

# **CVG - Narrative skills**

## **The Legend**

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## 1.0 Setting Document

### 1.1 World Overview

The game is set on the ethereal space cruiser, *The Legend*, as the game begins, *The Legend* is entering the Loco cluster, a lesser known region of space comprised of several small planets inhabited by creatures of uncommonly low intellect, with a tendency toward violence. In time-honoured tradition, the giant behemoth Legend crashes through said planets, destroying them completely. Fragments of a strange material billow like dust around *The Legend*, eventually settling on the surface of the giant creature.

It is these fragments that propel and form the basis of the main story, as the player will discover this foreign matter is responsible for breaking the status quo that has been maintained on *The Legend* since time immemorial. Over the course of the game the player discovers that these fragments have been causing dramatic changes in the mental faculties of the inhabitants of *The Legend*, specifically propelling the Yiod race into reawakening the Creators.

Beneath the surface of *The Legend*, an ancient civilisation has lain dormant for millennia. These beings are the original creators of *The Legend*, possessing a deep understanding of *The Legend* and the only ones who know its true purpose. Created to be their salvation, the remnants of this lost civilisation are less than impressed to learn what has become of their home in the interim period and take measures to remove the makeshift kingdoms that are "squatting" on their home. Tackling this civilisation will serve as the final and most difficult challenge the player will face.

## 1.2 Races that inhabit the game world

There are six distinct races which inhabit *The Legend*, each subscribing to their own individual culture and having their own beliefs and values. The player is aware of five of these races from the outset, but will only be introduced to the final race gradually over the course of the game.

### 1.2.1 Tamaro Haka

The Tamaro Haka are a humanoid mammal species, but appear to resemble reptiles due to their scale patterned skin, they have a tails that grows from their upper back. Their kind is scattered around *The Legend* in small camps and are somewhat nomadic in nature, but if asked they would refer to the village on the outskirts of the Trellius Jungle as their true home.



### 1.2.2 The Griffith

Towering lizard folk with long alligator-like faces, scaled hands and feet. Coated in a body of thick fur, it keeps them warm enough that they don't wear much in terms of clothing. What they do wear, they make mostly out of leather from the skin of the Baragira (a six legged, feathered behemoth, native to Crys). The Griffith bases themselves in the frozen region of Crys, and are very protective of their territory. They live in a society that resembles the tribal style of the Native Americans.



### 1.2.3 The Mechanists

They are rodent-like in appearance and behaviour, short in size, with pale, grimy skin, and whiskers covering most their face. For casual wear they keep on their mechanical hazard suits, ensuring they are always ready to head into the heart of the junkyard for scavenging. They have a fascination of technology, to the point that they each carry every gadget they own. Any new technology that might survive the collision with *The Legend* is immediately sought after. They make periodic forays into the “Impact” region after any serious collision to scavenge anything that may be useable.



#### 1.2.4 Fargaris

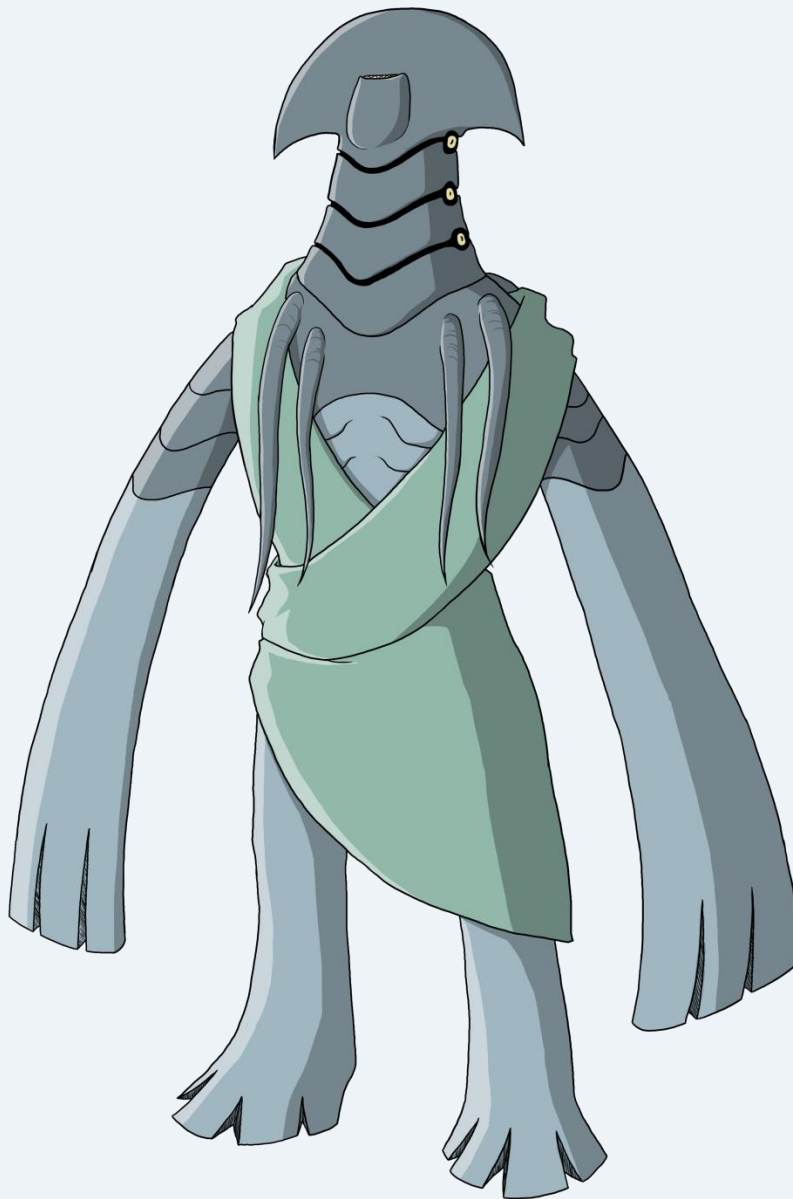
The elusive dwellers of the impact, it is a mystery of how they survive in such a hazardous region, those who have seen them, describe them as almost skeletal in appearance, with extremely thin, long arms, with long razor sharp claws, leaving the rest of their body shrouded in a tattered black cloak. They move in a way that resembles levitation, hovering slightly above the ground.



### 1.25 Yiod

The Yiod are seekers of knowledge, researchers of science and math, they reluctantly work with the Mechanists, for pursuits in engineering. They are hard skinned with an axe blade shaped head, with their eyes on the side on their neck. Eloquent and quick-witted, they employ heavy gesticulation whilst talking, using their long, wide arms. They wrap themselves in pure white togas; which they believe keeps them unconstrained and helps them to think clearly.

Residing in the “Holy Land of Celest”, they tout themselves as a religious organisation, operating under the guise of divine emissaries, proclaiming the land they inhabit to be a gift from some long forgotten god.

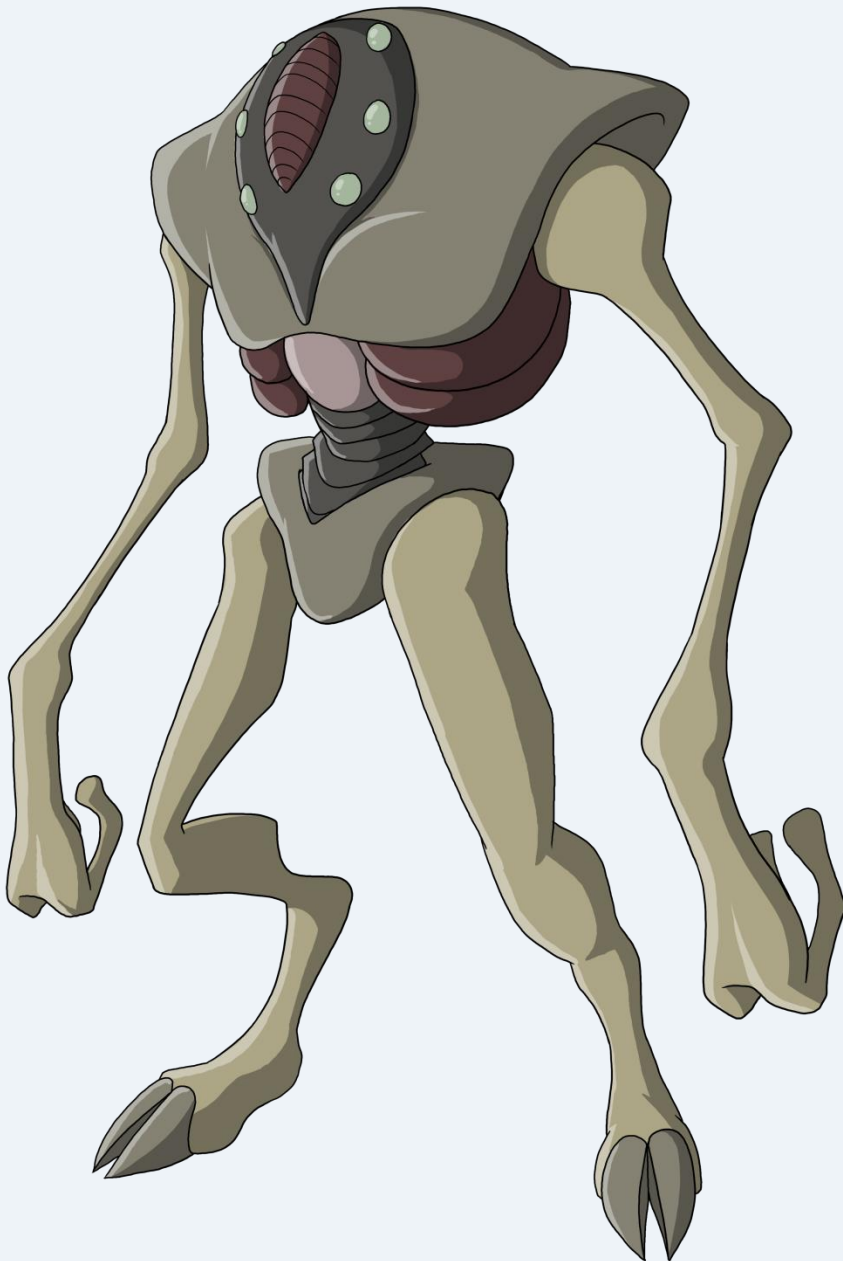




### 1.2.6 The Creators

The creators are as their name implies, the creators of *The Legend*; residing deep within of its protective shell in a state of hibernation. They are much taller than the Griffith, and are covered in exoskeleton armour, replete with double jointed limbs.

While fewer in number than any other race, they possess lost knowledge that dwarfs even the mechanists, with nanotechnology serving as one of their greatest achievements, rendering them virtually immortal.



## 1.2 Overview of the six different levels

### 1.2.1 - 1<sup>st</sup> level: Trellius

#### Primary Inhabitants: Tamaro Haka

A lush, verdant environment; Trellius is a location rich in life, its ultra-fertile land has accelerated the growth of all plant life which has pushed trees into growing to such a height that they literally pierce the atmosphere surrounding *The Legend*, vines with such an incredible rate of growth, they can literally burst from beneath one's feet and drag one to their death. Trellius also has carnivorous plants, some of which are the equivalent of the Venus fly traps of Earth, on *The Legend* however, the traps tower over their prey at dizzying heights and drool acidic ooze. Deep within the jungle lies a secluded village, home to the Tamaro Haka and the Chroniclers society.

### 1.2.2 - 2<sup>nd</sup> level: Crys

#### Primary Inhabitants: Griffith

A frozen land composed entirely of granite-like black ice. Crys's beauty appears almost mythical; black crystal spears shoot up from the hard ground to form spiked mountains which capture light and from all angles and releases it as gentle rainbows over the land, these arcs of colour provide relief from the stark contrast between the freshly fallen white snow and black crystallised land. An aurora can often be seen meandering through the sky, bringing tranquillity to the darkest areas of the land. Such is the magnificence of the land that travellers have been known to fall to their knees in awe as the beauty of Crys pierces their souls.

### 1.2.3 - 3<sup>rd</sup> level: The Junkyard

#### Primary Inhabitants: Mechanists

A dystopian district "maintained" by the Mechanists, scholars of machinery who devote their lives to technology. The majority of the junkyard is comprised of the tattered remains of their home planet. The Mechanists constantly strive to create better forms of technology; old machinery is either discarded to the scrap heaps or is just left to rust in the streets. The mechanists are known for their strange experimentations on robots, such machinery cannot be seen anywhere else on *The Legend*.

Some robots have developed personalities which vary from the behemoths; the robots with venomous personas constructed from the remains of tanks and other scraps of machinery; these beasts leave black smog in their wake. Then there are the tweeters, the robots short in stature but with the most pleasant personality of all robots of the Junkyard, they can be seen assisting the Mechanists in constructing new and better technology. The collection of all of the dust, rust and smog has transformed the Junkyard into a toxic, barren wasteland with no life inhabiting it except for the Mechanists themselves who have developed a tolerance for the fumes, travellers are forced to wear mechanical suits before venturing into the heart of the Junkyard.

### 1.2.4 - 4<sup>th</sup> level: Impact

#### Primary Inhabitants: Fargaris

A wasteland on the nose of *The Legend* littered with debris from the many worlds *The Legend* has collided with. There are tales of the creatures called the Fargaris, who are rarely seen and thought to be the only ones who inhabit the region due to the falling space debris, though it is unknown how.

The terrain is barren, sans the miscellaneous debris, being primarily comprised of craters and jagged crevices. Due to its positioning on *The Legend*, strong winds run through the area, guiding those unfamiliar with the region to an earlier grave.

A subterranean network is rumoured to run through the region, providing some measure of cover against the inhospitable climate. The entrances and exits to this region are constantly changing along with the outside terrain.

### 1.2.5 - 5<sup>th</sup> level: Celest

#### Primary Inhabitants: Yiod

An ethereal land which forms the “tail” of *The Legend*. A celestial stardust-like trail that extends for some distance behind the whale, leading many to revere the environment as some form of “holy ground.” The entire land glows with a golden light, with twinkling stardust softly raining down from *The Legend*’s monstrous tail fin. This imposing edifice serves as the Yiod’s headquarters and goes some way toward affirming their claim as emissaries of the gods.

The Yiod have the ability to manipulate the stardust and are seemingly able to craft objects from thin air. All objects created this way, from buildings to weaponry and armour all share the characteristic glow native to this land.

### 1.2.6 - 6<sup>th</sup> level: The Heartland, Asgard

#### Primary Inhabitants: The Creators

A hidden legacy of a forgotten civilisation that remains hidden under the outer shell of *The Legend*. The creators of *The Legend* lie in a dormant state in this impenetrable, concealed area, along with the ancient technology that keeps *The Legend* alive.

The architecture primarily consists of atypical alien technology, and is sci-fi and robotic in nature, though far more advanced than those witnessed in The Junkyard.

Such is their level of technology; unthinkably advanced machinery has been compacted down to practical proportions. This Creators also employ nanotechnology, essentially allowing them to reconstitute their own bodies after suffering injury. The application of this technology also extends to the environment of Asgard, which is able to actively reconstruct/shape shift to allow or deny access to individuals.

Serving as the climax of the game, Asgard epitomises the randomness of everything the player has experienced thus far and amplifies it, with the very environment itself actively deceiving and confounding the player. Overcoming “The Creators” technology serves as the final goal of the game.

## 2.0 Character Document

### 2.1 Character #1 - Lati

**Name:** Lati

**Role:** Protagonist

**Age:** 26

**Sex:** Male

**Species:** Tamaro Haka

#### **Biography:**

Lati grew up in the village of Zukai, located in the Trellius Jungle and is currently in the final stages of his training as a Chronicler. As part of his training, he must uncover some historical findings regarding the history of *The Legend*, utilising the skills he has learnt.

This leads to the finding of a Creator artefact (the gauntlet), which in turn draws the attention of the Yiod.

As a chronicler, Lati is trained to analyse his surroundings and situations, but he more often acts impulsively, doing stuff without thinking it all the way through, this lands him in trouble when he begins tampering with unknown technology. He is confident in meeting new people, and in his actions, if there is something that he feels needs to be done, he'll follow through with it.

#### **Physical attributes:**

- Wears black shorts
- A green tight t-shirt with dark green bandana and light blue quills on the shoulders
- Light blue bracelet
- Feet wrapped in bandages

### 2.2 Character #2 - Karnax

**Name:** Karnax

**Role:** Supporting NPC

**Age:** 91

**Sex:** Male

**Species:** Griffith

#### **Biography:**

Karnax meets the protagonist when Lati reaches the Crys region, upon their first encounter; he immediately attacks Lati, damaging the Gauntlet in the process.

Karnax is very quick to anger, and reacts violently; this is accompanied by his sadistic sense of humour, usually involving hitting Lati. Despite this, Karnax does have a sense of pride and makes certain to repay his debt to Lati. The Griffith are used to the wilderness of the Crys, and have a shared dislike for anything mechanical.

**Physical attributes:**

- Big and hairy
- Reptilian
- Half naked
- Green scale skinned with light brown fur
- Stubby hands and feet

### 2.3 Character #3 - Mio

**Name:** Mio

**Role:** NPC

**Age:** 29

**Sex:** Female

**Species:** Mechanist

**Biography:** (liable to change)

An old friend of Lati, she is an engineer in the Junkyard region of the legend. From early on, due to a previous cut scene, she is suspected by the player of being a spy for the Yiod.

She is very forward towards people, even friends she has not seen in years. She is loyal to her employers, when they have the cash, but when the occasion arises, she does feel the conflict of doing what's right and wrong, and tries to do what she feels is better for everyone.

**Physical attributes:**

- Wears a standard mechanist hazard suit.
- Wears a custom hazard suit face mask (will make her more identifiable from the other mechanist NPC's).
- Face mask made to resemble a scary monster face that she thinks make her more intimidating.
- Carries small gadgets around useful for travelling.
- Armed with an array of miscellaneous spare parts that she creates bespoke weapons and mini-robots from on the fly.

## 3.0 Plot Document

### 3.1 Back-story:

The game is set on the ethereal space cruiser, *The Legend*, which has drifted through space for aeons. *The Legend* takes the form of a large, ghostly whale-like behemoth, its service record includes such feats as inadvertently colliding with innumerable planets and the wanton destruction of anything remotely resembling civilisation. While most planets do not survive the encounter and are reduced to atomic dust, a precious few remnants of these once thriving civilisations miraculously survived the collision and have rebuilt their society atop *The Legend*.

This has resulted in a rich and diverse series of cultures springing up across the various habitable regions of the cruiser. In total there are five fledgling kingdoms nestled upon the interstellar transport, with most enjoying a peaceful, if shaky alliance of sorts? The whole setup focuses on conjuring up a surreal game world and little mind is paid to practicality.

*The Legend* has become infamous throughout the galaxy, and is primarily viewed as a symbol of woe, due in no small part to its tendency to actively seek out and collide with nearby colonised planets.

### 3.2 In-game-story developing during play:

#### 3.2.1 - Introduction sequence

At the beginning of the game, the main character, Lati, is in his native region of the Trellius Jungle, attempting to chronicle information on the origins of *The Legend*. During this research he stumbles upon an ancient artefact of unknown origin. The technology is unlike anything he has seen before, and nothing remotely similar exists in the Chroniclers archives.

The Yiod maintain strict control over technology and the flow of information across *The Legend* under their pseudo-religious veil. As such, they keep a close eye on the activities of the Chroniclers, and any hitherto unknown technology/discoveries must be surrendered to them.

At the start of the game, the protagonist discovers one such piece of lost technology. The artefact is some kind of gauntlet with unknown powers/abilities. It is revealed over the course of the game that the gauntlet is a piece of technology left by the Creators, a mythical race that the Yiod insist do not exist. The mere mentioning of the Creators is seen as an affront to the Yiod religion.

After discovering the artefact, Lati takes it back to the village in Trellius Jungle. He brings it to his mentor for further analysis. Lati's mentor advises him not to mess with the artefact and takes it from him.

Overcome by curiosity, Lati disobeys, sneaking into the building at night to analyse the artefact himself. Upon further inspection, Lati tries wearing the gauntlet, which fuses with his hand, resulting in the artefact going out of control, unleashing some sort of force that wreaks havoc across the village, destroying buildings and causing widespread fires to set the jungle ablaze. Many people lose their lives during this event and Lati is subsequently banished from the village.

### 3.2.2 - Level One - Trellius

The first level consists of Lati traversing Trellius Jungle to make his way to the frozen land of Crys. Despite his best efforts Lati is unable to remove the gauntlet from his hand.

*A cutscene occurs between levels showing a silhouetted figure asking the natives of Trellius what caused the accident.*

### 3.2.3 - Level Two - Crys

Upon arriving in Crys, Lati meets Karnax, who damages the gauntlet during his encounter with the protagonist.

Lati travels to Junkyard.

### 3.2.4 Level Three - The Junkyard

Lati reaches Junkyard.

Lati meets Mio, the third primary character, and an old acquaintance of Lati's.

*(The gauntlet has been malfunctioning since Karnax damaged it during level two.)*

A short time after entering the junkyard, the gauntlet goes out of control again, highly reminiscent of the event during the introduction sequence. This time however, it shuts down a large number of machines, causing the industrial region of Junkyard to come to an immediate standstill. All eyes fall upon Lati and Karnax, who are at the epicentre of this latest calamity.

While the Mechanists are attempting to find out what exactly has happened, some of the robots that got shut down sporadically come back online and immediately go berserk, attacking anyone in the vicinity.

During this incident several Yiod emissaries are visiting the Junkyard and bear witness to this event. After numerous staged battles against gargantuan adversaries, Lati's party are eventually able to subdue the robotic uprising. After the events in the Junkyard are concluded, the player leaves the area. In a cutscene, the Yiod discreetly assign a spy to watch the protagonist, the player is not shown who the spy is via specific camera placement. The player may suspect this is Mio, who immediately joins protagonist. The protagonist themselves is not aware of this scene.

At the end of the Junkyard level, Mio suggests to the group travelling to Celeste, inhabited by the Yiod, who may know more about the gauntlet, and how they can remove it from Lati's arm before it causes another catastrophe. To reach Celeste, Lati must travel through the Impact region, navigating through a vast expanse of caverns that run under the outer shell of *The Legend*, eventually emerging at the edges of Celeste.

### 3.2.5 Level Four - Impact

Lati travels through Impact region, inhabited by the Fargaris, who are hostile to other races.

During their trip through this region, *The Legend* comes very close to colliding with a nearby planet, necessitating the party taking refuge in the subterranean network of tunnels.



After an arduous journey through the inhospitable surface region and briefly after ducking into the caverns, Lati's group are captured by a Fargaris scouting party. An event happens, whereby the player and friends are interrogated by the leader of the Fargaris, who want to know why they are trespassing in their lands. Lati's arm is severed by the Fargaris leader in order to remove the gauntlet.

In a cutscene, Mio breaks out of her cell while the rest of the group are sleeping, and successfully reclaims the gauntlet, intending to take it to the Yiod, as per her assigned mission. After travelling the tunnels for some time, she has a change of heart and returns to free Lati, apparently abandoning her original mission.

Lati receives the gauntlet from Mio, which unexpectedly reconstitutes his severed limb; however, the gauntlet grows to encompass more of Lati's arm. The mysteries surrounding the artefact deepen. Lati's group escape via the tunnel network, with the Fargaris in pursuit, heading toward Celeste.

### 3.2.6 Level Five - Celeste

Emerging from the tunnel network, a non-interactive cutscene introduces the new area to the player.

Yiod representatives greet the protagonist at the entrance to the region, which is often visited by pilgrims, the masquerade of a religion is kept up in order to lead the protagonist into the lion's den.

Player is "escorted" through the main part of the city toward the Yiod's main headquarters.

The Yiod Pope reveals that the Gauntlet can be used to open the way to Asgard, land of the Creators. The pope reveals that the Yiod have been searching for this artefact for centuries.

Lati does not want to give up the gauntlet after hearing the Pope's plans, which essentially comprise all races of *The Legend* becoming subservient to the Yiod and Creators.

A confrontation occurs, with the Yiod insisting that Lati has no understanding of the importance of the artefact, and how the Creators could make life better for all races living on *The Legend*.

Player is defeated by the Yiod. The Yiod pope uses a powerful technique to separate the gauntlet from Lati's hand. The Pope escapes with the gauntlet, intending to open the way to Asgard. The team unity is broken as the Pope reveals that Mio is a traitor. As such Lati and Karnax press on after the fleeing Pope and leave Mio behind.

### 3.2.7 - Level Six - Asgard

During the events of the final level, the Pope reawakens one of the sleeping Creators using the gauntlet. Lati finally meets one of the fabled Creators. The Creators turn on Yiod, feeling their stewardship of *The Legend* has been less than exemplary. During this exchange, Lati is able to reacquire the gauntlet. Lati and Karnax become the next target of the newly awakened Creator, and are unable to best him in combat. Just as Lati finds himself in a tight spot, Mio appears to assist in the struggle. Mio explains a method to return the Creators to their slumber utilising the gauntlet. The game ends with Lati succeeding in returning the Creators to an eternal sleep.



## 4.0 Dialogue Script Document

EXT. NIGHT - JUNKYARD CITY GATES

LATI and KARNAX arrive at the JUNKYARD city gates. LATI pushes the rusted gates open. They enter the city and look around.

LATI  
\*Cough\* The air is so thick with  
this smog.

KARNAX  
Yeah, can we just hurry this up? I  
hate the Mechanists and their shit  
hole of a city.

KARNAX kicks a piece of scrap metal to the side to emphasise his disgust for the environment.

LATI sighs, he scratches his arm, catching the gauntlet in the process.

LATI  
What the hell did you do to this  
thing? It's really starting to  
irritate my arm.

Sparks begin to fly from the gauntlet.

KARNAX  
I can have a go at fixing it for  
you, hold still while I hit it  
again.

KARNAX readies his fists to hit the gauntlet.

LATI  
No, wait! It's fine, really, it's  
okay.

Hoping to avoid further conflict, LATI begins to make haste toward the city center.

FADE TO BLACK

FADE IN

EXT. NIGHT - JUNKYARD CITY CENTER

KARNAX AND LATI SEE A MECHANIST REPAIRING A ROBOT AT THE  
ROADSIDE.

(CONTINUED)

CONTINUED:

2.

KARNAX

You're seriously gonna talk to one of those bastards?!

LATI

Well, if we're gonna get anywhere we need information, who better to ask than a local?

KARNAX and LATI walk over to the MECHANIST who is sat down with their back turned to them, busy tinkering with machinery.

LATI

Hi, I'm trying to find a friend of mine, I was wondering if you know her? Her name is MIO.

The MECHANIST turns to face LATI and KARNAX. A look of joy illuminates her face.

MIO

LATI! It's me.

MIO gets up from her chair, she embraces LATI.

LATI

Uh, hi Mio. It's good to see you.

LATI tries to escape from Mio's awkward embrace. KARNAX rolls his eyes and turns away.

MIO calms down and notices the gauntlet.

MIO

What's that on your arm?

MIO points to the gauntlet with an expression of curiosity on her face.

LATI

This? I found it one day.

MIO

Could I take a look at it?

LATI

I would but I can't seem to get it off my arm.

LATI tugs at the gauntlet. Suddenly the gauntlet begins emitting an otherworldly glow. Robots begin to move towards LATI in a trance-like motion.

(CONTINUED)

CONTINUED:

3.

LATI

What the hell is going on?!

A flash of light engulfs the area.

FADE TO WHITE

FADE IN

Robots lay on the ground deactivated.

MIO

Um, LATI, what the hell just happened? You knocked out all the bots!

LATI

I dunno, this thing's acting up again.

KARNAX

Hmph, good riddance!

Several minutes later, the machines arise with red glowing eyes, a thirst for blood now had taken them over.

LATI

What's up with them?

MIO

Oh it looks like their reactor chips have had a hyper sensitive reaction to the thermonuclear emissions of the gauntlet's photon radiation. Inversely!

KARNAX

Make sense you rat!

MIO

Bright light make ro-bots go boom.

KARNAX

So what, you think you can talk down to me now?

LATI steps between the two who are now deep into a feud.

LATI

Stop it, we have to get out of here, in case you didn't notice, those robots are starting to turn on us.

(CONTINUED)

CONTINUED:

4.

MIO

Quick, follow me, I think I might know of a way to shut down all of these robots.

MIO grabbed both LATI AND KARNAX by the arm and sprinted off immediately.

LATI

Where are you taking us?

MIO

To the EMP device, it's located somewhere in peak of the Spire.

## Appendix A

During the assignment it fell to me to set the initial groundwork for the setting of the game. After a number of sessions discussing possible ideas that could be used as the backbone of the setting, the group was unable to decide upon a final destination, primarily due to the need to create a setting that would work well with each of the assessment requirements.

Several good suggestions were made during these sessions, which I took into account when putting together the basic setting. I decided upon *The Legend* as a basic setting in order to allow all team members to have considerable scope for artistic and creative imagination. Breaking the setting into six separate environments fitted in well with the criteria and allowed each environment to be unique and appealing. I believe I laid a solid initial foundation, allowing the whole group to press on through the initial difficulties and expand the game as a whole.

Following on from this, I wrote up the level descriptions for Impact, Celeste and Asgard, striving to keep each unique and interesting. These levels were added to the existing three which James had completed to form the level structure part of the document.

As the project progressed the team held a few online meetings in order to make sure everyone was on the same page regarding plot progression and meld any new ideas into the ongoing plot document. Toward the end of the project, all team members of the group perform minor edits to the dialogue document to round it off and bring it in line with the events of the Junkyard.

## Appendix B

The assignment began with us creating a brief of what our game was going to be about, I made several suggestions, however, most of these were disregarded after group members were not in agreement that a fruitful story could have been obtained from them.

Matt then decided on the final plot, he then typed this up for our first deliverable. Some meetings after this, tasks were assigned to each member. Andrew would work on characters since he has the creative abilities to both imagine and physically represent his thoughts. This led to the early and high quality illustrations of our documentation. Matt and I began work on the levels; six levels between us meant I was given the first three to complete. Trellius, Crys and the Junkyard; Matt then combined what we had so far into the previous document and handed it in as the next deliverable.

As a group we met up on multiple occasions, always after a deliverable had been handed in and feedback had been received so that the narrative could be amended. Suggestions were made and noted. Towards the end of the project we had an online meeting to make sure that everyone both understood the story and could see which direction it was taking. Both Matt and I had had a few of these meetings usually just to clarify each document that would be handed in, I read each document, we talked about changes, if any changes were needed before the final send off which included things like grammatical changes, spelling corrections and general document alterations.

The last part of the assignment was to produce a dialogue for our game, I produced this document since Matt was busy making changes to the current document and Andrew was working on the character descriptions and so on.

Matthew Sanders, James de Silva, Andrew Murray

## **Appendix C – Andrew’s Work Diary**

During the assignment, my responsibility was to design and document the races and characters that would play in our project. Starting by asking my team mates what specification did we have for the characters, but I was given creative control of how they would appear. I designed and coloured images of the characters using Adobe Photoshop. I provided written descriptions of each race and their cultural back grounds. I also wrote the biographies on four main characters, the three protagonists and the main antagonist. I also contributed idea for ideas for the story, and how events should play out.

No problems occurred in my part of the assignment, apart from some minor writers block moments, it when without a hitch.