small section that helps shape the character at the start of the game before you go on the main quest of the game.

this feedback was very good and made me sure of what intro I wanted that tied well together with the rest of the game, how Freak acts as a person and why she is so naïve of the world. With this feedback I created Bertrum and the general idea of the game of clashing ideologies and people who want to find a place in the world with Calem trying to create a world where strong people survive, Albedo lost her place and wants to leave this world and Freak who is in the middle in more then one way in all of these clashing conflicts.



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# Reflection

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I went into this game wanting to create a world that in a way all revolves around Freak and the player and their decisions without pushing the play towards the main story. The idea for it all was that the player is supposed to feel like Freak would in this world connection the player to Freaks emotional status tying the player to Freak putting them in her shoes to put the player through an emotional journey.

The world can be anything and look anyhow, the world isn't in focus instead the game focuses on Freak and the players journey through the game and the most important parts of the world is that it feels like something new to the play ( not your old timey fantasy world) there should be elements that feel familiar to the player such as humans, villages and rulers but the world should still make the player feel like they are experiencing a new world with different rules and laws to emphasis and make sure that both Freak and the player feel like they are new to the world when they first encounter it.

The most important thing in the game is the animations of characters and especially Freaks, her movement and body language need to be on point with people being able to know how Freak feels just by looking at her back, her different emotions need to be shown in the entire body such as being sad, happy, afraid or angry. Not only this but Freak also needs different animations depending on how the player plays the game (killing a lot of creatures makes Freak go more feral while talking to people and making friends make Freak happier and self-trusting.

Sound in the game will have to focus on many areas since the game requires SFX from both metal, ballistic and animalistic combat sounds with fire breathing dragons and other fantasy creatures the sounds needed are plenty. Music in the game should make the player feel like a force of nature it should motivate the player to continue whatever action they are doing, be it a fast beat of drums to invoke more primal feelings in the player as they are fighting, or a more solemn and lonely tone when Freak feels betrayed or is out in the forest alone.

One big problem I can predict with this game is the character Freak, if you chip away too much from her she will turn into a boring protagonist with no value more then to carry the core mechanics for the player this is something that I want to avoid since my focus is to bring the player on an emotional journey through the game. One problem that seems most reasonable is the removal of the FEELS system and lowering Freaks body language these systems need to be in the game to show the player how Freak is feeling and how they (with help of the game and story) should feel, removing one or both of these systems could still be fixed by forcing emotions onto the player and Freak through cutscenes of course but that was never the aim of the game.

A different problem can appear if a player docent play the game for a while, they can feel disconnected from Freak and the emotional status of her. This could be fixed with having flash backs on what choices you have done and who you have killed or saved throughout the game

when you resume back into it and having Freak be more verbal about her feelings.

I put a lot of focus on Freak as a character and the players connection to her which are the most important parts of the game, leaving the world and story in a very flexible state where they can almost be changed in anyway and still have a the players and Freaks connection intact, and working with the brief as an outsider, dark fantasy and combat focused game. With his said the first part I would cut out from the game would most likely be the war that is brewing in the world and the natural order. These parts have nothing to do with the character and only exist the bring the world more into the dark fantasy spectrum.

I worked with this text my real first attempt to figure out an entire story of a world plus how the character is connected to it which isn't my strong side my focus is more on characters and the abilities they have and how they connect into the character. I want to continue working on this text polishing it and adding some elements that got lost as I got sick, but I want to continue and improve as a Narrative designer and think that this document was a great first step at learning and becoming a Narrative designer. In the future when I continue working with Narrative design I would start off with a stronger base and get a plot analysis up much earlier to get a better ground work of the world and the story, improvements must be made to the grammar in all my writing which is my biggest hurdle that I am constantly working with.