

Main Quest #1: Find The Key To Section 2

Claris Lam – Puzzle Adventure Game – Jan. 18, 23

Summary: [Quest summary here. If you are writing for a game that doesn't exist yet feel free to add some context about the rest of the game, no more than 1-2 sentences. The summary should cover what the player character's goal is and why they are doing this quest.]

- Diana must find the key to Section 2 of the lab, as the lab is split up into three main Sections and each is locked to the player. Her mother is ultimately located in Section 3 of the lab, but Diana must get into (and through) Section 2 first to get to Section 3, so first she has to unlock Section 2. Diana is currently in Section 1.

Objective: [What is the gameplay objective of the character. Is this a fetch quest? Is it exploration?]

- This is both a fetch quest and an exploration-related quest. Diana's overall objective is to find the key that will lead to Section 2, but it will also force her to explore all of Section 1 of the lab to find said key while also avoiding enemies.

Reward: [What will the player character receive for completing the quest. This could be story related, currency related, XP related. Something that makes sense to the game]

- Diana will gain the key to Section 2 of the lab, giving her access to Section 2, and also learn of a few scientists that her mother worked with on the project they were part of.

Characters: [Who are the major characters who will be involved in this quest. Who is the quest giver? Who gets in the players' way?]

- Diana is the player character, so she will obviously be involved in the quest.
- The quest giving part is the fact that when she first finds the door to Section 2, it's locked, so she (and the player) will be prompted to try to find the key to Section 2 via exploring Section 1.
- Other characters Diana will encounter are humanoid, sludge-covered entities that serve as enemies and get in the way. They will chase Diana and attack her if they see her, and they are implied to be part of "Project D.E." that the logbooks located in the lab talk about. Diana cannot defend herself, and she can only run and hide from them.

Location(s): [Where in the game world will the quest take place? Does it cover multiple locations? Could the quest work in multiple locations? There's always a chance that a location could fail to make it into the final production of a game, having a backup location is helpful.]

- This quest takes place in the lab, but specifically the first section of said lab after Diana first enters the building.
- Backup locations could be changed to the first section of some other building complex like a mansion with locked-off areas, etc. but it will need some slight lore changing to make sure the story makes sense with the setting.

Narrative Beats (3-5): [Write out each narrative beat using the action verbs and give a short description of how that will go. Ex: Escape: The player character needs to quickly escape the crumbling building using their enhanced climbing skills and avoiding dangerous environmental elements.]

- Diana must sneak through the first section of the lab exploring the area. She will encounter her first enemy, which she must run and hide from. After successfully escaping them, she can continue navigating more of the lab.
- During this initial search, she'll find the door to Section 2. However, it'll be locked, forcing Diana (and the player controlling her) to look for the key that will unlock said door.
- Diana eventually finds a few research notes detailing the project that her mother was working on: "Project D.E." It details that the project's main experimentation took place deeper in the lab, in Section 3 (Diana is currently standing in Section 1). However, due to how dangerous "D.E." is, they must lock all the main doors going in and out of each section due to risk of it breaking out and terrorizing the outside world otherwise, which explains why Section 2 is locked off to Diana to begin with.
- Diana will eventually, after some searching and further avoiding enemies, find a safe and solve a puzzle which is a combination lock. However, the answer is obtained through solving a word-related riddle. After solving it, she can open the lock and uncover its contents, which are some logbooks giving more details about the team members working on "Project D.E." and a key to Section 2. Diana can now unlock and head into this section..