

NARRATIVE DESIGN DOCUMENT

STAR WARS CONCEPT

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250 BBY

**STARLIGHT
BEACON**

STAR FORGE

ZARAANS

MENACE

CLONING

**GREAT
DISASTER**

HUTTS

JEDI LIE

Context of the Universe



"The villains of this game are the Zaraans."

250 years before battle of Yavin, the Sith and the Jedi concluded agreements to end the conflict opposing them. It shares the control of Galactic Nucleus to the Republic and the control of Outer Rim to the Sith Empire. The Sith will be the first to be attacked by the Zaraans.

The Zaraans

They want to possess the Galaxy, and they can only reproduce by cloning. They grow a worship to the perfection and select the "best" of them to keep their "Perfect Genetic Code". Because of this method of reproduction, they don't have any link with the Force. They are looking for create a Force Sensitive Zaraans.

During their conquest, the Zaraans seeks to take control of the Starlight Beacon (Galaxy's map) and the Star Forge (droids army)

The Great Disaster

At the middle of all campaigns, there is the Great Disaster, the explosion of the Legacy Run at light speed (canon event). Consequences are terrible : Some ship debris struck planet at light speed (including the Hutt's home planet, Varl), and the hyperspace is inaccessible for a period.

The Jedi Lie

The Jedi order lies to all the Galaxy, rewriting history of the Old Republic (1500 bbY)

What it was : Sith and Jedi combine to defeat the emperor Vitiate who was the incarnation of Tenebrae Spirit, the Immortal. (Story of Knight of the Old Republic)

What Jedi say : The existence of Tenebrae is denied. The fallen of the Old Republic is attributed to Sith (1500 bbY). There is a propaganda inciting to hate Sith.

As the order 66, the Great Disaster and the final battle against the Zaraans will be showed with the point of view of each character.



Ena Ekmiu

If she was not a great force-sensitive child, Ena would have been an Abridon princess. She sees things before they append. She wants find her true place in the universe. She talks with voices in her head and a little droid R.E. who accompany her.

The development of this character is similar Amicia's (Plague Tale). She has had a difficult childhood and she will become a powerfull woman.



Masks of Acolyte and Gardian

Musical theme : Dramatic, violins
(Like Ashoka's one)

Player's choices affect her skills :
Light Side or Dark Side.

Before any enemy attack, the player see a shadow of the enemy who do the action. The player can predict their movements.

Gameplay Micro :
Fight : Light saber combo, like Fallen Order

Stealth : Power of the force

Platform : Jump of the force and grappling hook

Narrative Gameplay :
Ena will face some dilemma with impossible choices, she will have to compromise.

Prologue : Awakening

Ena is a Padawan on the cusp of taking the Jedi Knight tests. At the D-Day, a Sith attacks the Jedi Temple to robe an Holocron who contains the coordinates of the Star Forge

Act 1 : Pursuit

Ena chase the Sith through some planets for different raisons. Ena meet Acolytes, a Sith secret order who grows a passion for the power by knowledge.

Ena learn the "Jedi Lie".

Act 2 : Seduction

Ena is looking for answers and goes to the Guardians of the Force temple. They send her to MULITA. When she return to Coruscant, the Jedi council declare the Zaraans as a menace. Jedi engage combat against the Zaraans.

Act 3 : Grief

Ena choose the legacy of Gardians (patience) or of Acolytes (power). This choice will impact on her actions in the next of the act. Ena will choose the Dark Side and cause death around her, or stay in the Light Side and helpless against death.

Plot twist :

The droid that Ena was talking with does not exist, it was only a voice in her head.

Epilogue : Acceptation

Either : Ena closes herself at the force,
Or : Ena creates her own way of thinking.



Droid R.E.



Musical theme : Epic, Viking's volcals (like main theme of Republic Comando)

Dar'Tull get lot of smart gadgets to be combined by Player.

Gameplay Micro :
Fight : shoot , dodge , gameplay like Kratos and Atreus one (God of War)

Stealth : gadget disabling blasters, turrets, light and camera.

Platform : jetpack burst allowing dashes.

Narative Gameplay :
Dar'Tull is unlucky, and nothing will append like he thought.

Dar'Tull

Dar'Tull is a Mandalorian Zabrak, member of Wren family. Fundamentally a good man, however he is chaotic, and where he went, there is only ash and sadness.

The development of this character is similar Jinx's : This character becomes crazy because many of his dead friends sprinkled on his aftermath.

Dar'Tull is a Child of Havok : Mandalore's government created an orphanage who host child whose parents died in the Great War.

During his several years campaign, Dar'Tull speaks with his son.

Choices available and the son's behaviour depend on the use of son's skills by the Player.

Prologue : Turmoil

The mandalore's Duke wants to take side in the war opposing Jedi and Sith. The Mandalore's people is against this decision.

Dar'Tull is hunted by the MoonWach.

Act 1 : Refuge

Dar'Tull and his son hide in the underworld of Mandalore and find old friends.

Act 2 : Ruination

Dar'Tull and his son go on Bimmaari (Siiik's home planet). The planet is under control of Zaraans, the flora and the fauna are devastated. They must defend themselves against lot of assailants.

Act 3 : Greatness

Dar'Tull learns that he is a descendent of "Mandalore the Great" and it is the raison his son is wanted by the MoonWach.

Dar'Tull convinces the MoonWach, leader of Mandalore at that time, to engage war against Zaraans.

Epilogue : Desolation

Either : Dar'Tull dies and his son destroys the Moonwach with his fathers's armor,
Or : His son becomes a MoonWach, and Dar'Tull is killed by him.

Dar'Tull has a headscarf under his helmet. So, he can take off his helmet respecting the Mandalorian's Creed



Mandalore





Siiik



The Ripperdoc

Musical theme : Intriguing, wind instruments (like Ray's one)

Particle effects on Siiik's tail give lot of information to the player. Her Ripperdoc will instal her new skills.

Gameplay Micro :

Fight : dodge and counter attack (Like Spiderman/ huge dash)

Stealth : speed and diversion

Platform : Wall run

Narrative Gameplay :

The Player will have difficult choices : get a new skill or save a character

Siiik is a cyborg. Formerly a Bimm, his cybernetic tail allows her to obtain abilities some consider to be unnatural (field of view of enemies, area scan, droids control...) The development of this character is similar Yennefer's (Witcher). Avid for power, Siiik is barren because of her cyber-upgrades. She falls in love with her Ripperdoc and Player's Choices will impact the evolution of her love story.

Prologue : Heartbreak

Siiik is in the Home-Tree on Bimmaari. She is taking care about machines which feed the tree using its own energy : Symbiosis. The planet Bimmaary falls after the blitz of Zaraans.

Acte1 : Obstruct

Setup of the resistance and beginning of love story between Siiik and his Ripperdoc. (Hub to meet the characters) Siiik destroys with difficulty one Zaraan flagship. When she succeeds, ten of other flagships enter in the atmosphere. What Siiik thought the end is just a beginning.

Acte2 : Disillusionment

Siiik escapes from Bimmaari to Coruscant looking for help from the Republic. The Senate gets bog in politic procedures with an appointed commission.

Extremely disappointed by Jedi inaction, Siiik goes to the Outer Rim to ask Sith for help.

Acte 3 : Resonance

The Zaraans force the Siiik's Ripperdoc to perfect their cloning technique in order to create a Force Sensitive Zaraan.

We learn how the "Final Boss" of the other campaigns acquires his power. Siiik must save his Ripperdoc with whom she is in permanent radio contact.

Bimmaari

Epilogue : Heart

Either : The lovers stay in love, but the Ripperdoc dies,

Or : After the Siiik's death, the Ripperdoc succeeds the consciousness transfer and revives Siiik in a droid body.

Or : Siiik make be hated by his soulmate to protect her.

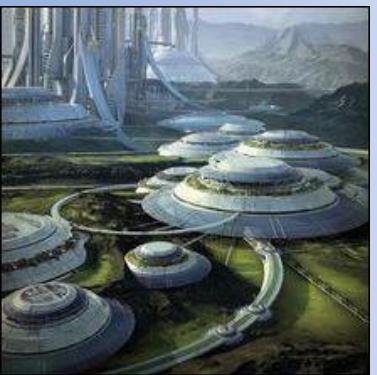




Part of Oedipus Myth dealt in this campaign : Fatality.

We can not escape our destiny.

Abridon



Prologue
Awakening

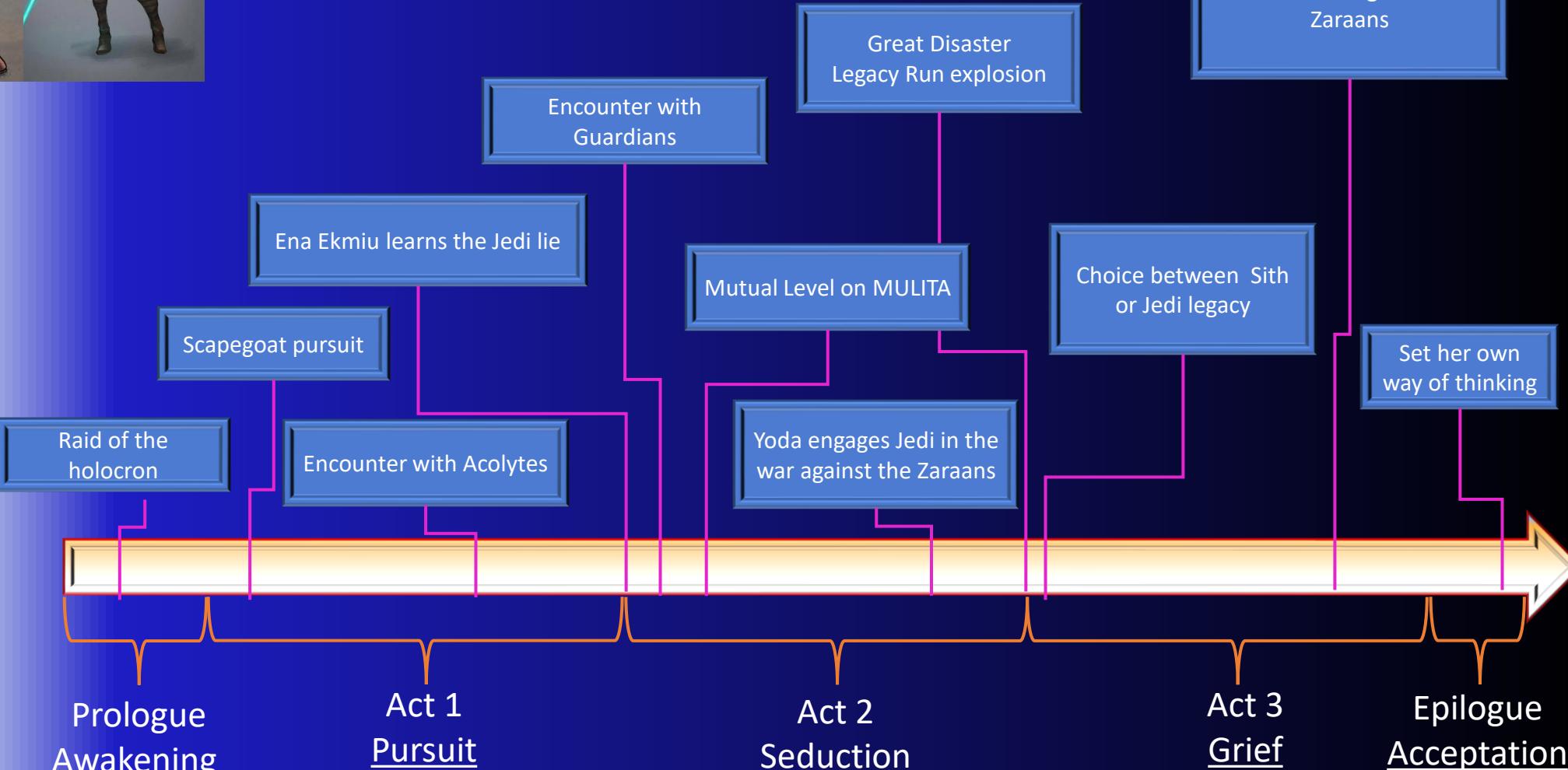
Act 1
Pursuit

Act 2
Seduction

Act 3
Grief

Epilogue
Acceptation

TimeLine Ena Ekmiu





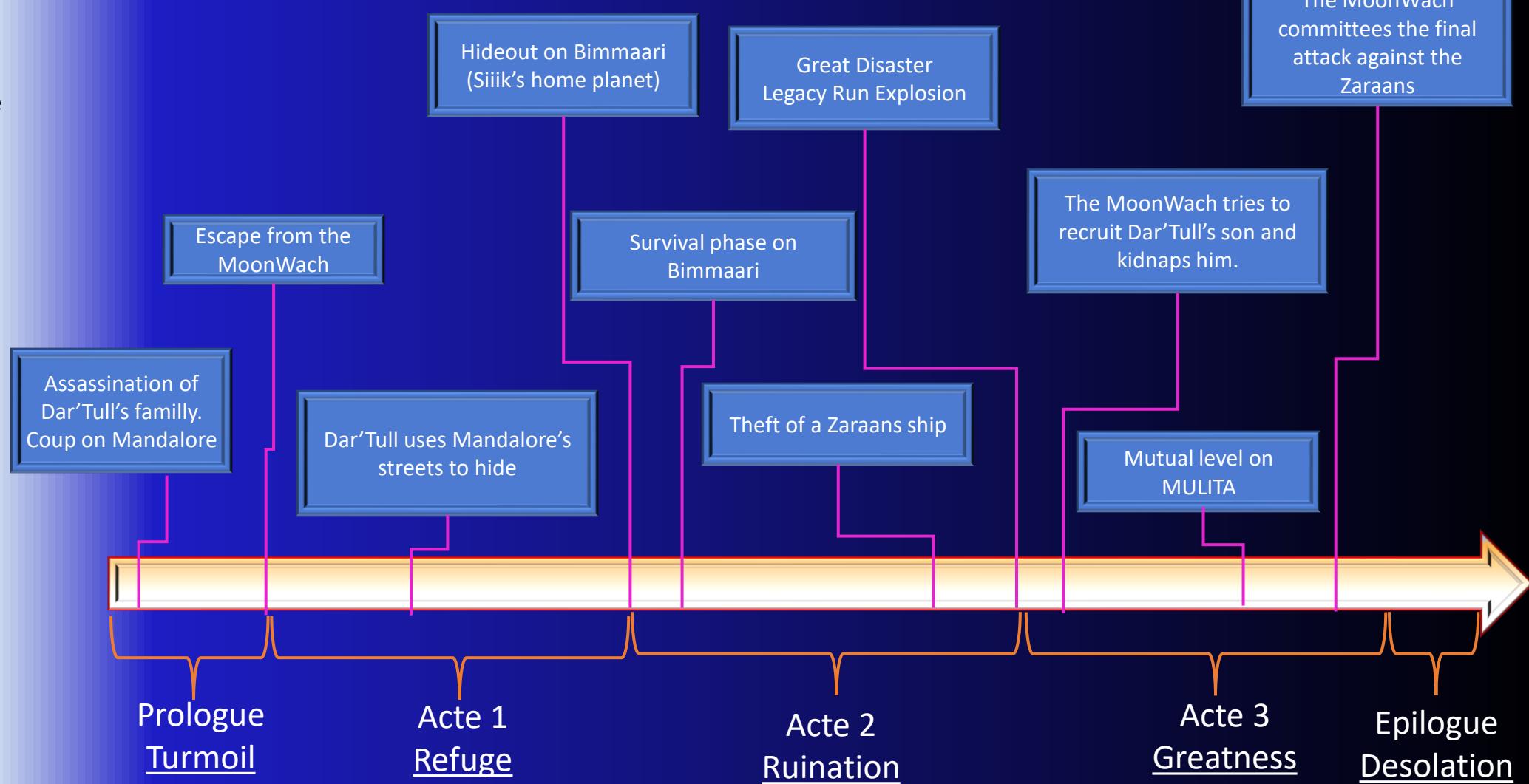
Part of Oedipus Myth dealt in this campaign : Parricide.

Dar'Tull killed his father and he can be killed by his son.



Bimmaari under Zaraans control

Timeline Dar'Tull





Part of Oedipus Myth dealt in this campaign : Incest.

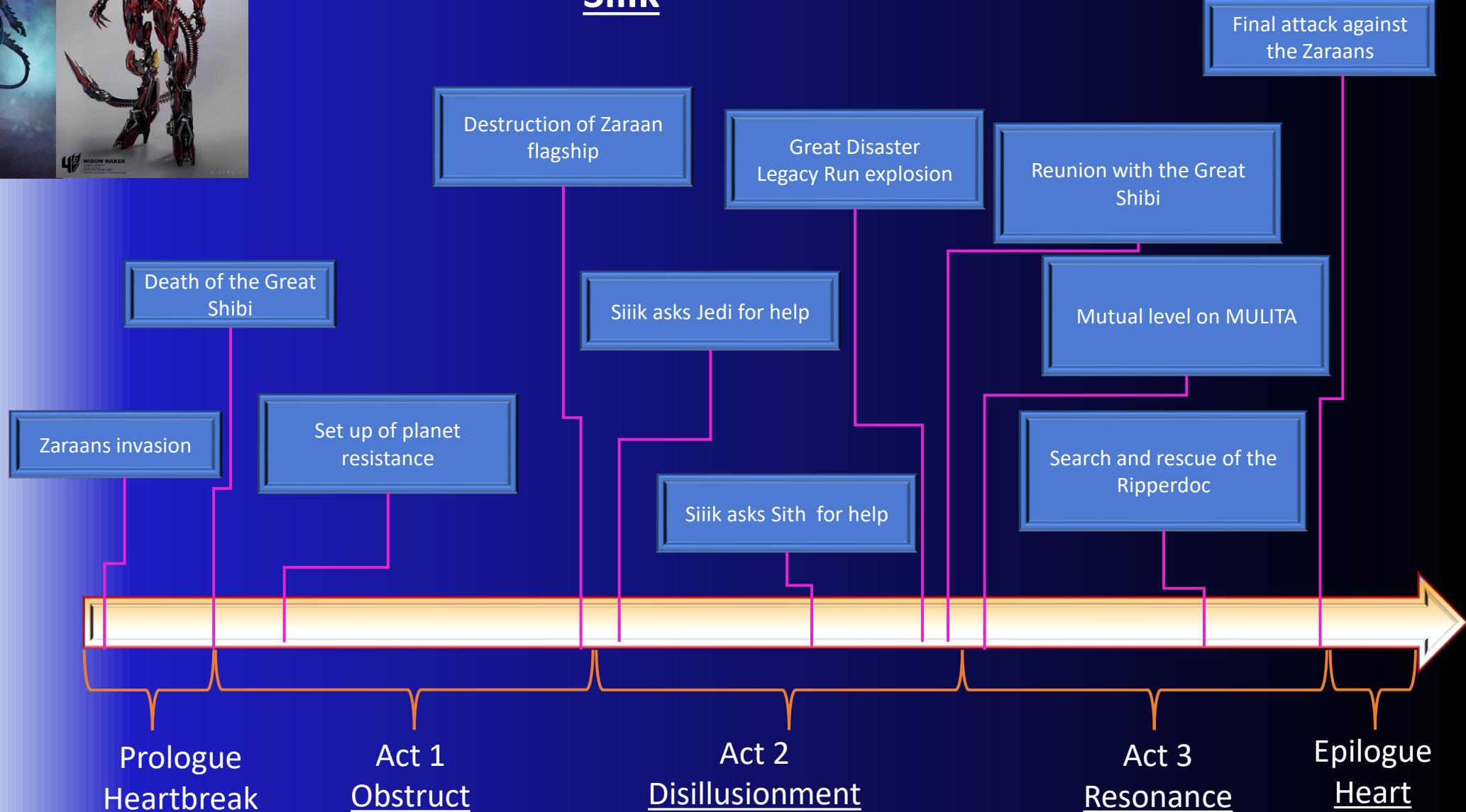
She falls on love with the Ripperdoc, her creator who is like her mother.



Bimmaari 's forest

Timeline

Siiik





Narrative branching of Ena Ekmiu's prologue

Abridon



A female Sith comes to the Jedi Temple and kills some of them to rob **an** holocron.
Ena's choices determine who will be saved

Ena is dreaming about an attack. She wakes up in a crowd in the Jedi temple of Coruscant

Player chooses to protect Padawans

Player chooses to inform the Council

A Sith enters in the Council room and ask for access to the holocrons room.
The Council refuses and the Sith freezes all the Masters. Ena rushes on the Sith who must keep one of her hands up to hold the Masters.

Then, the Sith makes the ceiling tumbling down and kidnap Yoda to change his mind or to use him like bargaining chips.

A Sith enters in the library and ask for access to the holocrons room. The librarian's pride pushes him to cross sword. He has just time to ignite his saber, and the Sith is behind him. His eyes become tensed and he fall on the ground. Around ten BAD (Ball Assassin Droid) come out from the Sith's cape and rush to the Younglings.

Player chooses to defend the Younglings

Player chooses to stop the Sith

Player chooses to save Jedi masters

Player chooses to chase the Sith

Ena rushes to stay between Droids and their targets. The Sith collects an holocron and run away

Ena rushes to the Sith to fight her while droid massacre Yougling. Ena save time and Council members come. The Sith must run away without his booty.

Ena lets the Sith run away and old the tumble down.

The tumble down drags Jedi Master and Ena succeeds to put a tracker on the Sith's fighter

Goal of the quest : Get back holocron. Lightside of the Force

Goal of the quest : Revenge Padawans. Darkside of the Force

Goal of the quest : Find Master Yoda . Lightside of the Force

Goal of the quest : Revenge Jedi Master. Darkside of the Force



Narrative Branching of Dar'Tull's prologue



Mandalore

Dar'Tull's wife and elder child are murdered.

He must run away from Mandalore with his youngest son.

Player chooses to stay with his family

Dar'Tull is in his home with his family. His friend, who is also his captain, calls him for an emergency.

Player chooses to join his friend

Dar'Tull plays war with his youngest child (Armor +non-lethal Blaster)

Player chooses to go back to his family

Dar'Tull comes by air to the Mandalore throne room. The captain points his handblaster on the Duke and asks Dar'Tull to choose a side. The captain informs about several bombs hidden in the capital

Two explosion are heard. Dar'Tull must keep safe his family.

Player chooses to find his wife first

Player chooses to find his eldest child first

Dar'Tull comes back to his ruined house and finds his wife's lifeless body. The captain informs him about the death of his oldest child. Then, the youngest child emerges from ruins, protected by his armor.

When Dar'Tull sights his eldest child, he rushes to him but an explosion damage his jetpack. Dar'Tull sees his eldest dragged by a collapse. When Dar'Tull is back home, he finds his youngest child crying, curled up in arms of his dead mother.

Player chooses to protect the Duke

Player chooses the MoonWach side

The MoonWach sets off the bombs. Dar'Tull takes off with his jetpack to his home. On arrival, he sees his wife and his eldest dead under rubbles. His youngest child has been saved by his armor.

The Duke is throwed in jail. At the same time, the Duke's guns for hire launch the "Family ops". Each family of traitor-to-the-crown are executed. Only the youngest child of Dar'Tull survives because he hid himself.

The death of his wife and his oldest child destroys Dar'Tull. He flees with his youngest child.

Goal of the quest : To raise his child safely far away the MoonWach and the culture of Mandalore



The Siiik's home planet is attacked by the Zaraans.

She must save a maximum of Bimms to start a rebellion

Narrative Branching of Siiik's prologue



Sea port of *Bimmaari*

Some explosions and blasts of incendiary ammunitions ignite the Home-Tree's edges. Bimms run away, all in the same direction

Siiik is worrying about the Great Shibi and runs to the opposite way to find her

Stealth phase to find the Great Shibi. The Zaraans inject a black serum to rot the Home-Tree

If player succeeds the Stealth phase

Siiik finds the Great Shibi in the hand of the Zaraans and she slides quietly a ball. The Great Shibi drinks the poison contained in the ball, she tenses and falls on the ground

The player don't know that the poison is just a sedative

If player loses the Stealth phase

Siiik takes a hit on her head and fainted. She wakes up in the Home-Tree's roots with other Bimm hostages. A squad of Zaraans comes with the body of the Great Shibi. The Home-Tree continues to rot

If player succeeded the Stealth phase

The Great Shibi does not have blood around neck (poisoned death)

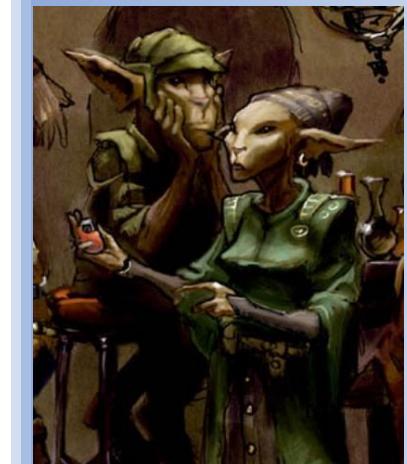
Siiik understands the Zaraans will execute her people, and starts a rebellion. The chaos resumes

Siiik runs and screams to flee in the forest. While this run phase, the player will choose which Bimms to save though hard Quick Time Events.

The number of Siiik's allies will depend how many Bimms have been saved.

If player lost the Stealth phase

The Great Shibi has blood around neck (cut throat death)



Bimms



Ena will progress in a warm and flowery area. She will let herself guided by the voices. She will fight a Great Drengir.

The temple will show Ena's parents she knows having disappointed.

Ena will fight Siiik who gets skills chosen by the Player during Siiik's campaign.



Drengir : Creatures constituted by plant and liana nodes

Mutual Level on Mulita

Ena Ekmiu

Ena lands (A). The planet is a warm forest. Some whispers call her in a cave where she relives one remembering of her parents (B). She goes to the future landing area of Dar'Tull (C) and feels he will cause a cataclysm. The fog, the low-tone-music, the heavy sound effects and the thick vegetation make a claustrophobic atmosphere (D). Then, a Great Drengir chases Ena (E). She finally fights the Great Drengir in the arena (F). After be defeated, the injured Great Drengir joins a human silhouette yet accompanied by two other Great Drengir.
Ena enters in the Temple.



The Temple is full of vertical lines and the ceiling is very high. Some whispers resonate. They talk about the Ena's powerlessness. She screams that she does everything she can and the whispers reply that is not enough.

Ena enters in the Great Room. An altar, with three light sabers, stays in the middle of the room. When she gets closer, the light turns off. All is in dark except her giant mother who spawns behind her. Ena tries to run away but fails. The light turns off again and, this time, only her father is visible far away, calling for his daughter. Ena rushes to him but falls behind. The light turns off for the last time. When it finally turns on, Siiik is in front of Ena. "You will cause great sadness, I must stop you!" Ena says rushing to the altar to take a second saber and starts fighting Siiik.

If the Player done the Siiik's campaign, she has skills already chosen.

At the end of the fight, the Player can kill Siiik or spare her, knowing she will cause a great sadness (p18)
Ena (and so the Player) will discover that Siiik was just a shadow, an aspect of the future Force.



Interior of the Temple



Mutual Level on Mulita Dar'Tull

Dar'Tull will progress alone in hostil zone and fight the 3 Great Drengir of the Night Doughter.

The Temple will show him his brothers in arm dying by his fault.

The volcano erupts when Dar'Tull go away.



Great Drengir

Dar'Tull lands without his son (A). He follows his tracking fob to the broken Ena's ship (B). A little Drengir robs him his fob and Dar'Tull must chase it (C). The chase still going and some common Drengirs attack him (D).

The Temple master Night Daughter accompanied by three Great Drengir attacks Dar'Tull. She knows the prophecy which tells that an armoured visitor will spell the end of this forest (E). One of the Great Drengir has the stigmas of the Ena's light saber. Once was defeated, the Night Daughter curses Dar'Tull and cries for her dead Drengirs. Dar'Tull enters in the temple.

Inside the Temple, walls are covered by vegetation. Some children's screams resonate in corridors and Dar'Tull runs to help them. The lush vegetation slows his progress.

Instead of the Great Hall, Dar'Tull is at the entry of a labyrinth where scripted scene will append.

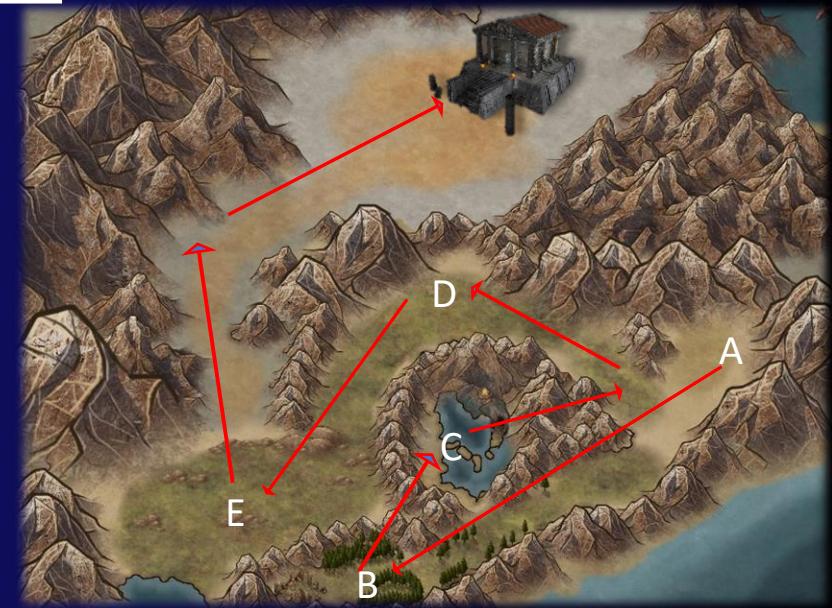
He dives in the labyrinth and see a child close to be executed by a droid. When the player tries to shoot, his blaster jams and the droid kills the child. The labyrinth shuffles and Dar'Tull keep going to chase helpless voices. In front of him there is one of his brother in arms stuck in a door. Despite Dar'Tull efforts to let the door open, it closes and cuts in half his friend.

The end of this scenes depends of Player's choices during the Dar'Tull campaign.

Next, Dar'Tull falls to the infinity with his wife . The jetpack fails and the player have to choice between save Dar'Tull or his wife. The following scene is shocking and dramatic for the Player : watch the death of his character or the one loved by him.

Dar'Tull wakes up, come closer to the altar and take one of the two sabers left. It triggers the tumbling down of the temple and volcano eruption.

Dar'Tull must run away watching the forest burning.



Interior of the Temple



Siiik will progress in a burned zone.

The Temple will push her to kill innocent Zabraks.

After be dismembered, Siiik promises she will find an other planet for Zabraks people : Datomir



Great burned Drengir

Mutual Level on Mulita

Siiik

Siiik lands in a forest devasted by lava. She meets the Night Daughter who says her : "Fight the ghosts of the past, but open your eyes."

Siiik enter in the Temple. Ruined walls are covered by charred vegetation. Siiik comes to the great hall where is, in center, the broken altar and a light saber on the ground.

The lighting changes and Siiik relives a dark time of her people : a hundred year ago, Bimms people drove out all Zabraks from their home planet. Siiik learns there are some groups of Zabraks who hide themselves in the galaxy. She promises she will find a new place for them.

Siiik picks up the saber, an alarm goes on and some probe droids attack her, more and more, harder, faster, stronger. Each hit given to Siiik destroys one of her cybernetic limb, starting with her tail. Broken robots accumulates on the ground. The lighting ambience changes again and the droid carcasses become bodies of Zabraks. : a pile of robots becomes a father keeping his wife and daughter that Siiik just murdered. The droids that Siiik thought fighting was some Zabraks scarred to see a Bimm. When Siiik sees this carnage, she runs out crying.

Outside, Siiik comes under attack by burned Drengir who are very slow , so is Siiik (B). Siiik screams to leave her alone. She did not want to kill anyone.

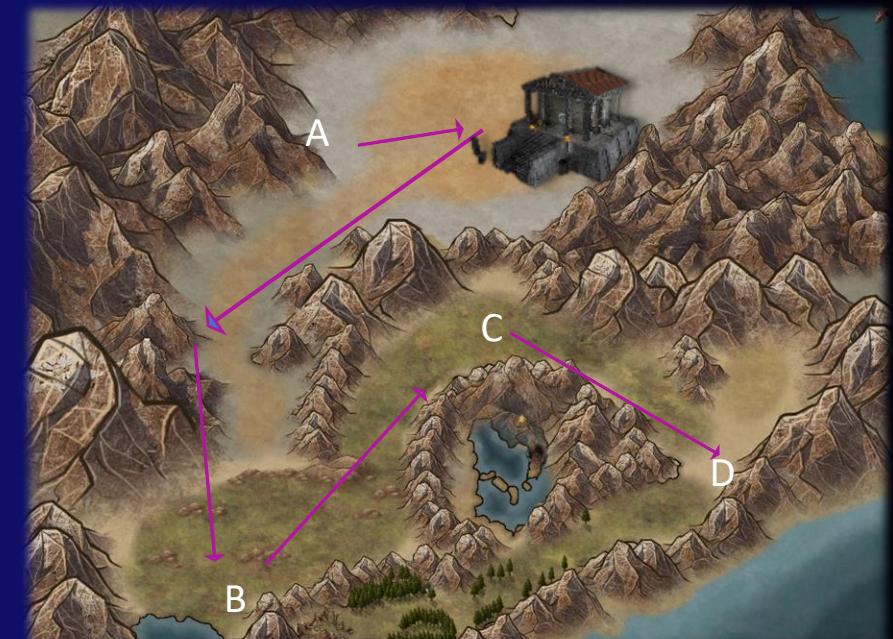
Siiik walks a few step and a Drengir arises (C) and tears out one of her legs and dies. An other Drengir comes to break her arm, and an other one... Until Siiik stays just a torso with an half-arm.

The Siiik mutilation depends on choices taken by the Player in the Ena Ekmiu's campaign

Being near death, Siiik is naked, without any cyber-enhancement (D). In front of her, there is the Night Daughter who offer to Siiik to repent in taking her role.

If Player accepts, an alternative ending starts. The Siiik's body is covered by fresh vegetation, and she finds serenity.

If Player refuses, the Night Daughter guides her to other living Zabraks. Siiik must care about them and bring them to Datomir.



Star Fighters

There are two magic ingredients to cook well Star Wars : Light Saber and Star-Fighter

	Ena Ekmiu	Dar'Tull	Siiik
Model	BT-7274	Modified Rogue Shadow	Viper Wing
Class	Fighter	Gunship	Interceptor
Planet of production	Fondor	Mandalore	Castilon
Weapon	Ionic Canons	Polyvalent Arsenal	none (removed)
Membership	Republic	Moon Watch	Independant
Hyperdrive	Syliure-24	Class 0.2	Hyperdrive T-12
GamePlay	Paralysis of enemy fighters and use of environment	Management of the arsenal and cooldown	Complex flight in confined space
Artwork			

STAR WARS CONCEPT

Thanks for reading

Yesterday is history, tomorrow is a mystery, but today is a gift. That is why it is called the present.

Master Oogway