Leaves of Fate Narrative Bible

Elevator Pitch

In Leaves of Fate, play as Fenn: a young kid who has always dreamed of becoming a Great Knight for his Kingdom. After sending *plenty* of fanmail, he receives an invitation to the Palace. However, when he arrives, a gang of Wizards have trapped all the Knights and taken over the Palace. Now, it's Fenn's job to reach the Wizards and free the Knights.

One sentence:
- In our 2D puzzle platformer, Leaves of Fate, play as Fenn, a young aspiring Knight, and save your Kingdom from a gang of Wizards!

Narrative Goals

- Create a story that is age appropriate for middle-schoolers, but enjoyable for all ages
- Create characters that have depth and chemistry
- Create a satisfying character arc for Az and parallel arc for Winston

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Target Audience

The game is targeted for kids age 11-13, but will be enjoyable for anyone older as well. The story will be appropriate for that age group, without talking down to them, such that the story can be enjoyed by kids and adults alike.

Narrative Inspirations

Deltarune
- Small cast of characters with a lot of depth
- Balances light-hearted comedy with serious scenes
  - Does not address serious topics with comedy, but instead creates space for both to exist separately
  - Scenes can be comedic in-universe, only to the audience, or wholly serious.

Adventure Time
- World is loosely inspired by Medieval Fantasy, with artifacts like kingdoms, Princesses, and Wizards, but adds elements of modern technology, science, and culture
- The story is PG and light-hearted. Even villains have moments of friendship with the rest of the cast.
- Characters have depth, which isn't obvious from the start

Character Quick Reference

Name	Age	Role in Story / Relationships	Personality Summary
Fenn	12	- Main character, foil to Wizard of Doors - Believes in Az and Winston - Sees Az's strength and Winston's heart	- Bright-eyed, optimistic child - Seeks adventure - Wants to help others - Thinks he isn't good enough, wants to succeed in earnest
Az Featherstone (Zara)	19	- Blacksmith Apprentice - First companion, foil to Winston - Sees Fenn as little kid - Sees Winston as worthless, and as an obstacle to overcome	- Aloof, casual - Great passion for smithing and tinkering, which she hides - Doesn't believe in herself, hates feeling weak, blames her asthma - Hates worrying her Dad
Winston Glover	16	- Wizard of Ice Makers - First antagonist, foil to Az - Sees Fenn as an obstacle] - Jealous of and looks up to Az, thinks she's really cool	- Hotheaded, closed off - Passion for creating, but unhappy with his work - Doesn't believe in himself. Must surpass Mom's reputation - Wants to be "cool"
Abdul (Abdullah) Featherstone	50s	- The Knight of Smithing - Greatest Blacksmith in the Kingdom - Mentoring Az, and Az's Father - Currently trapped in the Council Chamber	- Proud girl-dad - Gruff exterior, warm and fuzzy interior - Constantly worried for Az (especially with her asthma)
Palina Glover	50s	- The Wizard of Ice, Mother to Winston, Renowned Engineer and Owner of Enginice - Always busy - Makes time for Winston, but he doesn't see it	- Sweet, kind-hearted, and sentimental - Hard worker - Chronic Worrier - Impatient
Wizard of Doors	20s	- Wizard of Doors and leader of the Wizard Gang - Final antagonist, foil to Fenn - Leader of the gang of Wizards - Has trapped the Princess in one of the castle towers	- Bullied by the world, wants to prove that he is capable - He wants to be evil, and following a "standard villain playbook" (i.e. taking over castle, kidnapping princess)
Princess Helena	20s	- Daughter of the King - Manager of the Kingdom - Currently being held captive by the Wizard of Doors	- Practical, down to earth - Enjoys whimsy and goofiness when appropriate - Empathetic

World Quick Reference

A collection of named things relevant to the world, including locations, items, organizations, etc.

<u>General World</u>

Name	Description
Leaves of Fate	Name of the game Codenamed Project Misfits
Codoma	Name of the Kingdom
Grasen	Capital City of the Kingdom, where the Castle is
Bay Leaf Palace (The Grastle)	The Castle of the Kingdom Common citizens like calling it the "Grastle" (Grasen's castle)
Postianity (followers are Postians)	Name of the Mail-based religion that exists in the world
The Sender	Deity of the mail religion (equivalent to God in Christianity)
The Council	Also referred to as the Council of Knights (or just The Knights) Act as advisors and equals to the King, and representatives of the people.
A Knight	Everyone refers to individual members of the King's Council as Knights (though they aren't really knights in the medieval sense).
Enginice	A company run by Winston's Mother and Wizard of Ice, Palina Glover They make appliances and gadgets dealing with the cold (fridges, coolers, ACs, etc.)

<u>Character Info</u>

Name	Description
Iceton	The icy copy Winston has created of himself
Navetta (Fenn is from Navetta)	Region that Fenn is from The region is similar to middle America (long flat land, farmland as far as the eye can see, middle of nowhere vibes)

Name	Description
Sket (Fenn is a sket)	Species of creature that Fenn is Based on various forest critters, included squirrels, rabbits, and deer
Kuva (Az is from Kuva)	Region that Az is from This region is similar to New Mexico in environment (arid, canyons, deserts)
Driskan (Az is a driskan)	Species of creature that Az is Based on dragons and lizards
Lumin (Winston is from Lumin)	Region that Winston is from The region is similar to Maine or Minnesota (snowy mountains, small town vibes, but warmer in the summers)
Vellan (Winston is a vellan)	Species of creature that Winston is Based on mountain animals, like goats, wild cats, wolves, etc.
The Spoonfellows (aka The Royal Spoons)	The Codoma Royal Family Throne is passed down the family to the oldest child
King Oakley Spoonfellow	The King of Codoma, in charge on paper, but doesn't do much (mostly just going around on press tours)
Queen Azura Spoonfellow	The Queen of Codoma, gallivanting around the country for fun
Princess Helena Spoonfellow	The Princess who's actually running the Kingdom because King Oakley is too laid back
Abdullah Featherstone Knight of Smithing	Az's Father and a Knight of the Council he/him
Adira Knight of Cloth	The deer-like Knight with large antlers, leafy ears, and heavy armor she/her
Henric Knight of Truth	The owl Knight with armor and large wings he/him
Rose Knight of Fury	The boar-like Knight with a club weapon she/her
Maysa Knight of Spirits	The bear Knight with two khopeshes she/her
Ophelia Knight of Glamour	The tall Knight with a long proboscis and insect-like features she/her

<u>Castle Locations</u>

Name	Description
Council Chamber	The meeting room for the King and the Council **Known internally as the Round Table Room**
The Great Hall	The Great Hall of the castle (Bay Leaf Palace) that acts as the main world hub
The Cellar	The name of the first level of the game This area has rooms for food storage and bulky machinery. It includes Az's workshop
Az's Workshop	The location Winston has taken over in the cellar to do his tinkering/crafting. Final boss room
Den	One of the rooms in the cellar, which Az uses as a hideaway/hangout spot. **Known internally as The Level Hub**
Pantry	One of the rooms in the cellar, primary food storage in the cellar **Known internally as The Level Pre-Hub**

Writing Style / Conventions

How will writing appear in-game?
Dialogue appears in four ways
- Cutscenes
- Filler Conversations
- Interactable Environment Objects
- Barks (wishlist)

Non-Dialogue writing appears in the following ways:
- Introductory invitation
  - King Oakley invites Fenn to the castle, and the first thing the player will see is that invitation, providing some context
- Tutorial Instructions

Narrative Agency
Players will never have any dialogue choices. Players are required to engage with major conversations, but can choose to interact with filler conversations.

Cursing
- No cursing
- Allowed words: crap, heck, dang
- We can also bleep a character or cut them off (such as "You little-")
- If you don't know if a word is acceptable, just ask.

Plot Summary

Level One Plot
- Fenn meets Az, where she mentions that one of the Wizards went into the cellar. She's going after them, but she says Fenn should stay in the Great Hall.
- Fenn goes into the cellar and meets a shocked Winston. Winston tries to act intimidating and villainous, before running off.
- Fenn comes across Az, blocked by a large wall of ice. Az needs to get to her Workshop, and Fenn offers to go down through a grate to continue forward. To keep him safe, Az gives Fenn an enchanted bangle
- Winston ambushes Fenn. With Az's bangle, Fenn escapes danger. After that, Winston becomes more frustrated.
- Fenn arrives in the Den, but Az's workshop is blocked by some ice. Winston taunts them, but Az says there's a heater that Fenn should go look for to try and melt the ice.
- On the way to the heater, Az arrives in the Den, but breaks down coughing. She later tells him she has asthma and needs her inhaler from her workshop
- Eventually, Fenn reaches the heater and turns it on, much to Winston's dismay. However, it doesn't completely melt the ice.
- When Fenn returns to the Den, Winston is antagonizing Az, until she decides to melt the ice with her fire. She collapses, having an asthma attack, and Winston goes silent.
- Fenn helps her calm down, and eventually Winston slides an inhaler through the door. Fenn grabs it and helps Az return to normal
- Fenn and Az arrive in the Workshop, where Winston reveals Iceton, a copy of himself. Instead of fighting Fenn and Az, it beats up Winston.
- Az protects Winston, while Fenn turns on a second heater and Iceton melts.
- Once they're safe, Winston breaks down, but Az and Fenn help Winston feel better.

Larger Game Context
- All the Knights have been trapped by a gang of Wizards, and it's up to Fenn to find them and convince them to free the Knights.
- Fenn learns that these Wizards are misunderstood, and helps them (and the Knights' apprentices) deal with an issue relating to self worth.
- Over the whole game, Fenn learns to stop idolizing the knights and take pride in himself and his abilities.

Narrative Pipeline

1. *Draft character profiles*
2. *Identify overarching story beats*
3. *Tie story beats to gameplay moments*
4. Create character voices
5. Draft dialogue
6. Get dialogue approved by another team member
7. Import and format in Engine
    a. See Narrative Bible for information on Dialogue Manager
8. Script cutscenes

Writing will be an iterative process. Steps 1-3 will be less likely to change once we start writing and revising dialogue, but that isn't a strict rule.
All dialogue will go through at least three rounds of writing and revision

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Characters

Character Template
Name, pronouns, apparent age
- **Game Role**: who are they in the game? Player? Companion? Villain?
- **Introduction**: a sample scene to describe the character
- **Who They Are**: a sentence or two describing exactly who they are
- **Motivations/Their Story**: crucial info about the character, what drives them, their past
- **Voice Line**: a sample quote the character would say, something they live by
- **Defining Details**: short list of unrelated details to create a more well-rounded character
- **Insecurities**: what are their problems? Similar to Motivations/Their Story
- **Background**:
    - Comes from:
    - Species:
    - Currently Lives:

Voice Template
- **How they refer to Fenn**:
- **How they refer to anyone else**:
- **Speaking Patterns** (exaggeration, formality):
- **Common words/phrases**:
- **Words/phrases they'd never say**:
- **Filler words**:
- **Any other quirks**:

- **Dialogue Styling Rules**:

You may leave some sections N/A, if you can't think of anything meaningful for that character.

For the completed character profiles and voices, go here: 🔳 Character Profiles and Voices

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Dialogue Manager

For ease of implementation of narrative, we decided to use the Dialogue Manager plugin by Nathan Hoad. This plugin allows us to easily format and stylize dialogue in the game using the built in BB Code functions associated with Godot's RichTextLabel node, as well as custom functions used by Dialogue Manager.

Formatting

Write all dialogue in this spreadsheet 🟩 All dialogue

For Major Conversations and Filler Conversations
- Single conversations are written vertically (beginning at the top and ending at the bottom)
- Begin dialogue with "Speaker: " including both the colon ":" and the space after it

For Barks
- Barks are stored vertically
- Choose the correct context for the bark, and write the dialogue in the cell next to it
- Barks should be a short phrase (single sentence at most)

For Environmental Comments
- Comments that Fenn makes when the player interacts with objects in the environment
- The format should be identical to Barks. Context on the left, dialogue on the right.

Styling Dialogue

There are many functions we will use to style dialogue. Some of which will be from **BB Code**, some from **Dialogue Manager**, and others from **custom functions**.

For information about how and why to use each of these features, go to this document
🔳 Dialogue Styling Conventions

Naming Conventions

All files will be ".dialogue" files
Separate key pieces of info using dashes
Use PascalCase for individual phrases

- Example: 1-Az-Meet-GreatHall.dialogue
- Example: #-AzWs-Arrive-Den.dialogue
- Beat Number: Describes the beat # for the story arc
  - Use X for Filler, Barks, or Environmental Comments
- Speakers: Abbreviations for characters speaking in the conversation (excluding Fenn)
  - Az for Az
  - Ws for Winston
  - N/A for environmental comments
- Context: Narrative Context for the moment (FiresideChat, Arrive, IcetonActivate, etc.)
  - "Filler" for filler
  - "Barks" for barks
  - "Environment" for environmental comments
- Location: Location the conversation is taking place (Great Hall, Cellar General, Den, Pantry, Workshop, HeaterArea)

World Summary

<u>World Themes</u>

Generally, this is a cozy, comfortable world. Our story's conflict is centered on small scale, interpersonal conflict and self actualization. No one in our world is wholly evil.

Our world exists to support our story, and we choose not to address certain topics like war, racism, violence, etc.

<u>Kingdom</u>

Our story takes place in The Bay Leaf Palace, which is located in the capital city, Grasen, of Codoma. This Kingdom is the largest of several on the continent. Codoma is large enough to have multiple environments, cultures, and peoples.

For the sake of the game, no other kingdoms are important, and the world is stable.

<u>Government</u>

Main figures of government are the Ruler (the King), the Royal Family, and the Council of Knights.

The role of Ruler passes down a bloodline. Currently, King Oakley acts as a figurehead, while his daughter, Princess Helena, actually manages the kingdom behind the scenes. Meanwhile, Queen Azura is off gallivanting across the country, on wild adventures.

The Knights act as advisors and equals to King Oakley. Laws can be proposed by the King or any Knight, and put to vote.

To become a Knight, you must be nominated by the people of the country based on your skills and reputation in a specific area (such as blacksmithing for Az's Dad). Generally, there's around 6 Knights, but the max is 20. Every few years, people vote to keep each council member, with nominations for new members. At any point, if there's a huge upset, the people may kick someone out immediately (including the Royal Family).

Knights and their families move into the castle, and each Knight has their own department they manage. Oftentimes, Knights travel around the country for different reasons (including checking up on departments/branches, going home, or press tours).

Government offices/departments run like they do in the real world. People are hired to government positions to do work for the country.

Religion

The main religion is centered wholly on mail. Mail is seen as a superior (holy) form of communication. The central god of the religion is called "The Sender," and all Post Office employees and functions are considered sacred to the Sender. Other forms of communication are sacrilegious, besides talking (landline phones, radio, etc.).

Mail tubes run throughout the main castle, any large building, and run underground to places all over the country.

Most people in the Kingdom believe in this religion. There are other smaller religious groups, but they exist in harmony for the sake of our story.

Magic

Magic is innate, and some people just happen to have an affinity for magic. Some magic can be learned, like practicing any skill. There's roughly a 60:40 split in society of non-magical to magical people. Magical abilities can be anything, as powerful as black hole magic to as weak as paint drying magic.

Magical people are not seen as inherently better or worse, it's a skill you have or you don't. Many non-magical people go into other professions or pick up trades (like blacksmithing).

Technology, Infrastructure, Businesses
Society is roughly mid-late 1900s.

Here is a sample of the elements of modern society that are included and excluded from our world. If you have questions about an element not mentioned here, ask Casey to clarify!

	In	Out
Tech	Lightbulbs, Rabbit-ear-TVs, Record Players, Basic Kitchen Appliances, Landline Phones, Early Game Consoles	Cell phones, Fluorescent Lights, Modern Gaming Devices
Infrastructure	Banks, Hospitals, Schools and Universities, Trains, Postage System/Mail Tubes	Skyscrapers, Credit Cards, Airplanes
Businesses	Restaurants, Laundromats, Convenience Stores	No Megacorporations