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2/9/21

GMD-350-01: Interactive Narrative II

## Quest Quiz

### Quest 1: Supply Run

Questgiver: Jacky

Questgiver location: Small Shack

Primary Location: The edge of Paris

Objective: Find food

The player character, Charmaine, starts off in their home, a small shack full of holes. Their foster mother, Jacky asks them to try to find food for the night. The player goes into town and steals 5 pieces of bread, but is quickly caught by French soldiers, who begin to kick them on the ground. Four pieces of bread can be seen in Charmaine's hands, and one in her mouth being bitten, not as if she's trying to eat it, but as if she's trying to deal with the pain. The player searches for an object on the ground to fight back with so they can escape with the bread. They see a rusty pipe and reach for it, but it's kicked away by two of the soldiers. As soon as the player sees the soldier turns, they begin to run, but are quickly tripped by the second soldier. As the other soldier approaches with the rusty pipe in hand, a loud horn sounds. The soldiers run away quickly, as if something is worrying them.

Charmaine does not recognize the horn and wonders what's going on. Two boys, Choncey and Chevy come out of a dark alley to make sure that Charmaine is okay.

Choncey grabs his piece of bread quickly and begins walking while eating it. Meanwhile Chevy lets Charmaine lean on him for support as they walk after him. Charmaine states “Well, I got the bread. Only cost me a few ribs this time too!”

All 3 children arrive at a shack after exploring Paris a little. Jacky sees Charmaine’s wounds, but without the supplies to treat them, she can only offer her an apology for forcing her to get the bread. Charmaine hands her a piece of bread as she immediately begins to devour it.



## Quest 2: Adieu

Questgiver: Absolon

Questgiver location: Small Shack

Primary Location: Small Shack

Objective: Gather your stuff before leaving for Paris' walls

As they all eat, a bulky man named Absolon enters the shack and informs Jacky that they have to leave immediately, as the English army is attacking again. The player gathers whatever they can with Choncey and Chevy and quickly escapes. While gathering their things, the player can choose to take a weapon. The options are a wand (a stick) or a sword (a dull knife). After grabbing a tool, Chevy reminds Charmaine not to forget her mask and hands it to her. The mask has a relatively simple design, but it has a symbol carved into it (later revealed to be the Omericon symbol). As they leave, the player overhears Absolon mumbling "At this rate, even Ismay might not be able to fix this mess."



### **Quest 3: Chivalry doesn't always pay off**

Questgiver: Chevy

Questgiver location: The middle of Paris

Primary Location: The middle of Paris

Objective: Help others while trying to escape to Paris' walls

As the player escapes, they pass by many old friends and shopkeepers in need of help. Chevy insists on helping some of them along the way, as that's what knight would do, and would appreciate your help. As you help people who can't find relatives, have been knocked over in the chaos, and need to gather all of their things, English forces begin to catch up.

One man, L'Angley, grabs Chevy while he's trying to help him and claims he's going to offer him to the English soldiers so he can survive. He continues, yelling that he's sure he can convince them to spare him if he offers his fortune telling magic as well. The player tries to use their tool of choice to fight them off, but Absolon punches him and takes Chevy back before L'Angley or the player can take action. After narrowly escaping into the walls of Paris, the player and their family slow down and make sure everyone is okay.

### **Quest 4: Supply Run Part 2**

Questgiver: Choncey

Questgiver location: Inside the Paris walls

Primary Location: Inside the Paris walls

Objective: Find supplies, but also stop Choncey from stealing

The inside of the wall is extremely crowded. With everyone having abandoned their homes besides those that already lived there, people either seek housing from their friends or simply sit on the streets and hold their relatives close. Taking advantage of the chaos Choncey decides that this is the best time to steal from people and immediately begin looking for supplies. In order to make sure he doesn't do anything bad, Charmaine follows him.

While Choncey and Charmaine search for supplies, Charmaine has the chance to stop Choncey from stealing from struggling people multiple times, but it will anger Choncey the more they do it. As they return to their family with water and some beans that they found on the street, they hear a gunshot.

### **Quest 5: Where Victory Lies**

Questgiver: Chevy and Choncey

Questgiver location: Inside the Paris walls

Primary Location: Inside the Paris walls

Objective: Save Absolon

An English soldier snuck into the walls. After shooting a single bullet, he's attacked by a mob of citizens, but the player turns to see that Absolon has been shot. While Jacky tries to tend to his wound, Chevy and Choncey leave with the player to get help.

They ask soldiers for medical supplies, but they all give the same response, “We have no medical supplies. At least, not for a pauper family.” The player is ultimately unable to find medical supplies, and returns to Absolon and Jacky. Absolon, barely able to speak, tells Charmaine that they have to find Ismay, an Omericon leader and an old friend who may be able to help them with his magic. Using his magic, Absolon displays a map of Paris and points to an underground route that Charmaine can use to escape and find Ismay, who lives just outside of Paris. As he loses consciousness, he explains that Ismay can teach her magic, and on his own he will be able to turn the war around. Charmaine is very confused and doesn’t believe anything Absolon says, believing he’s delirious, but before she can reply, he passes away.

Characters:

### **Charmaine**

- The player character
- Lives with Choncey, Chevy, Absolon, and Jacky.
- Does not remember her parents, but she assumes they were from Africa because of her skin color.

### **Absolon**

- A man of German and French descent, who was abandoned by his family after he fell upon hard times and was unable to find a job.
- Spends most of his time exploring Paris.
- Can use his magic to create maps of areas he’s been to before.

### **Choncey**

- Describes himself as a rogue-thief
- Parents moved to Paris because they believed it was safer than Spain at the time, but soon found out it was not and gambled their money away. They're still alive, but he left them, as he felt they held him back. While seeking the glorious life of a rogue-thief, he eventually met Charmaine.
- Currently lives with Charmaine because Absolon and Jacky allow him to do what he wants.
- Rarely comes home during the day unless there's food.

### **Chevy**

- Models himself after knights that he read about during his time in England.
- Parents were from England, but he was captured by the French army during an attack. He was tortured for information on the English army, and eventually was released. Charmaine found him on the streets and they soon became close friends.
- Has a crush on Charmaine.

### **Ismay**

- Said to be the first magic user in France.
- Is capable of using necromancy
- Not much is known about her, but she lives just outside of Paris and hides from the public.

## **Jacky**

- Absolon's "wife" (they couldn't afford to get officially married)
- Takes care of Charmaine and her friends
- Sends the children on supply runs even though she knows how dangerous it is.
- Doesn't speak of her past, but occasionally a hispanic accent slips through when she's talking.
- Parents came from Mexico

## **L'Angley**

- A shopkeeper who often rambles about how the English taking over the world is inevitable, and it's best to try to side with them.
- Can see a day into the future of anyone he touches with his magic.
- Is Scottish