

NARRATIVE DESIGN DOCUMENT

STAR WARS CONCEPT

Sacha Alzieu

Tél: 06 83 54 41 96

Mail : sacha.alzieu@hotmail.fr

LinkedIn: fr.linkedin.com/in/sacha-alzieu

WebSith : sachaalzieu.wixsite.com

SUMMARY

Context of the Universe.....	Page 3
Characters.....	Page 4-6
Timelines.....	Page 7-9
Narrative branching of Prologues.....	Page 10-12
Mutual Level on Mulita.....	Page 13-15
Star Fighters.....	Page 16



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.

250 BBY

**STARLIGHT
BEACON**

STAR FORGE

ZARAANS

MENACE

CLONING

**GREAT
DISASTER**

HUTTS

JEDI LIE



Ena Ekmiu

If she was not a great force-sensitive child, Ena would have been an Abridon princess. She sees things before they happen. She wants to 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 to Amicia's (Plague Tale). She has had a difficult childhood and she will become a powerful woman.



Masks of Acolyte and Guardian

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 sees a shadow of the enemy who does 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 rob an Holocron who contains the coordinates of the Star Forge

Act 1 : Pursuit

Ena chases the Sith through some planets for different reasons. Ena meets Acolytes, a Sith secret order who grows a passion for the power by knowledge.

Ena learns 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 returns to Coruscant, the Jedi council declares the Zoraans as a menace. Jedi engage combat against the Zoraans.

Act 3 : Grief

Ena chooses the legacy of Guardians (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 be 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 to the force,
Or : Ena creates her own way of thinking.



Droid R.E.



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.

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 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

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.



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

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 Bimmary 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.

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.

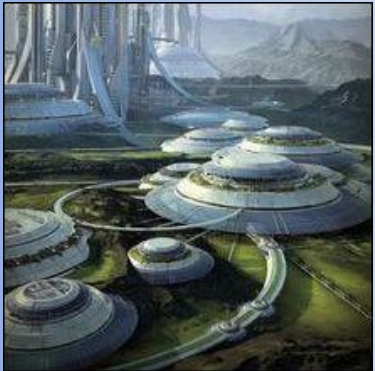
Bimmaari



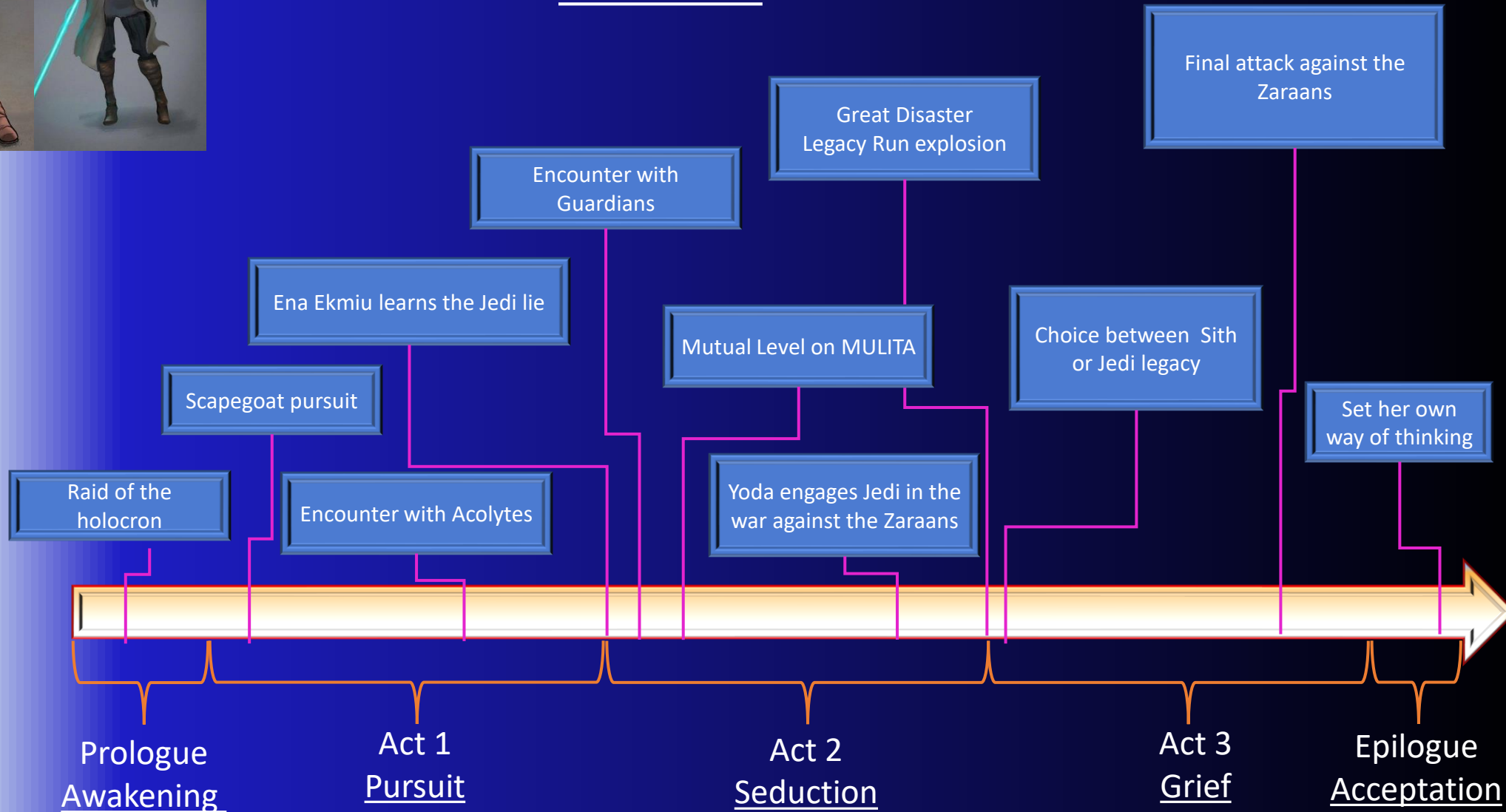


Part of Œdipus Myth dealt in this campaign : Fatality.
We can not escape our destiny.

Abridon



TimeLine Ena Ekmio





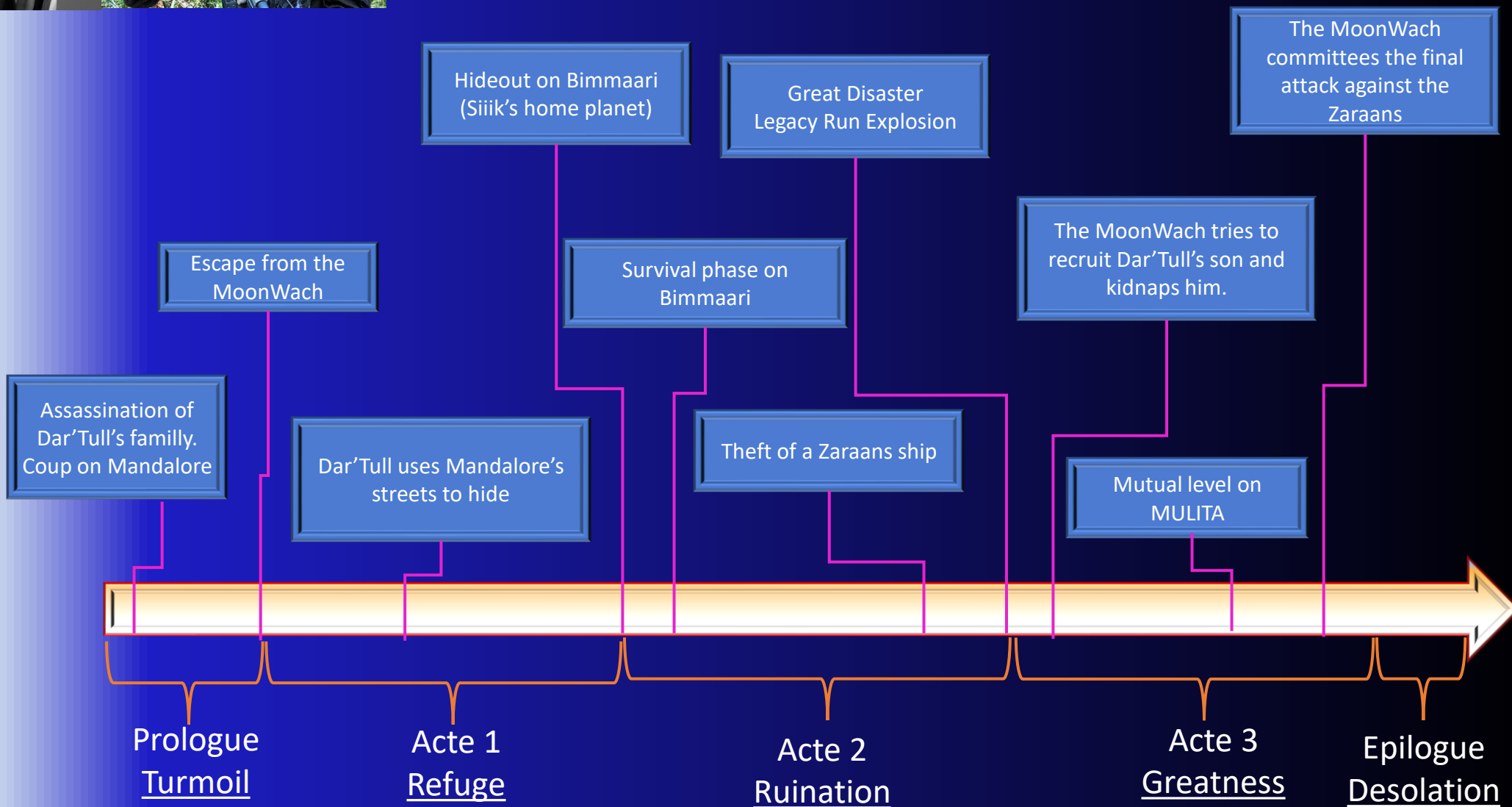
Timeline Dar'Tull

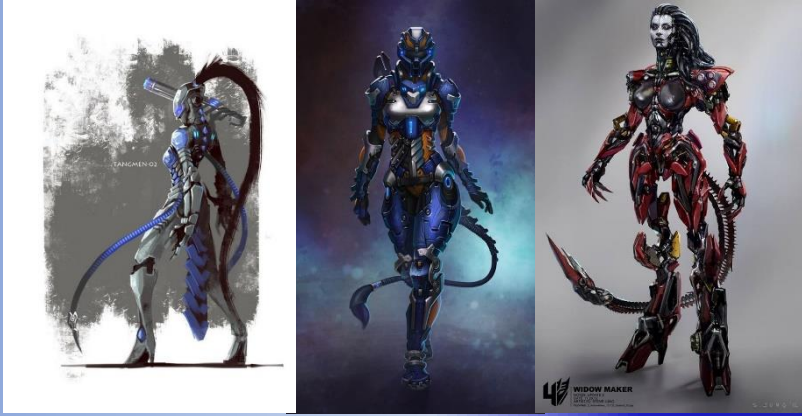
Part of Ædipus Myth dealt in this campaign : **Parricide.**

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



Bimmaari under Zarrans control



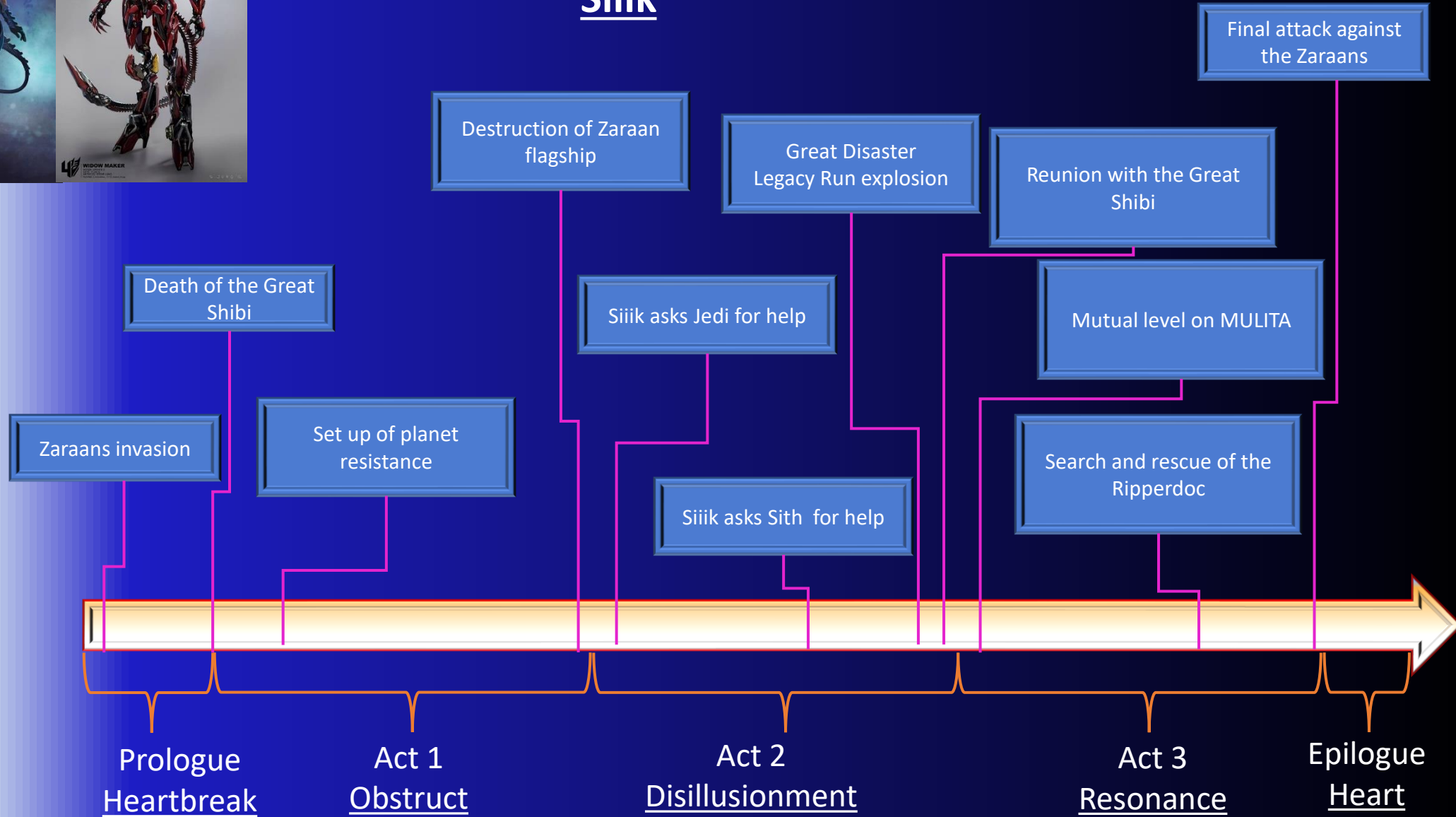


Part of Œdipus Myth dealt in this campaign : Incest.
 She falls on love with the Ripperdoc, her creator who is like her mother.



Bimmaari 's forest

Timeline Siiik

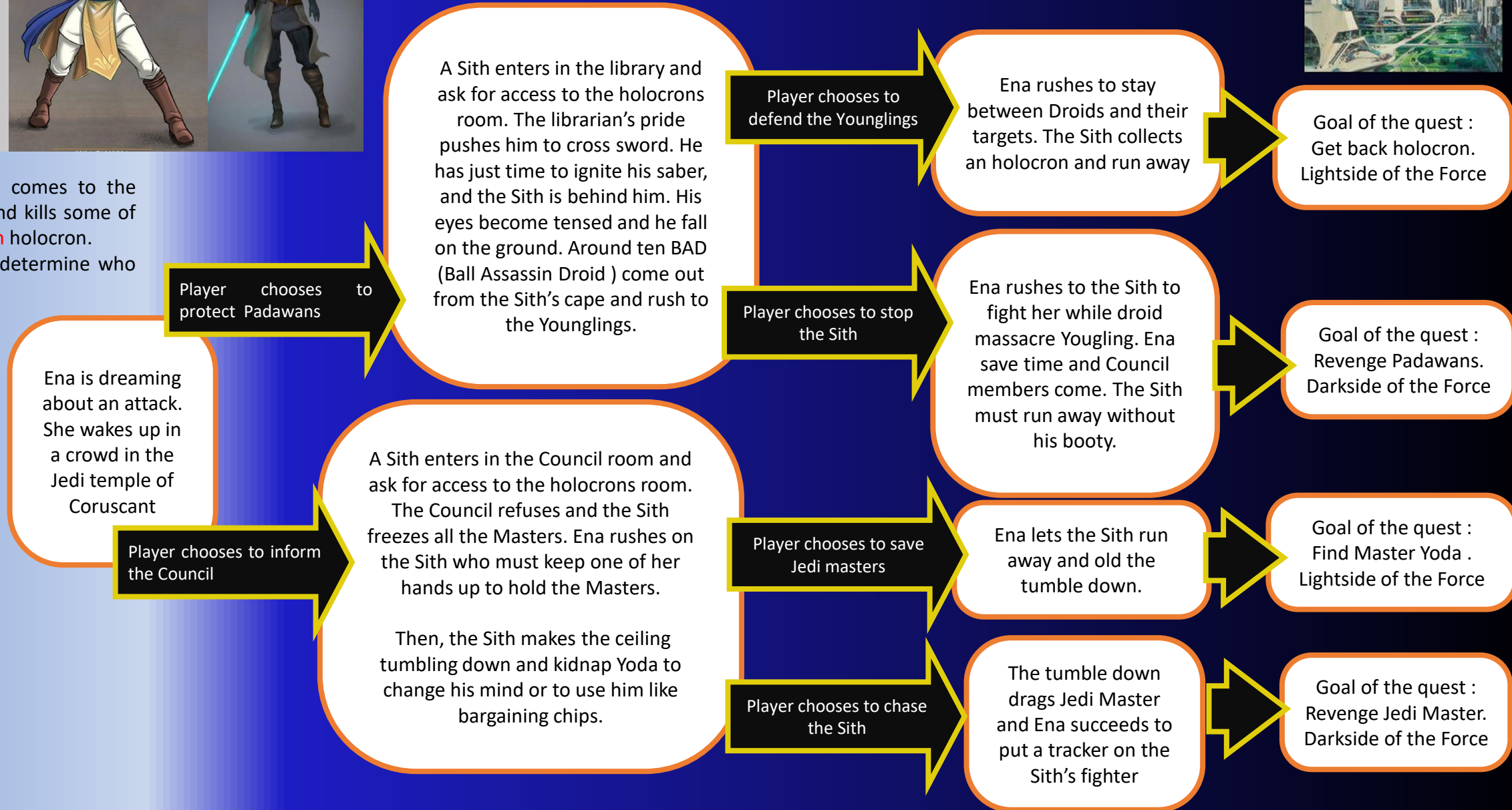




A female Sith comes to the Jedi Temple and kills some of them to rob **an** holocron. Ena's choices determine who will be saved

Narrative branching of Ena Ekmui's prologue

Abridon





Narrative Branching of Dar'Tull's prologue

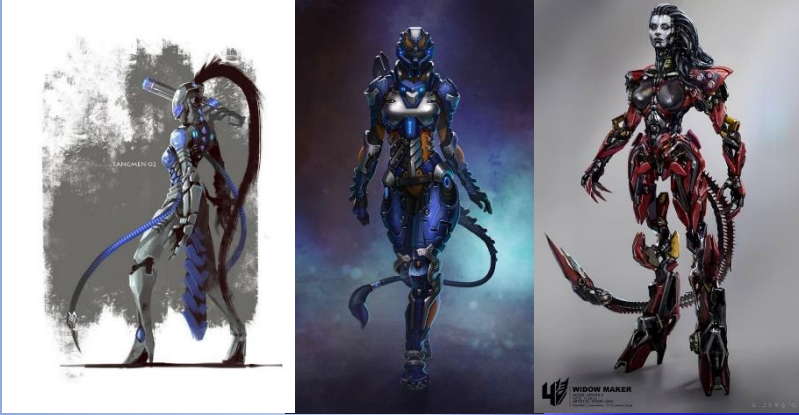


Mandalore

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

He must run away from Mandalore with his youngest son.





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

She must save a maximum of Bimms to start a rebellion

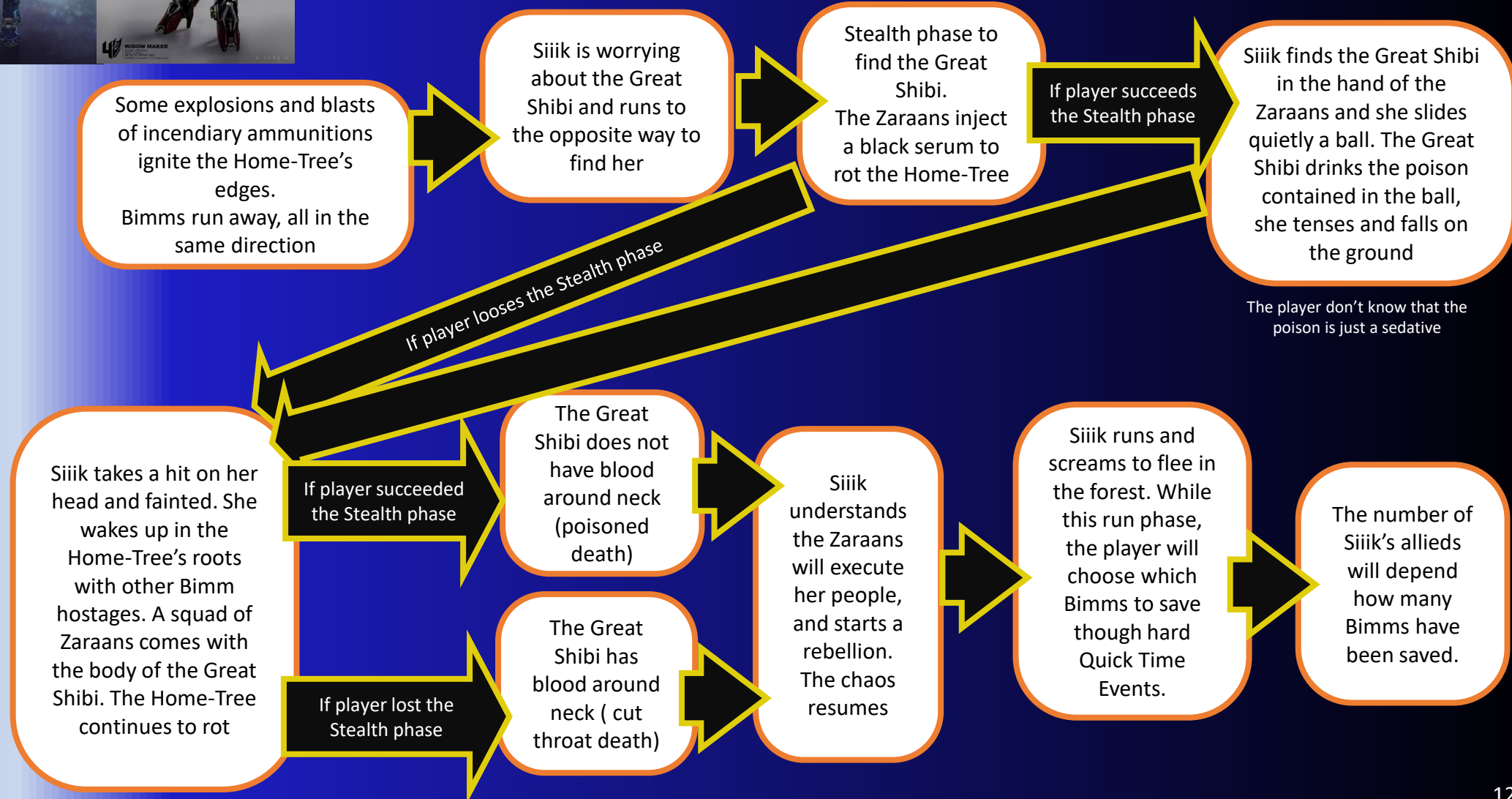


Bimms

Narrative Branching of Siiik's prologue



Sea port of Bimmaari





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.

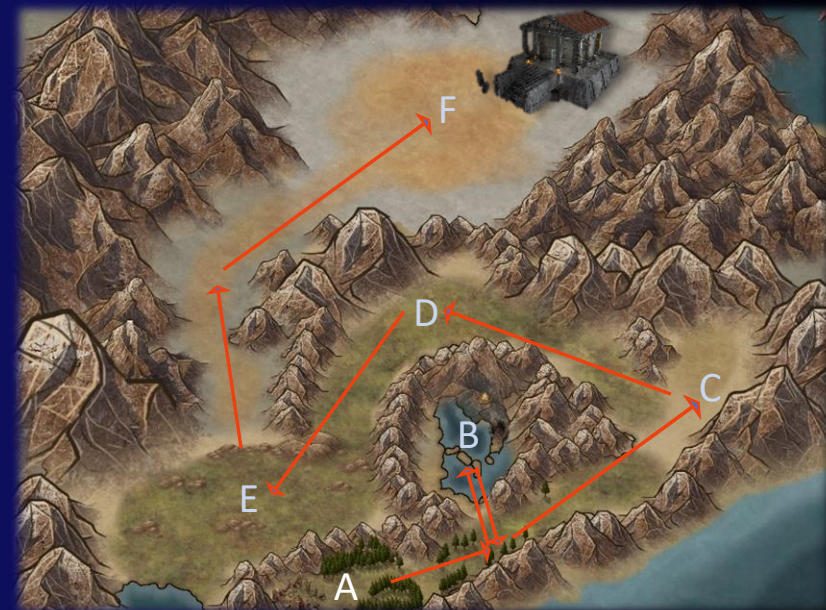
Ena will fight Siiik who gets skills chosen by the Player during Siiik's campaign.



Drengir : Creatures constituted by plant and liana nodes

Mutual Level on Mulita Ena Ekmiau

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.

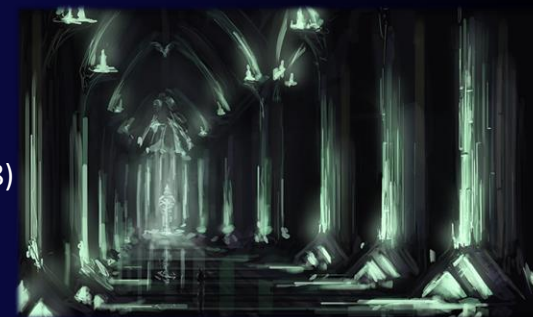


The Temple is full of vertical lines and the ceiling is very high. Some whispers resonate. They talk about the Ena's powerlessness. She screams that she does everything she can and the whispers reply that is not enough.

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 hostile zone and fight the 3 Great Drengir of the Night Doughter.

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

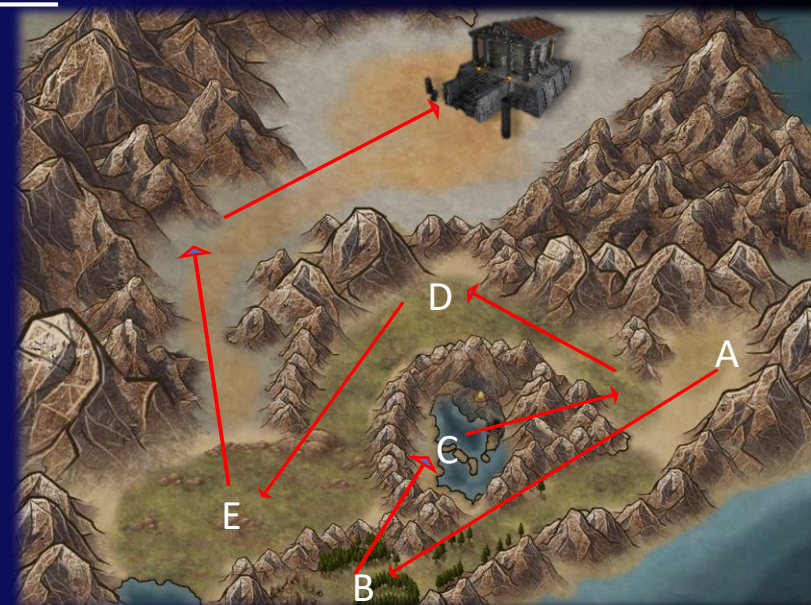
The volcano erupts when Dar'Tull go away.



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



Mutual Level on Mulita Siiik

Siiik lands in a forest devastated 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 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

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.

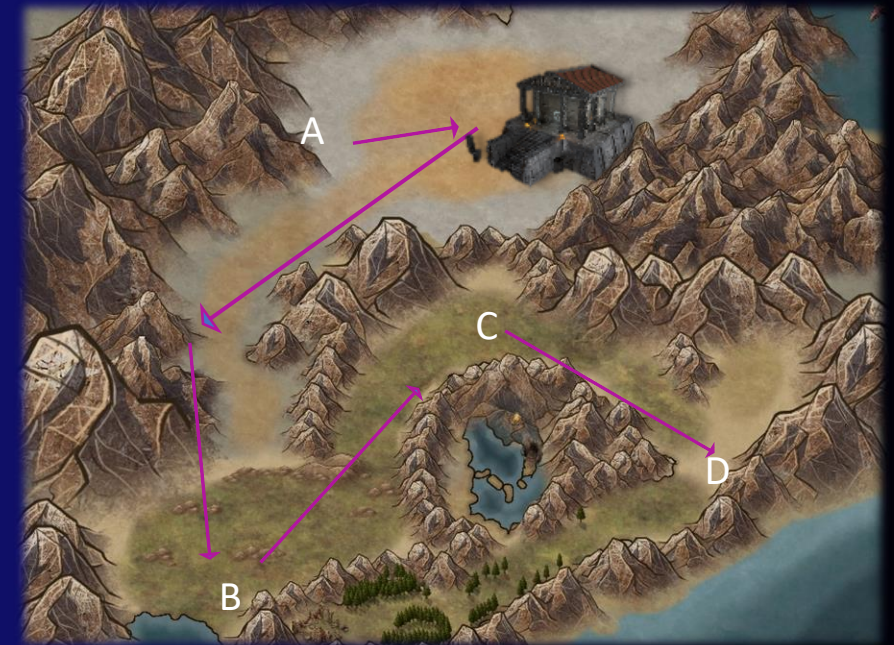
Siiik walks a few step and a Drengir arises (C) and tears out one of her legs and dies. An other Drengir comes to break her arm, and an other one... Until Siiik stays just a torso with an half-arm.

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.



Great burned **Drengir**

Star Fighters

There is 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