

Wildwoods Ranger Stories

Purpose:

The intent is to create a quest line that engages the player with some more content within the first area of the Wildwoods, including some gameplay within the creaky and eerie abandoned Ranger Tower. The goal is to utilize already existing assets and characters to create a quick but fun experience that will keep the player interested in the Wildwoods. Initial release is expected to happen in January of 2021.

Overview:

A side quest within the Wildwoods to add some more content flare while also expanding and exploring on the Jorvik Rangers in the Wildwoods. Creating a quest chain that touches upon each ranger briefly while also adding additional lore and story layers to the uncharted forest.

Development, asset usage, and creation should be kept to a smaller drop size with a suggestion of no more than 10-12 quests within the chain, including fetch quests, as the ideal goal.

Task tracking and other information can be found in Mural: [Redacted]

Quest Chain Synopsis:

Quest Player Requirements: Jorvik Rangers: Redwood Point Reputation of 2+

Major Characters:

Rowan Allaway

Jorvik Ranger Redwood Point Leader. Nonbinary Aussie character with plenty of experience in uncharted exploration and leadership.

Enitan Ladipo

A relative newcomer to the Jorvik Rangers. Born in Nigeria but traveled the world with his family and developed an interest in research and storytelling.

Quest Beat Overview:

Rowan sends the player to collect some items to relight the burned-out campfire near the sleepover tents. During one of the tasks, the player finds a mysterious compass near the Hartwood Lookout and brings it back to Rowan. While the player continues to mend and relight the campfire Rowan does some investigating and thinks the item might be tied to a legendary ranger, Edith Hartwood. They ask Enitan to help provide the player with some more backstory and information in the form of a dialog scene.

Rowan then sends the player back to the creaky and foreboding abandoned Ranger Tower to get some more clues, including a map and a spyglass. Once more items have been collected Rowan finds a letter inside the spyglass. Using the map, the player then goes to an area and finds a journal. Taking this final clue back to Rowan, the full story of Edith Octavia Hartwood is relayed to the player and all the rangers using a cinematic by the campfire.

Once the quests are complete, the player is rewarded with a Jorvik Ranger Jacket that looks like Rowan's.

Quest Beat Breakdown

Quest beats are a generic overview of the major points of the questline within the chain; they may contain typically 1-2 quests per beat.

Beat 1:

The Ranger campfire has burned out. Rowan asks the player to explore the outer edges of the forest. None of the other rangers are willing to go and they need some help collecting campfire supplies, including logs and kindling to relight the campfire. Will the player go to a few locations on the outer ring of the camp and collect some items?

Beat 2:

On the second trip to collect some items, the player stumbles onto an unusual item, a warn compass. The area is further away from camp and includes some ambient animals to add some extra life and movement to the scene. The player then takes the item back to Rowan.

Beat 3:

While Rowan continues to investigate the compass, enlisting the help of another ranger, Enitan, the player returns to the campfire to relight it.

Beat 4:

Rowan then invites the player to listen to the legend of Edith Hartwood, told by Enitan. The story itself is more of an urban legend and has some of the rangers at the station a little spooked. After the player listens to the story, Rowan asks the player if they can continue to help investigate the area and find some more clues.

Beat 5:

Rowan then sends the player to the Ranger Tower. It's an area the current rangers don't want much to do with, for several reasons, including its rickety nature and the abandoned objects within it. The player then does an initial investigation at the bottom of the tower.

Beat 6:

Once at the bottom of the tower a sense of foreboding can be felt, with some audio cues and possible wisp FX to enhance the eerie feeling. The player then goes to the top of the tower to look for some more clues. There, the player finds a warn map and a broken spyglass. It seems to rattle when the player picks it up.

Beat 7:

The player then returns the items to Rowan, further establishing that the mysterious stories of the legendary ranger might have some truth to them. Rowan notices the spyglass rattling and begins to

examine it. While they do so, they task the player to follow the markings on the map to investigate the mysterious area for more clues.

Beat 8:

The player makes their way to the marked area on the map and continues to search for more clues. After some more investigation the player finds a discarded and well-used journal hidden in some brambles.

Beat 9:

Upon the player's return, Rowan has been able to unlock what's inside the spyglass. It appears to be the last page of the found journal. Rowan then suggests that the player and all the rangers join soon to learn of the entire story of Edith Hartwood.

Beat 10:

Upon meeting the rangers at the campfire, the beat closes with a cinematic of all the rangers listening to Rowan and Enitan tell the final chapter of Edith Hartwood. While the legends suggest cryptid involvement or some other dreadful demise, the truth is that Edith decided to live a more secluded life further into the forest, forgoing continued communication with the outside world. The player is then rewarded with a legendary item upon completion of this quest.

Post-Suggested Beats Stretch Goal:

A scattering of other relics that can be turned into Enitan for a quick story about Jorvik Folklore or about other aspects of the Wildwoods. These items would only appear after the player has completed the above quest line and add more of a "Find and seek" sort of additional gameplay. Less heavy on narrative, will use current art assets, and can act as a weekly or daily quest addition.

Asset requests:

Environmental assets

- A campfire with two states
 - State one - Burned out
 - State Two - Fully lit

Animation assets

- Sitting Idle and Sitting Talk animations for the following Jorvik Ranger models:
 - MistfallGenericBoy2
 - MistfallGenericGirl2
 - MistfallGenericWoman

Relics/Found Objects

The following will require a 3D asset, an inventory icon, and inventory description text.

- A warn compass
- old map

- broken spyglass
- well-used journal

Player reward item

The following will require a stat package, inventory icon, and inventory description text.

- A special Jorvik Ranger jacket

Risks:

- Quest line could potentially be narrative heavy.
- Future sustainability? Will we want to continue to add more campfire stories in the future? Should we expand on the possibility of adding more objects throughout the Wildwoods to continue to allow the player to hear backstory and more lore? If so, how can we plan for this?
- Will this satiate the player need for more content?