

Contest for novice creators of The Witcher adventures

STAGE 1 – Creating the plot

1. Plot design:
 - i. Gameplay: ca. 2 hours.
 - ii. Important: the story must be simple, must include a choice and its consequences (the choice makes other things happen). The whole story must be created around this choice, in other words, it should present both sides' arguments and the situation, in which the player will consciously make the decision, and the later events will result from this decision.
 - iii. Plot assumptions: main characters are Geralt, a woman (priestess model) and a man (bandit model). The whole story happens in the village and its surroundings, including demolished bridge, small ruins, river, tavern and picturesque meadows. There are monsters in this location (echinopses and wraiths). Geralt comes to the village with a goal, meets the main characters, is drawn in some kind of conflict, must fight the monsters, must make an important choice, and then see the consequences of this decision.
 - iv. The community: you have to invent the inhabitants of the village, what is located in individual houses, what is the life of the villagers like, what do they do at particular times of the day.
 - v. Monsters: you have to design their location them in the area, hours of their occurrence and their behaviour.

2. Plot elements:
 - b. Introduction, in which the player gets to know the location, main characters and his/her situation in the whole story.
 - c. Development of the action, in which sides of the conflict are outlined, the player learns their arguments and can form an opinion on the matter. Additionally, making the choice is shown as if it was connected with Geralt's goals (i.e. he makes the choice not because he was placed before a firing squad, but, because of various reasons, it's important/beneficial to him).
 - d. Climax, the moment of making the choice.
 - e. Consequences, various courses of the plot, depending on the choice, which shows that the player's choice changed something in the world, the events developed differently.
 - f. Ending, in which we sum up the whole story and show the player, that his choices influence the world.

Assets:

