

QUEST DESIGN

Backstory:

Reddina's parents have become the new King and Queen of Rydel. After 'rescuing' her from her grandmother, Reddina is informed about the death of her brother and sister. Unable to cope with the sudden news she enters a trance and unintentionally hurts her father. She falls asleep immediately after her eyes revert from black.

Blaming the incident all on her grandmother's doing, Reddina's parents don't mention the King's bandages as Reddina wakes up in her old bed. Still deeply depressed about the death of her siblings Reddina acknowledges herself as the new heir of the Cerise family. Reddina begins her Royal Training.

Quest Characters:

Reddina (Player): She is the main character that player will control. She is a naïve at what is going around her. She has been completely unaware of what her grandmother had been doing to her while under her care, and that she attacked her father. She was raised to always obey the law and authority figures, but now that she is of Royalty she has some of that authority.

Mother (Quest Node, Quest Origin): Mother is Reddina's mom whose name is never revealed to the player. She is very protective of Reddina being that she is the last of the Cerise family. Mother's role is to help train her child into becoming a full Royal. Mother excels in movement and has some skill in magic arts.

Father (Quest Node): Farther is Reddina's dad whose name is never revealed to the player. He is also passionate in Reddina's care. His role is to help train Reddina into becoming a full Royal. Father excels in combat and weapons.

Bastion (Quest Origin, Quest Node): He is Reddina's personal body guard. Covered in dark gray metal armors he is very short and stout with his helmet covering his entire face. His real

appearance has never been revealed which brings a slight suspicion. He is very loyal to the Cerise family especially to Reddina. Reddina talks and confides with Bastion who sits guard in front of her bedroom door.

T.basco He is the head chef that takes full responsibility along with his two lackey sous chefs to prepare breakfast, lunch and dinner meals. While he barks main direction of all the meals, he enforces complete priority of Dinner meals. He believes Dinner to be the most important, due to everyone including the butlers and maids sit down and eat.

Saltine/Peppina (Quest Origin, Quest Node): They are twin sous chefs that work in the kitchen under T.basco. They can be quiet clumsy when separated, however they cook up quite a storm when both working simultaneously in the kitchen.

Quest 1: Royal Moves I

Warm rays shine down through luxurious silk curtains as they welcome the sleeping princess to a new day. Luxury riddles the room from soft Persian carpeting to finely crafted dressers; all these items an obvious over kill for the girl that now sat up in her Royal sized bed. Though the whole “Royal status” is overwhelming her, she gets ready to take on her heir training.

The embroidered doors slam behind her as she stares down a long carpeted hallway.

Bastion: “Oh! Princess Reddina you’re awake!”

Reddina: G-Good morning Bastion.

Bastion:” Unfortunately you slept through breakfast, But don’t worry I managed to sneak you something before the Kitchen closed.”

Bastion:” It’s not much but it should get you through the Royal training.”

You acquired:
Soft Biscuit x1

Bastion: “Go to the Ballroom, the Queen will be there to start your training.”

[Repeated Dialogue]

Bastion: “Sorry that’s all I’ve got, you can try the Kitchen and ask *those two* if they’ll give you a proper meal.”

Bastion: “Go to the Ballroom, She’ll be waiting for you.”

Bastion: “Hurry along you mustn’t keep *her* waiting.”

Reddina finally makes it to the Ballroom where she finds her mother waiting in the center next to a pile of books. As expected, this room as is the other rooms has spotless floor tiles with the iconic rug that cuts through the center. She nervously makes her way down the steps not knowing what to expect from her training. Her mother eagerly greets her as the Reddina reaches the center of the room.

Mother: “Good Morning Reddina! I hope you had a good rest because it’s going to be a grueling month of heiress training.”

Mother: Now then let’s start with the basics. Part of being a Royal is the way you present yourself in public. Show me your walk dear.

Tutorial: *Use the Left Analog stick to move. How much you move the stick changes the style of movement.*

[Player controls main character]

Mother: Hmm... needs a bit of work. Try this, instead of running all fanatic walk this straight line while keeping this set of books balanced.

A neat stack of colorful books magically poof on top of Reddina’s head. They are kept in straight order but for how long is still a mystery.

Tutorial: *Make you way across the room without any books falling. If a book falls you’ll have to start over. Tip: Walking has less effect on the books but takes longer to travel. Running causes the books to lose balance but distance can be covered faster.*

[Player travels across the room with no books falling]

Mother: Wonderful Reddina! Now let's kick it up a notch.

Obscure structures magically appear in front of Reddina as they create a vague path at the end of the room. Reddina's mother looks at her with excitement as she is confident in her daughter's capabilities.

Tutorial: *Reach the end of the room without any books falling. Slightly hitting the edge of the obstacles will still push the books off balance. Tip: Some places are best suited for running.*

[Player travels across room]

Mother: Magnificent my dear! Now as you may know a Royal must be at exact locations at exact times. Though a Royal is in a rush, one must still show poise and grace wherever they may be. Get to the other side of the room before the time runs out.

Tutorial: *Reach the end of the hallway before the timer runs out. Each book that falls will deduct the final time. Tip: Fish can dance.*

[Player travels across the room under time requirements]

Mother: Absolutely outstanding Reddina! You are shaping up to be quite a Royal. That will be all the movement training for today. Go see your father he has some weapon training for you.

Mother: Talk to me if you still want to refine your movement skills.

[Repeated Dialogue]

Mother: Your father is in the *Courtyard*. A Royal needs to know the fundamentals of battle too.

Mother: Did you want to practice Royal movement a bit more?

Quest 1: Royal Moves I Complete

This quest serves as the basic movement tutorial while on field. Completion of Royal Moves I shifts the Tutorial phase forward. This quest acts as a subtle puzzle as the completion and the amount of times attempted determines the starting stats of the main character as well as how the character builds with each level. Completing the Quest on all difficulties (easy, medium, and

hard) also gives bonus stats that relate to the Quest. This Quest adds to the Agility and Stamina build and makes Quest: Royal Hits I available after completion.

Quest 2: Royal Hits I

A bit tired and worn from her mother's training Reddina makes her way to the Courtyard where her father waits with various weapons on a table. A group of straw puppets is seen hanging on sturdy sticks to the side. Reddina approaches her father unaware of the puppets' purpose.

Father: Glad to see you're awake Reddina, did you like your new room?

Reddina: Good morning farther. My room is a bit overwhelming but I'll get used to it.

Father: Now then let's get starte-

Reddina let out a big gasp.

Father: What's wrong?

Reddina: Y-your arm. W-why?

Reddina stutters with her reasoning as she was caught by surprise; seeing her father hurt for the first time.

Father: Oh- I- it's nothing to worry about dear, my arm got scratched while setting up those straw dolls.

Reddina's father lied as he quickly hid his bandaged arm. He didn't want to worry her about the incident last night. Training Reddina on combat was his main priority.

Father: Now then let's start off slow with combat. Pick up a weapon and stand in front of the straw puppets.

[Player chooses between close range and far range weapons]

[Player engages battle with the straw puppets]

Father: Good Choice! Now then, when engaging combat you can't just go in and attack without some sort of plan. You'll need to wait till the moment is right and the enemy has an opening.

Weapons come in 3 types; Close, Medium, and Far ranged. Close range weapons deal the most damage however close ranged weapons require you run up to the enemy. This means the close

range weapons have a chance of getting countered by the enemy. Mid-range weapon can't get countered they can however be dodged by the enemy. Far range weapons require you to fight in the back, like the Mid-range weapons far range weapons can't be countered, they can only be dodged. Far range weapon users are dealt less damage than those in the front or middle lines.

Father: Now that you got all that info, did you want to reconsider your weapon?

[Player chooses Yes]

Reddina: On second thought, I do

[Player chooses No]

Reddina: I'm fine, what do I do now?

Father: Try attacking the straw doll, don't worry these guys can't counter or dodge.

[Player attacks]

Father: Good! Now clear out the rest of the straw dolls.

Hesitant at first Reddina attacked the straw doll. After the first blow she doubted herself if she had landed a hit. The straw doll's severed left arm was more than a confirmation that she had done good. She smiled as she gripped her weapon readying herself for an onslaught at the stationary dolls.

Father: Impressive Reddina! You're exceling at combat very nicely. That will be all the training for today. Why don't you wash up for dinner, or would you rather continue working on basic attacking?

Quest 2: Royal Hits I Complete

This quest serves as the basic combat tutorial that goes through the types of weapons along with basic attacks. This quest acts as a subtle puzzle as the completion and the amount of times attempted determines the starting stats of the main character as well as how the character builds with each level. Completing the Quest on all difficulties (easy, medium, and hard) also gives bonus stats that relate to the Quest. This Quest adds to the strength and attack build. Player can

choose from 3 types of weapons the favored type becomes the 1st type of weapon player begins with. Completing this quest opens free roam of the castle.

Quest 3: Royal Eats I

After a grueling training session with her mother, Reddina made her way towards the courtyard as instructed. Her stomach made a distinguishing sound that broke Reddina's poise. The morsel of food her personal guard Bastion gave had been far long consumed. Reddina had responsibilities now and she wasn't going to let a little hunger throw her off the throne.

She saw large double crested doors that lead into the back courtyard where her father was said to be. As she reached her hand for the handle a sensational smell enveloped her. Reddina couldn't quite describe the smell just that it smelled good enough to eat. Reddina took a second contemplating if she should ignore it and continue with her training or succumb to her appetite. Nonetheless she lost touch with the door and proceeded to find the origin of the delicious smell.

Reddina found herself turning a couple corners and tracking a hallway before the sounds of clanging became crisp.

"Peppina you're not paying attention to your dish!" cried out a female in creamy white chef attire. "Why don't you worry about your soup!" shouted another female in dark brown chef attire. The 2 chefs bickered at each other as Reddina caught the side of their eyes.

Saltine: Hey you! You're not supposed to be here unless you're a pantry official.

Peppina: Saltine! Don't you know who she is!? She's the Royal heir.

Saltine: Oh! My greatest apologies your highness but someone of your stature does not need to be in the kitchen.

Reddina: Oh um... I was... just uhh.

Reddina had become overly shy explaining her presence as the twins stared at her.

Peppina: What did you say?

Reddina fumbled even more as Peppina came closer, eager to decipher Reddina's speech. She shyly took a step back as a large rumbling sound emitted from her belly area. Now embarrassed and shamefully looking down. Peppina smiled and looked at her other half.

Peppina: It looks like our princess is hungry.

Saltine: Well I'm sorry Lady Cerise but rules are rules we can only serve at the designated times of Breakfast, Lunch and Dinner. When and only when Royal events are taking place do these rules-

Peppina: Saltine!

Saltine: What?! Don't blame me; blame that fat oaf sleeping in the back.

Saltine aggressively pointed at the back of the kitchen, where sounds of obnoxious snoring seeped under a door marked boss. The Twins worked for T.Basco where the twins would prepare breakfast and lunch and he would prepare dinner meals. He believed dinner was the most important as it involves the Royals, Royal Guards, and the Elite Guards. The vast quality and quantity of food surpassed that of morning and noon meals thus draining most of his energy.

Peppina: Oh c'mon, we can bend the rules a bit for this one occasion right? I mean the princess must be starving half to death by now; with all her Royal training she has to do. Tell you what princess Reddina; if you help us out we'll make you a meal you'll never forget... It's slightly burnt, is that alright with you?

Reddina: Oh that's not a problem at all it smells delicious from here!

Reddina was brought up to be humble and appreciate everything she was given. Though she was of higher status the thought of demanding a quality meal never crossed her mind. She was starving she was in no place to be picky and she didn't mind doing a little work.

Saltine: Peppina! What do you think you're doing ordering the princess around! We'll get in big trouble!!

Reddina: oh, no it's alright. I don't mind doing a little labor, this whole royalty status isn't really my thing so...

Peppina: See you worry too much Saltine. Okay so here's the deal. My sister and I have been having a hard time making lunches for the guards down in the barracks. We've been getting complaints from the soldiers that the food doesn't satisfy their taste. Saltine and I have the mind

to go over there and trash their bunk beds. Pfft ungrateful bastards! Anyway we need you to go down to the barracks and ask around what type of food they want. We would do it ourselves but Saltine and I are so busy in the kitchen. Besides if the two of us went down there, there's no telling what those barbarians would do. Ugh gross! But if you, someone of higher class and authority went there I'm sure they wouldn't dare to place a finger on you.

Reddina: Sounds easy enough

Peppina: Great! Now remember we don't need all the soldier's opinions just the ones that really matter.

Reddina leaves the kitchen and makes her way towards the barracks. Easily sneaking past the gate guards dozing off into the afternoon she reaches the front door of what seems to be the sleeping quarters. She hesitantly twists the door knobs and walks through. A horde of rambunctious guards infested the room.

Reddina stood in the doorway as the guards picked up their jaws from off the floor. Though they tried to appear civilized their dirty clothes and messy hair couldn't differentiate themselves from animals. The soldiers didn't change into neater clothes but they did try to have good posture and kept their cursing to hold as she made the way through the room.

Tutorial: *Find out who the Lieutenants are and request feedback on new meals. Tip: Some of the soldiers may be impersonating off duty Lieutenants.*

[Player talks to soldiers and goes back to the Kitchen]

Saltine: Oh? You're back in one piece. Looks like you've got more to you than I thought.

Peppina: Perfect, we've just finished setting up a table for your meal. Come have a seat and tell me all the things those hooligans told you.

Reddina sat down at a nice little table where she finally got to eat her overcooked meal. She devoured the meal faster than usual which made the burnt parts go unnoticed. She didn't care really as it filled her empty stomach.

You acquired:
Minced Meat x1

Soggy Soup x1

Quest 3: Royal Eats I Complete

This is a side quest during the tutorial phase. It becomes available after completing the first training session with Reddina's mother. The main goal is to gather info from the soldier barracks and to return that info to the Twin sous chefs. It's not as simple as just talking to the soldiers, its talking to the top dogs of the barracks. Completing this quest awards the player consumables that can be valuable in the beginning of the game.