

## **RPG Game Story Concept**

### **Story Concept:**

A benevolent Goddess named Fayr saw humanity destroying all life with their technology. She sent down her Acolytes to destroy all tech and killed billions. The Goddess wept, and her tears created a race called the Zeal. The Zeal and the Acolytes were able to turn into dragon-like creatures.

Each time humanity achieves a high level of technology, the Acolytes and the Zeal are sent to destroy it. Eventually, the Zeal betrayed the Goddess and fought against the Acolytes. Both sides dwindled, and the Zeal are exterminated. The Goddess made a deal with humanity. As long as their technology didn't exceed past a certain point, she wouldn't send her Acolytes to wage war on the planet.

Humanity recovered and has reached the medieval period. Humans divided themselves into three factions. The Growe, who used martial combat and magic. Esper, who used technomancy. The Astray, who used nature energy.

The protagonist is Kamari, a 12 year old boy who survives the attack on his village after it becomes a battleground during the war. The player will discover that Kamari is a hybrid between the Zeal and the Astray.

The player is picked up by a follower of the Acolytes named Aaron. On their journey of fighting the Growe and Esper, Aaron uses Kamari for the power he holds. The player gains companions along the way. Aaron later reveals himself to be an Acolyte. Kamari awakens his ability to defeat Aaron.

The player goes on to help people suffering from the war. Aaron returns, and the party escapes and tries to revive Kamari at a shrine in the Tomb of Zeal, but he vanishes instead. Years pass, and Kamari awakens. Now 16 years old, Kamari adventures to find his lost companions. They have chosen different sides amongst the rival factions.

Kamari eventually recruits the band and starts a journey to defeat the Goddess.

### **Why Branching Dialogue is right for this concept:**

Depending on how the player chooses to accept or decline certain quests will change their relationship with his companions. Depending on their choices, the player can gain or lose the opportunity to find secret weapons and skills for their companion.

The Goddess isn't the final battle. Stopping the large-scale war is. Based on the player's choice, some companions may abandon the party and join their supported faction.

Just because people join together to fight a common enemy doesn't mean we completely understand or agree with one another.

How the multiple endings will be beneficial to the player experience:

The player's choices in companion and completed quests will drastically change the endings. The player can ally themselves with the Goddess and continue the cycle of halted progression or defeat the Goddess and stop the war. To ensure the survival of all or some of their companions, the player must monitor the faction strength and their connections to each character.

This method will encourage players to take different routes, experiment with other party members, and see various events in the game.

### **Other gameplay considerations:**

The gameplay is a tactical RPG that implements the combat mechanics of Xenosaga II, Legend of Dragoon, and Breath of Fire III. The game features an overworld like traditional JRPGs. Players fight random encounters. In combat, players use selectable skills along with quick-time command skills. A button can be pressed to interrupt a command skill, swapping to the next character in order of priority. Players will be able to construct their unique combos to maximize damage.

Players build connections with party members to unlock quests, skills, and weapons. These quests may influence other party members positively or negatively.

### **Summary:**

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This game will bring back the gameplay and storytelling of classic JRPGs. Adding more control over the story through player choice found in modern RPGs will enhance the experience of playing a new old-school RPG.