

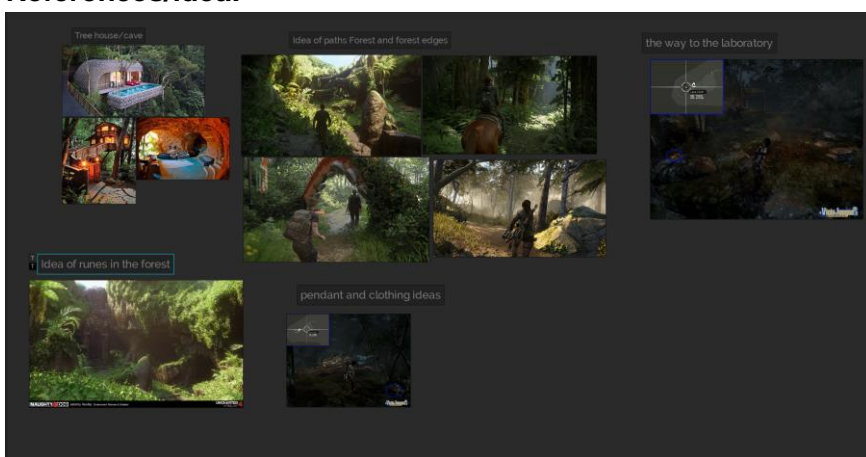
We are in a world where different races exist, and our protagonist goes to the forest in search of answers about her origins.

**Quest Nº 1: Forest** (code: Fontery)

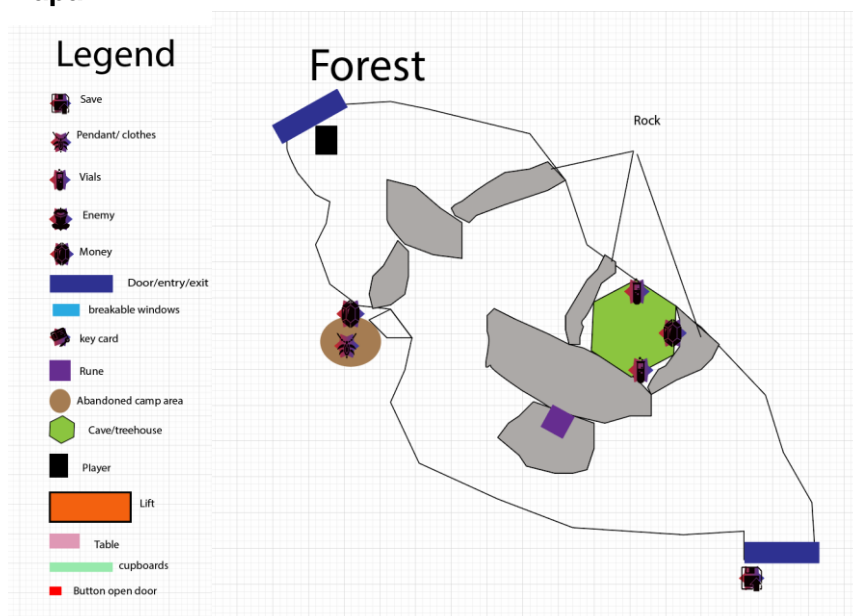
**Description of the mission:**

The player has to go into the forest looking for signs to guide him to the tree house or cave and find two necessary vials (of life and stamina) to use in the laboratory. (Mini-cinematic, of the player entering the forest) In the level there are two optional zones. The first is to find the ancient runes. The second one is to find the camp where the clothes and the pendant are. (You will have to deliver in the future)

**References/idea:**



**Mapa 2D:**



**Important items: (4)**

- Find life.
- Find the stamina.
- Find the ancient runes. (Optional)

- Money. (Optional)
- Collect the clothes and pendant hidden in the forest. (Optional)

**Unblocking condition:**

To find the vials of life and stamina hidden in the forest with the lab's logo.

**Entry requirement:**

None.

**Type of quest:**

Exploration, learning how to move, jump, pick up objects, climb and parkour.

**Condition for success:**

Find the 2 mandatory items and get to the lab.

**Failure condition:**

If the items are not found, you cannot go to the laboratory. A message will appear to the player explaining what they need in order to continue. Message: "I need the two vials".

**Rewards:**

- At the end of the level the player gets to learn the basic skills.  
If the player finds the ancient runes: Get four cave locations on the map on one of the races.
- You get money and experience to level up your character.
- If the player collects the clothes and pendant. In the future he will be able to talk to a wise old woman, who will ask for help to make the pendant work. When she gets it, she befriends one of the small clans that will help her on her journey, offering special herbs and plants at low cost.

**Scenarios used:**

Forest Fonteri.

**NPCs Used:**

None

**Additional information:**

**The forest** has a daylight illumination, complemented by the sounds of animals, vegetation, nature, wind. **The lighting of the cave** is dark will be noticeable when entering the change. The rune will be hidden with changes of lighting and vegetation. A type of sound is designed to recognise the runes to make it easier for the player to locate them.

**Abandoned camp area.** In order to access this area there is a dimly lit hole, which leads to the camp (like an open cave above that is lit up allowing the player to search for items).

### **Quest Nº 2: Labs** (code: tecno)

#### **Description of the mission:**

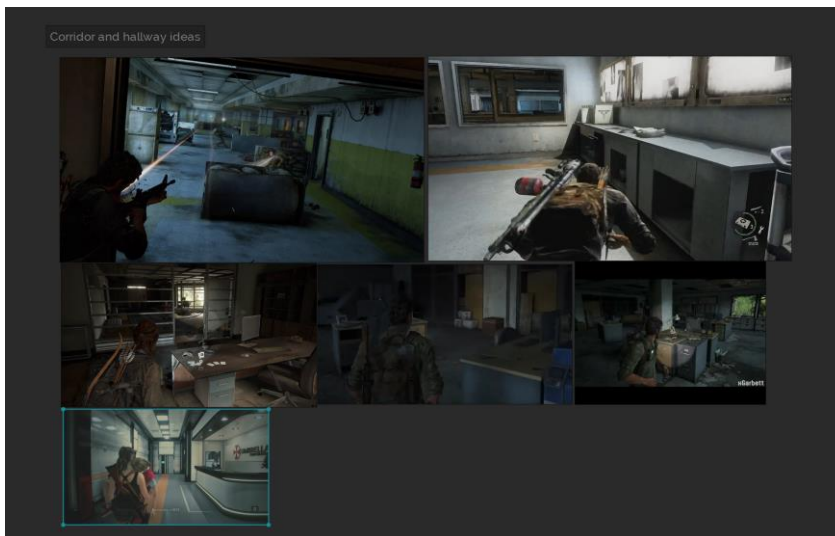
The player can break the windows with a stone, to gain access to the laboratory. Inside the laboratory there are three guards watching. The objective is to get the key to the lift. Depending on which window he chooses to enter, several options occur.

1.- The two guards guarding the key, if they discover the player, the alarms are activated and if the player is caught, he has to start the mission.

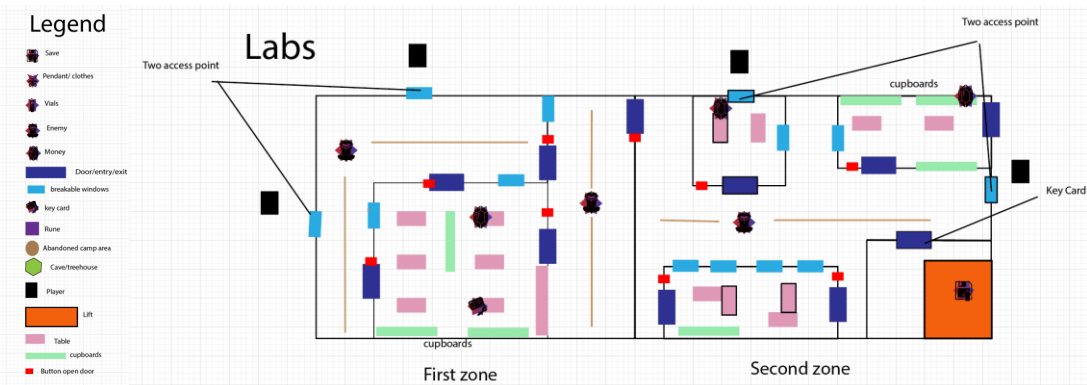
2.- If the player enters through the window near the lift and stealthily eliminates the guard, the alarms are not activated. If the player is seen by the guard, the alarms are activated and the other two guards will appear. If the player does not manage to eliminate them, the level must be restarted.

Once the mission is completed, the lift door opens and the end of level cinematic starts, the player will descend into the laboratory.

#### **References/idea:**



## Map 2D:



### Important items: (1)

Take the key to the lift.

### Unblocking condition:

Get the lift key.

### Entry requirement:

None.

### Type of quest:

Exploration, ability to break sales with stones, stealth and melee combat in the laboratory.

### Condition for success:

Find the required item and eliminate the vigilantes.

### Failure condition:

Die in combat or be discovered by two of the guards.

### Rewards:

- At the end of the level the player gets to upgrade his stealth and melee level (if he kills only one guard).
- At the end of the level the player gets to upgrade his melee level (if he kills all three guards).
- The more windows he breaks, the more experience he gains.
- Character experience.
- Money.

### Scenarios used:

Labs Tecno

### NPCs Used:

- Security.

**Additional information:**

The laboratory is brightly lit in the corridors. In the rooms the lighting is dimmed to make it easy for the player to hide and not be seen by security.

The tables have the lamps on, to help the player see inside the drawers.

*On the 3d map everything has been created from unreal 5. The textures used have been downloaded from quixel. Unreal5's default blockout construction tool.*