

KINDOM



OF

THE

VINIA REALM

Prince Vodar grew up in the Castle of Vinia. His father is the King 4th Generation of Vinia. He grew up with many skills, because he is the Son of the King. Especially in Weapon Skills. Soon he fell in love with Sarah, a beautiful Girl. Sarah used to be a Dancer. She met Vodar in the Castle when she was dancing for the King. She grew up in a Village called Vaan. When she got 16, she left Vaan and moved to Vinia to be a Palace Dancer. Her parents were not healthy, they both got killed by the evil wizard and his dragon. Soon Sarah and the Prince Vodar fell in love with each other.

The Prince best friend is his Weapon Teacher ~ the Giant Kazan. Expert level in Sword Skills. Kazan grew up in a Place called Dagoon. He used to live with dragons. He was raising dragons until they used their powers for evil. He then joined the Kings Army to fight evil. Then he got a Bodyguard because of his expert Weapon Skills and dedication against evil. He kills dragons only if he must. Now he used training the Kings Army.

The Prince Vodar and Sarah are get to get married. Suddenly the Window of the Church got broken and a huge Claw of a Dragon grabbed Sarah. The Evil Wizard, who was riding the Dragon jumped off and fight the Princes. This Battle really took a long time. Suddenly, when the Prince nearly broke together, a Giant his Sword master appeared and together they beat the Evil Wizard. Meanwhile, the Dragon already kidnapped the Girl Sarah. The Prince looked out of the broken Window and just saw the dragon carrying her to the evil Area called Kama in the Wizards Castle. So the Prince set off to rescue her. With the advisory of two Elements (Earth and Air) which gave him a sword and a Shield he left the Castle of the City called Vinia. He went to the Forrest.

As farer he got into the Forrest, the more evil the Forrest got. He has to fight Evil Archer Trolls, which are very fast and powerful. Especially in Archer skills. His journey is hard and he has to fight his way through an evil Giant and an enormous and terrifying Werewolf. The Prince got exhausted but with the help of a mystery book, where he can learn how to create medicine for his wounds the Prince finally reached Kama and the Castle. In the Dungeon of the Castle he has to face his main Contender ~ the Evil Dragon. The Prince just can see Sarah, closed up in a Case. Only opened by a key which the Dragon is carrying in his awful big claws. But first, he has to battle a few Archer Trolls who suddenly appeared. After a though battle with the archer trolls, the Guardians from the Castle of Vinia appeared and gave him full health to begin his major fight against the Dragon. With the pure will of freeing the Girl and the new won power, he soon killed the Dragon and freed Sarah. They both went back to Vinia where they finally got married.

TWO ALLIES:

Kingdom of Vinia Army

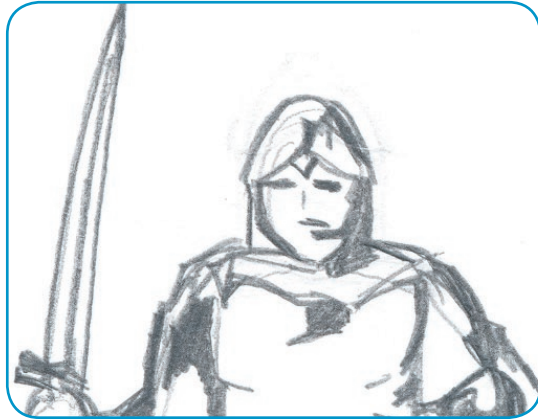


COVINCE



Kingdom of Vinia Army





Name: **VODAR**
Size: **6'3**
Typ: **human**
Weight: **105 Kilos**
Age: **24**
Element: **Brave, lawful good, smart**

Vodar grew up in the Castle of Vinia. His father is the King 4th Generation of Vinia. Soon he fell in love with Sarah, a beautiful Girl.

He grew up with many skills, because he is the Son of the King. Especially in Weapon Skills. His best friend is his Weapon Teacher ~ the Giant **Kaafan**. Expert level in Sword Skills

SKILLS:





Name: Sarah
Size: 5'0
Typ: human
Weight: 44 Kilos
Age: 20
Element: charm, good looking

Sarah used to be a Dancer. She met Vodar in the Castle when she was dancing for the King. Soon Sarah and the Prince Vodar fell in love with each other. She grew up in a Village called Vaan. When she got 16, she left Vaan and moved to Vinia to be a Palace Dancer. Her parents were not healthy, they both got killed by the evil wizzard and his dragon.

SKILLS:

She has no skills



Name: **Kaatan**
 Size: **101**
 Typ: **giant**
 Weight: **1000 Kilos**
 Age: **145 (Giant's life is 700 years)**
 Element: **strenght, pure powerfull, swordsmen, Master in all Wepons**

SKILLS:



Kaatan grewed up in a Place called Dragoon. He used to live with dragons. He was raising dragons until they used their powers for evil. he then joined the Kings Army to fight evil. Then he got a Bodyguard because of his expert Weapon Skills and dedication against evil. He kills dragon only if he must. Now he used to training the Kings Army.

COVINCE





Name: **Salmon**
 Size: **6'5**
 Typ: **human magician**
 Weight: **70 Kilos**
 Age: **862**
 Element: **Magic, all Elements, Dragonfamer**

SKILLS:





Name: Sabrewolf
Size: 7'0
Typ: Werewolf
Weight: 160 Kilos
Age: unknown
Element: Animal Instincts, curse disease, fast & strong,
Stealth master, crazy wild

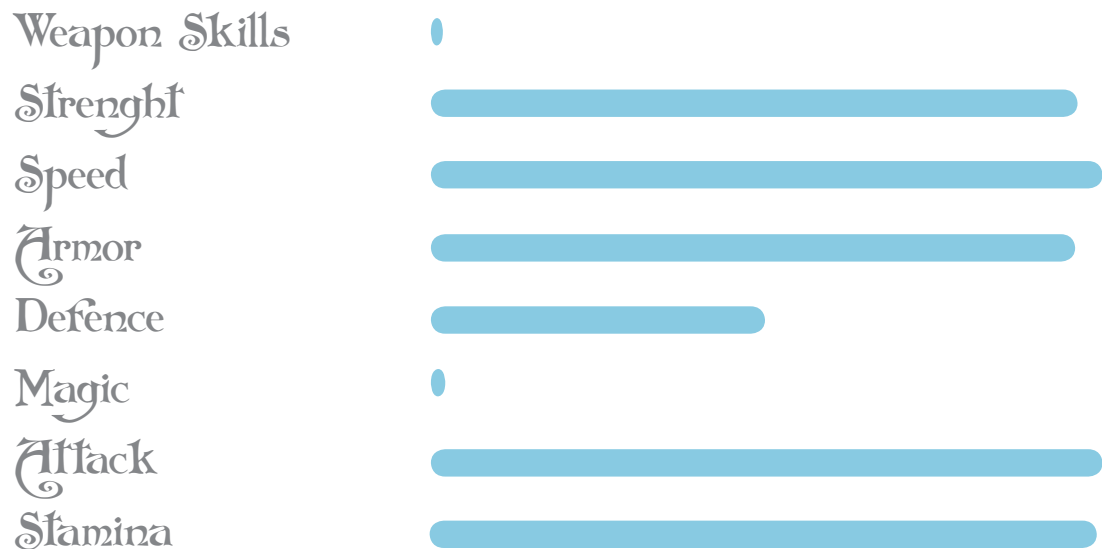
SKILLS:

Weapon Skills	•
Strength	██
Speed	██
Armor	██
Defence	████████████████████████████████
Magic	•
Attack	██
Stamina	██



Name: *Blizzard*
 Size: *10'5*
 Typ: *yeti*
 Weight: *180 Kilos*
 Age: *unknown*
 Element: *Animal Instincts, curse ice, strong, crazy wild*

SKILLS:



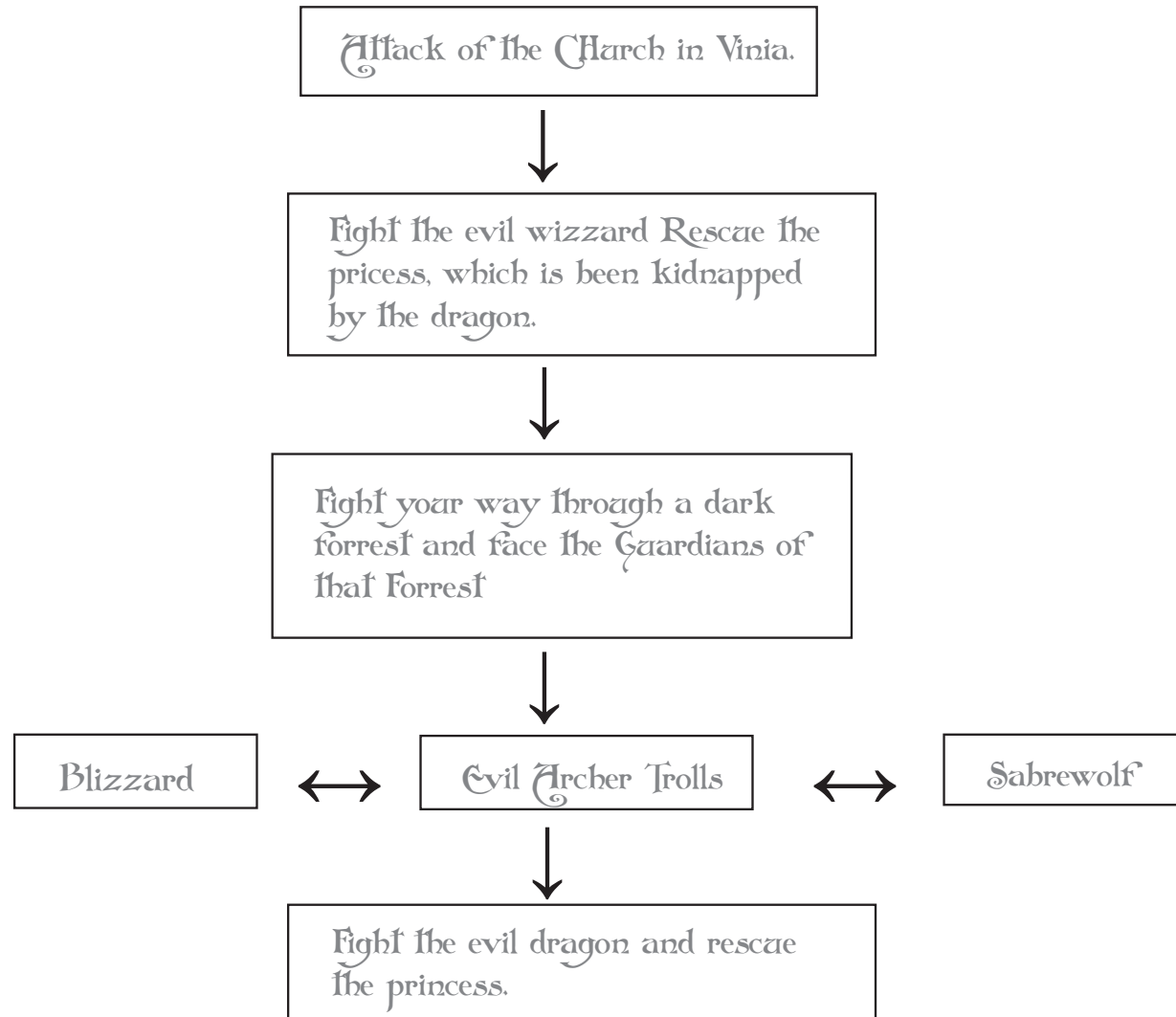


Name: Evil Archer Trolls
 Size: 3'2
 Typ: Troll
 Weight: 35 Kilos
 Age: unknown
 Element: Poison, tactical, burning Arrows, Archer masters

SKILLS:

Weapon Skills	
Strenghth	
Speed	
Armor	
Defence	
Magic	
Attack	
Stamina	

Chapter 1:



Areas:



The Church in the City called Vinia. This is the Place where the Game starts. There you will fight the evil wizzard and the princes has been kiddnaped by the dragon.



The Forrest. After the Cat scene you have to cross the forrest. In the Beginning, the Forrest is good minded. After a while and after a few battles the Forrest is getting more scary and dark.

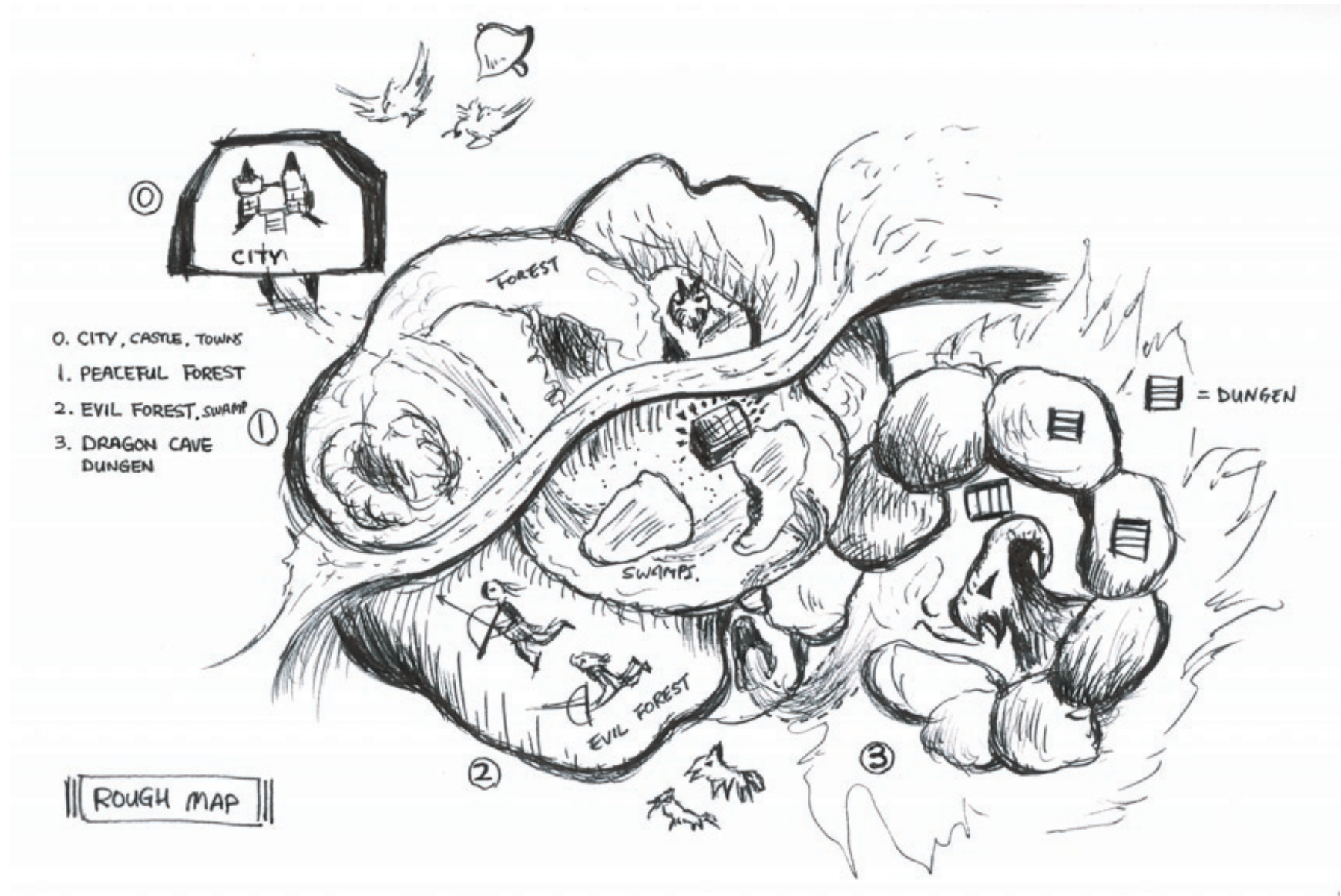


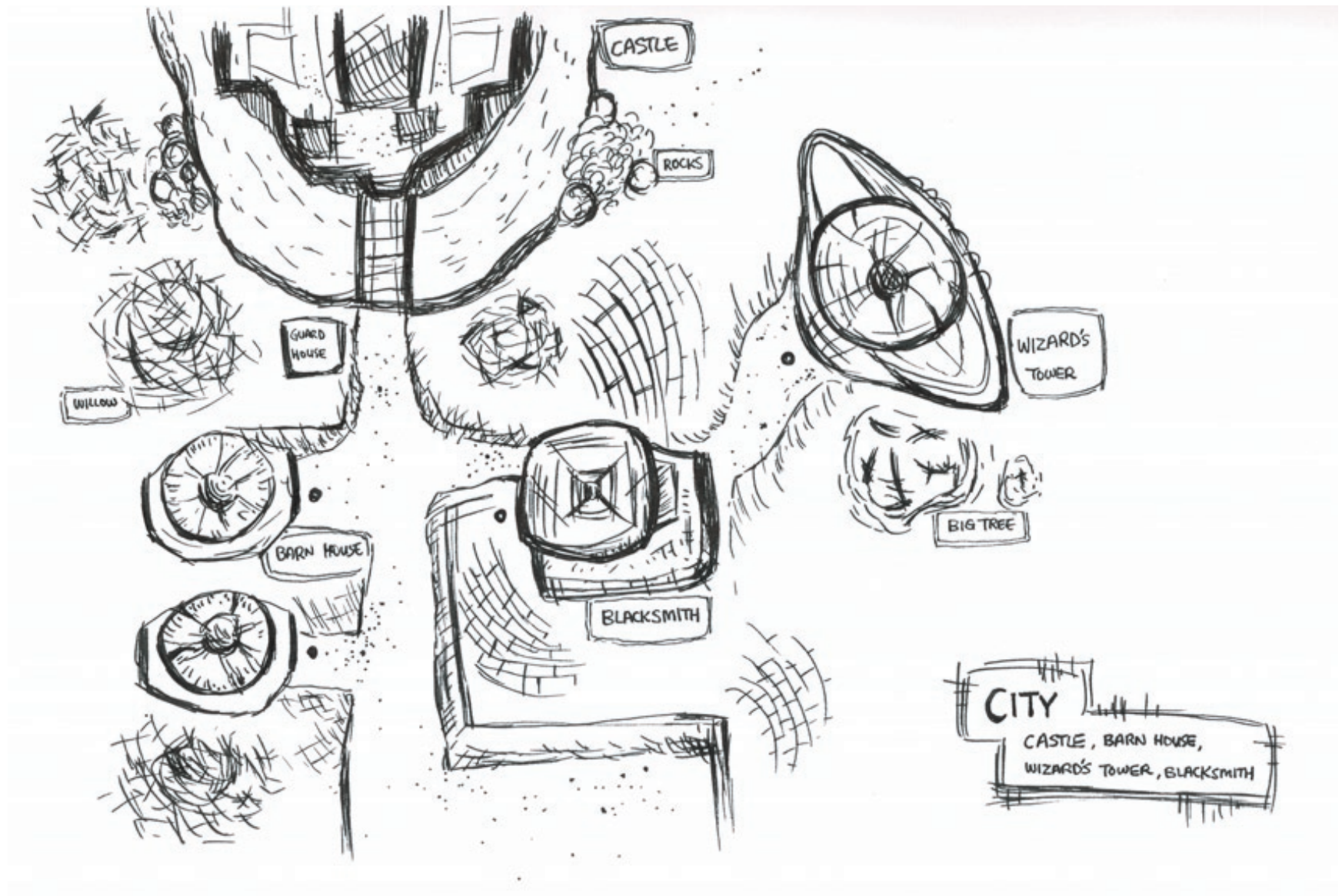
The Evil Castles Danguion. After you passed the forrest you will get to the Dungeon of the evil Dragon. There you have to fight through a couple of Evil Archer Trolls and face the dragon himself.

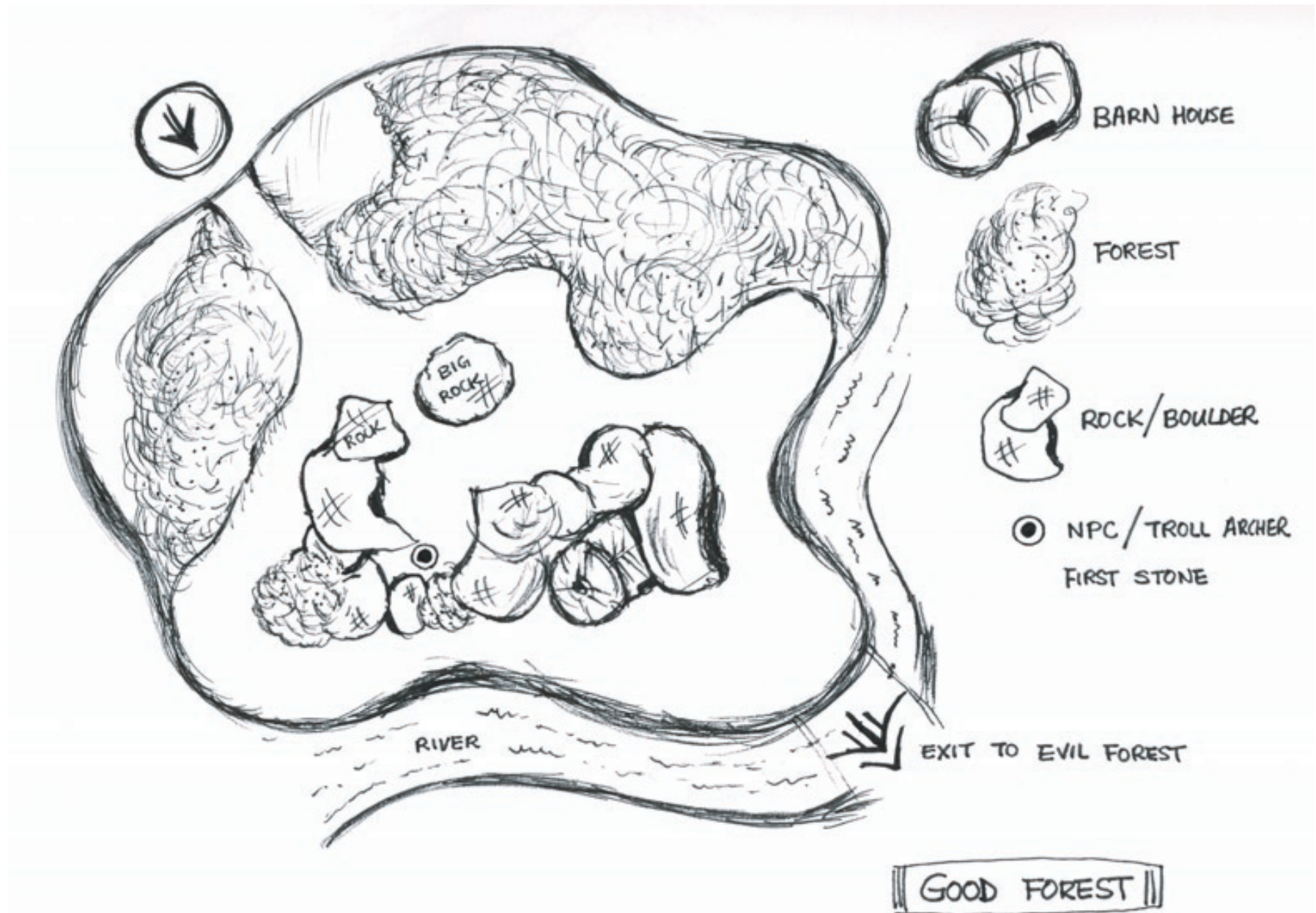


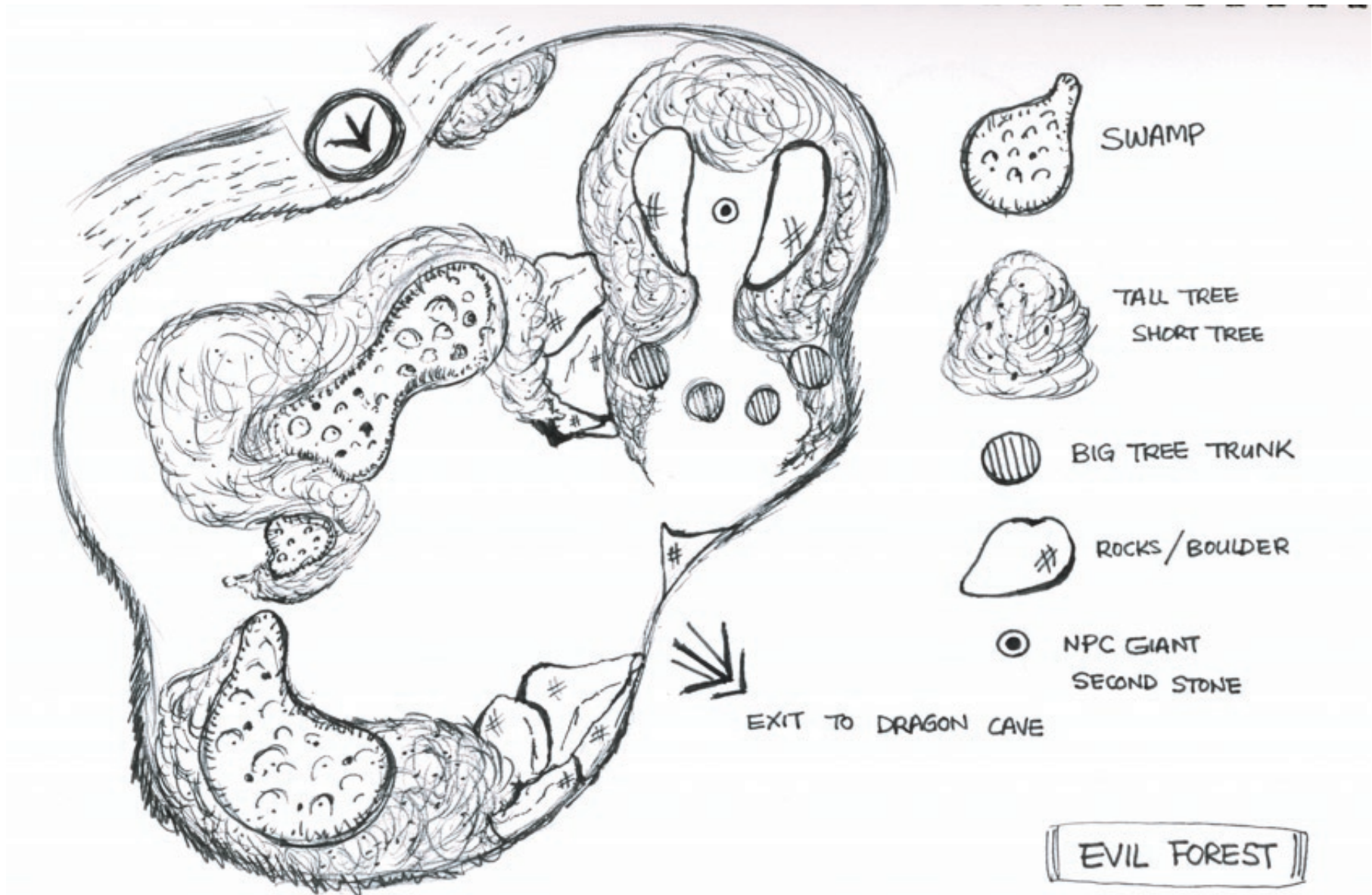
The Castle of Vinia. The last Cat scene. Vodar and Sarah finally got married in the Castles Church.

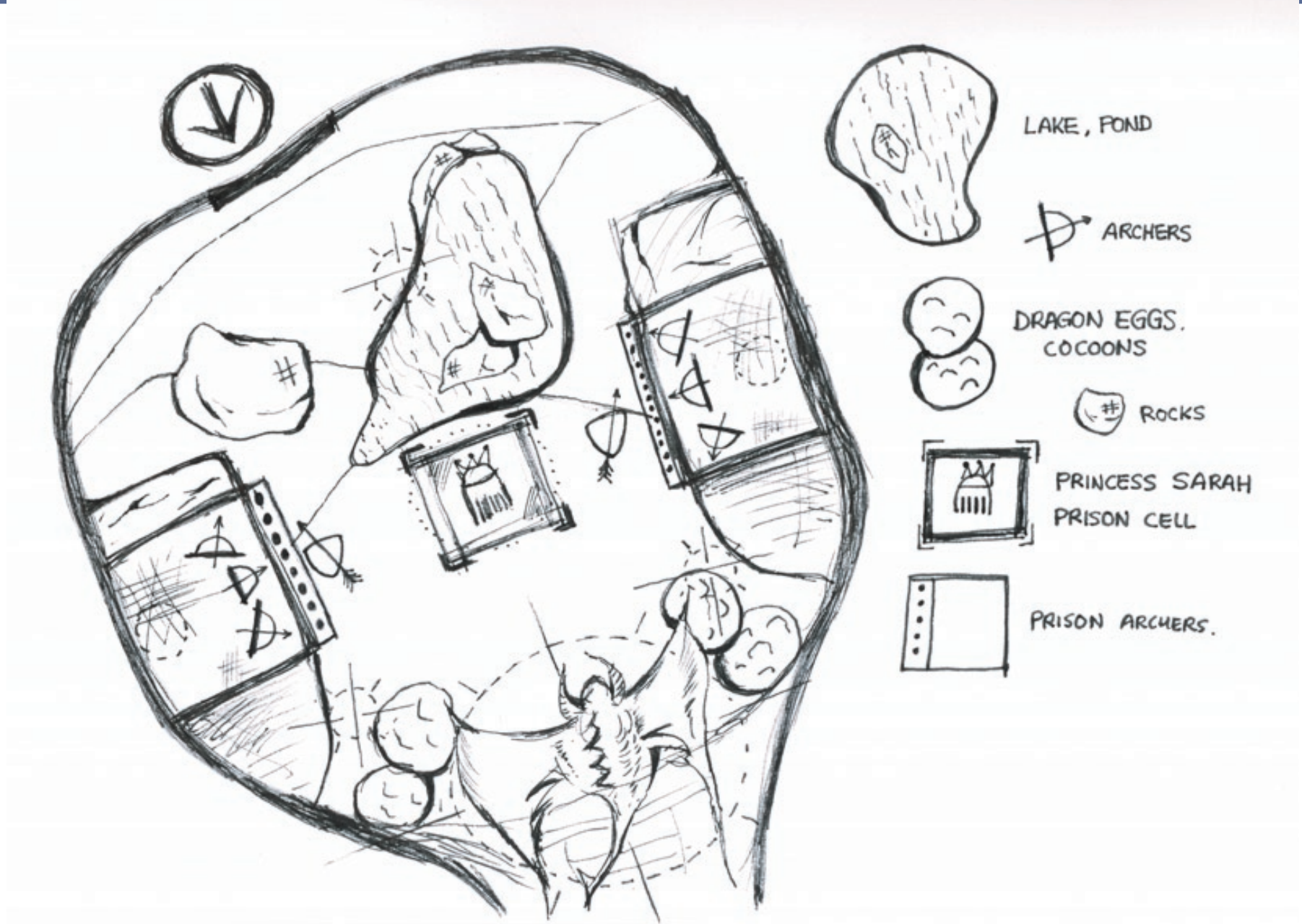
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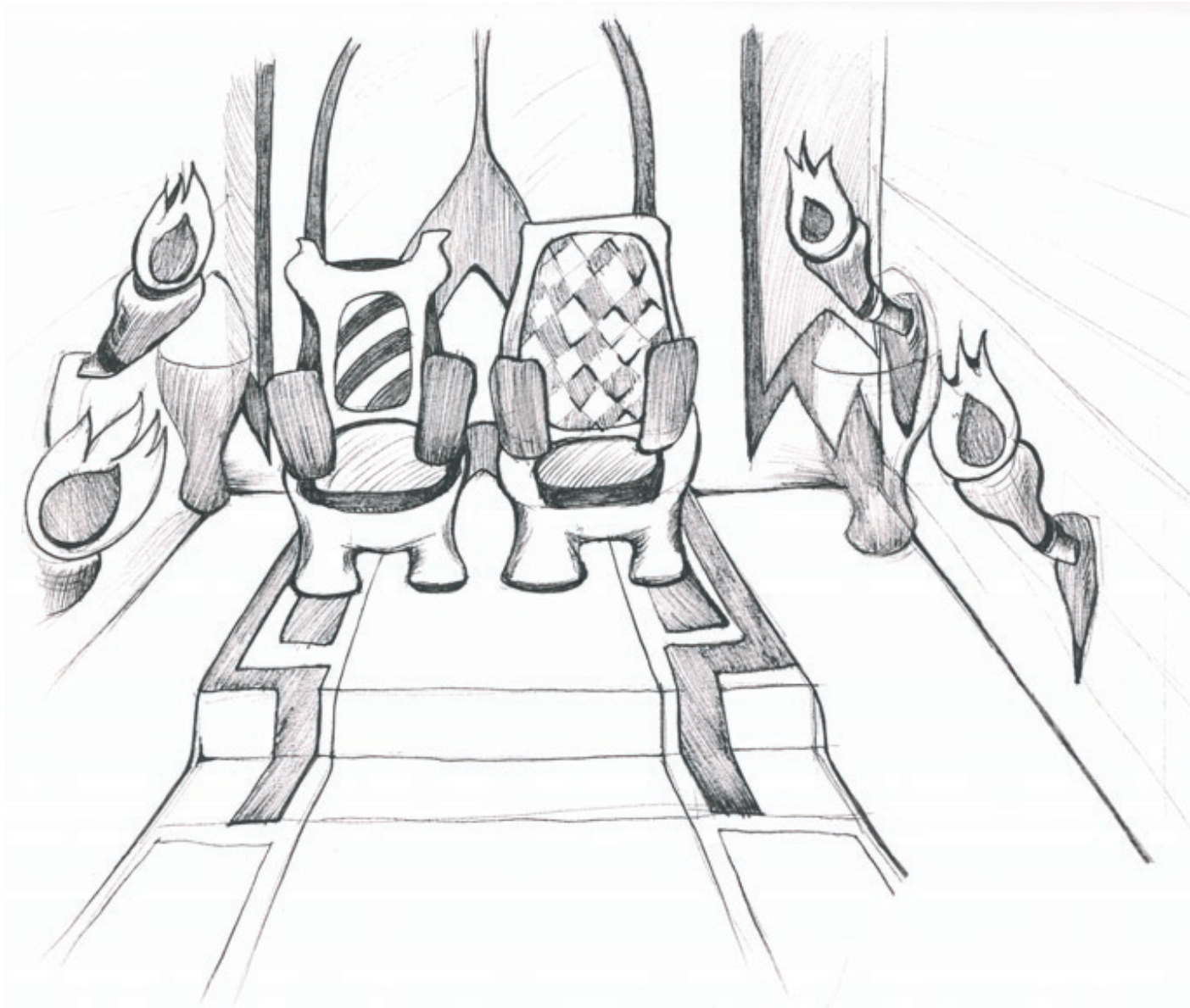








SETTING AND BACKSTORY | CHARACTERS' BIOS | FLOW CHART OF GAME EVENTS | LIST OF GAME AREAS
ROUGH MAP | LIST OF SCRIPTS | LIST OF CONVERSATIONS | LIST OF CUSTOM CONTENT | CONCEPT ART



ActionOpenDoor()

When the prince leaves from the castle to city, the door opens

ActionGiveItem()

City stage: NPC gives the weapon and map to the prince

Evil forest stage: Air guardian and Earth guardian offer the stones for the "Fire Ice Sword when the prince defeats the Archers and the Blizzard

ActionStartConversation()

NPC will tell the prince where is the dragon and how does he rescue the princess

2 guardians explain to the prince that what the stone for and tell him to follow the path through the good forest then the evil forest until he sees the cave, where the dragon lives. when prince arrives at dungeon, princess will yell out to prince request for help. dragon will speak and threaten the prince saying „ You will never have the guts to face me..Rahhahaha..ha“

ActionMoveLocation()

The prince moves to other location from the local one after he the enemy

ActionTakeItem() The prince can get different items (weapon) from the chest. If the gold (have meet the requirement) so that the weapon chest will open.

gc_is enemy_near()

checks if an enemy creature is within a given radius around the object that called this

script gc_attack_target()

make the price attack the enemy ga_skill_rank()

determine if prince has sufficient rank in a particular skill

ga_check_gold()

check to see if the prince has more than a certain amount of gold

200 gold at the beginning of first stage

GiveGoldToCreature()

When monsters or NPC get killed, they will leave some gold on the floor

GiveXPToCreature()

When the NPC was killed, the prince will get some experience in order to have the next higher level.

GetXP()

The prince gets experience after killing the NPC or monsters.

SetFog()

In order to produce some visual effect

OpenInventory()

To check the object that the character has.

TakeGoldFromCreature()

We are planning to get some gold after we kill the creature.

SetWeathernt()

In order to specify certain weather, to improve the view effect.

SpawnBloodHit()

When you hit the creature, the creature will lose some HP.

TriggerEncounter()

When you finish certain mission, you go to another stage.

SoundObjectPlay()

Every object has the sound, e.g.: when you trigger it, the sound will be played.

SoundObjectSetVolume()

To control the volume.

SoundObjectStop()

The sound will stop.

RemoveItemProperty()

To remove something that you don't want.

MusicBackgroundChangeDay

The music is changing from time to time daily.

Ga_death(String sTagString, int iInstance = 0)

Make the object or appear dead.

Gc_equipped()

Check to see if a given item is equipped by a given creature.

When the prince receives the sword.

WillSave()

Save the progress of playing games.

Start of the Game. Scene 1:

Vodar: Only one more night and we finally get to get married.

Sarah: Can't hardly wait

Salmon: Its time to make a sacrifice to our Lord Master Kazzan

Vodar: You will never lay a single hand on my Sarah

Sarah: scream

Salmon: Its time to die

Vodar yells: Back off. Piel off your old miserable skin. You will pay for this.

The fight between Vodar and Salmon. When the Wizzard is defeated

Sarah: Please help me.

Kazzan: This will make me a good sacrifice. Ha ha haaaa

Vodar: Thanks for your help Kazzan.

Kazzan: No problem. Now go and get your Sarah back

Dragon fly away. End of Scene 1

Scene 2: Forrest

Guarding (Air): The silver sword is ready Prince. Please take it. It will help you defeating your enemys along your path. Follow the path and defeat your enemys on your way. Let nothing get between you and Sarah.

Archer Troll: Humans are my favourite dinner.

Archer: Trolls: Its time to feast human blood

Vodar: Quit talking start walking

Blizzard: No one goes beyond this point

Vodar: Well i am.

Scene 3 Dungeon:

Guardian (Grath): Here is a Shield which protects you against the Evil attacks. Prince, the Royal Armor is being forged and ready to be used.

Kazan: You made quiet far but your Journey ends here.

Vodar: Hang on Sarah

Kazan: You have defeated the weak and now you are facing your worst Nightmare.

Vodar: Soon you will be history

Vodar: Take a chill Pill

Sarah: Oh Vodar, You saved me.

Vodar: Let's go home

They got married. Finally at the Marriage, on the back of Sarahs grows wings.
Seh became dragon eyes

End?

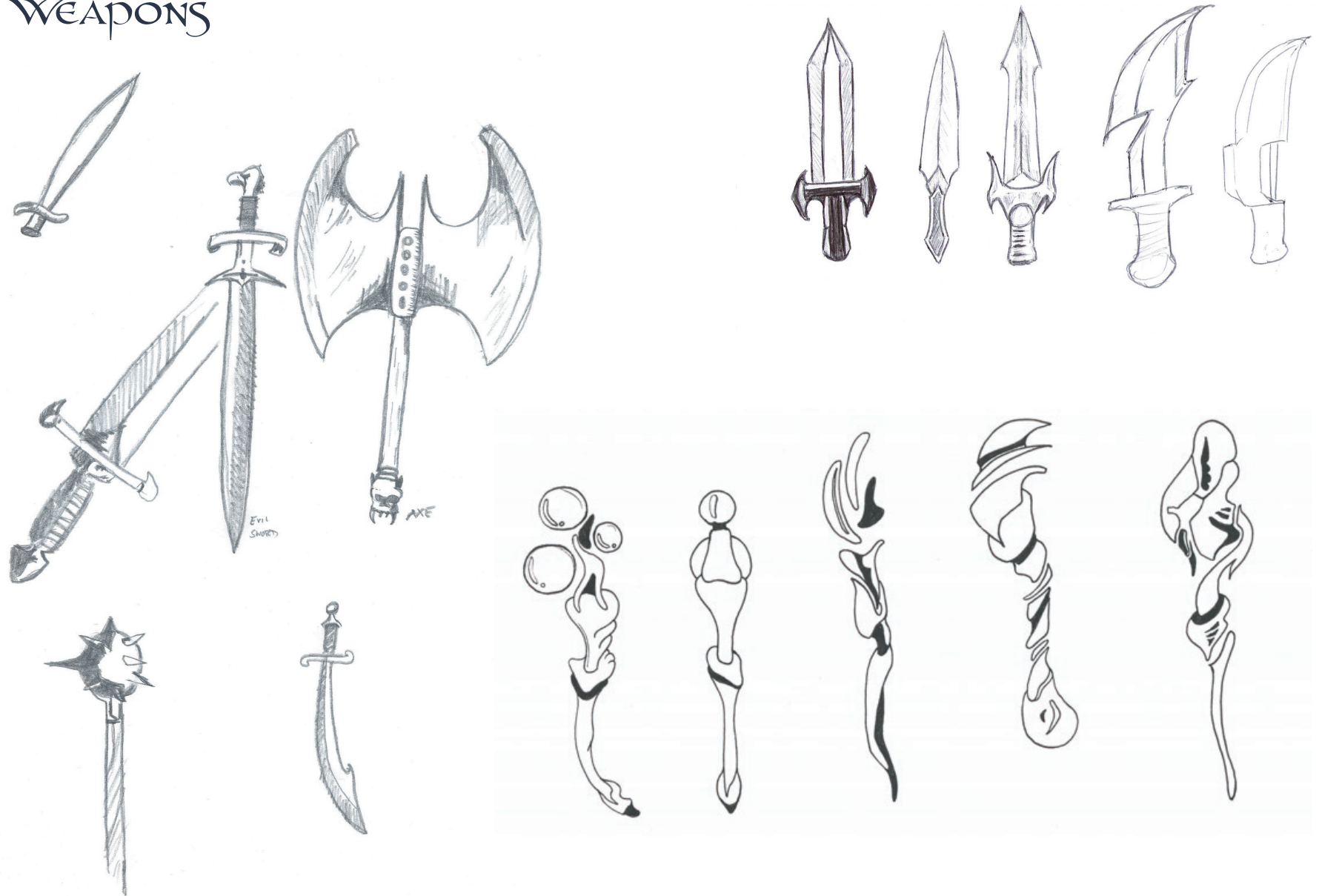
City of Vinia, Castle, princess, Giant, Prince, Dragon, Wizzard, Church in the Castle, shrine, guardians (Earth and Air) flowers, priest, carped, marbles, candles, dragon-claw, The texture ooks like medieval.

Good Forrest, sky, birds, bats, Trees, grass, stones, madd, rocks, branches, gravel to the forrest, daylight
river/lake, butterflys

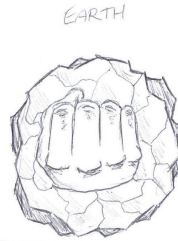
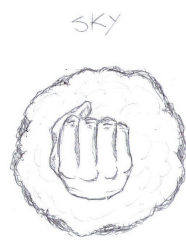
Evil Forrest gets darker that means the Trees dim, face in the trees, skellton on the track, dark trees with faces on it, only madd, mushrooms, stones, dead branches, vultures, moon (dark), swamp, fog archer trolls, sabrewolf, evil giant, treasure chest, potions, Fire and Ice Element, Blizzard squash

Dungeon: Dragon, Archer Trolls, Sarah, Cave, Treasure Chest, Potions, Chains, blood and bones, spiders, rats, coapses on fire, Key,

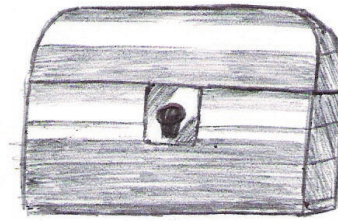
WEAPONS



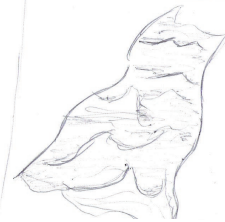
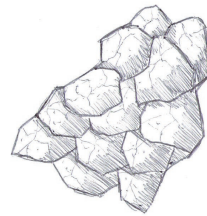
ITEMS



POWERS



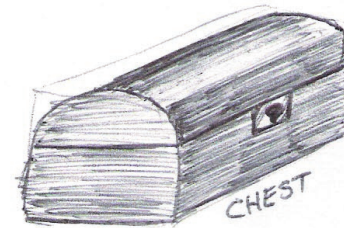
CHEST



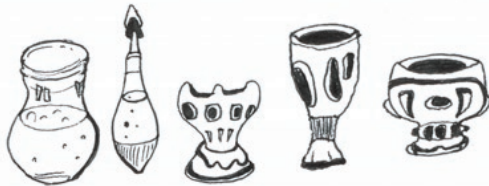
Fire Stone



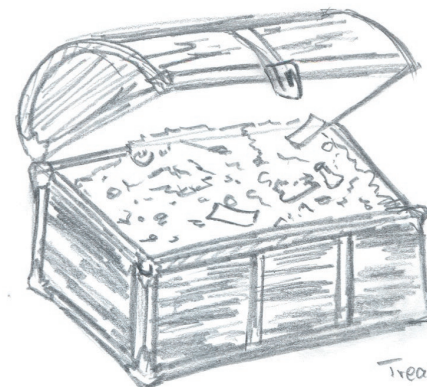
Ice Stone



CHEST



ITEMS



Treasure Chest

CHARACTERS



PRINCE
VODAR

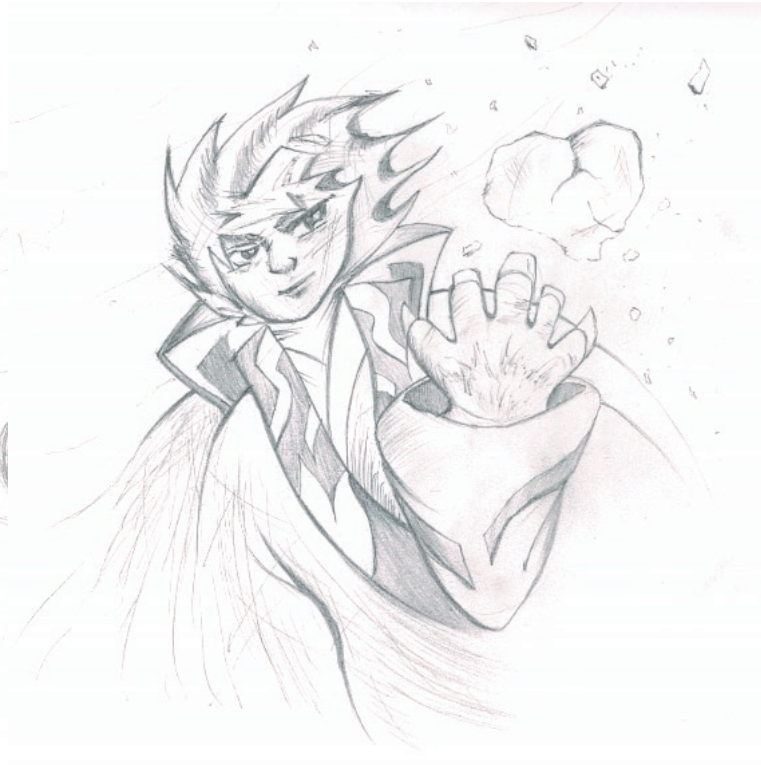


Dragon



SARA

CHARACTERS



CHARACTERS

