

## Pallas - Worldbuilding samples (mechanics + writing)

### Mechanics:

- Tablet: written, text information
- Spear dialogue: audio, the spear gives an information followed by one reaction line from the character holding it
- Echo: audio, voice from the past triggered with the spear
- Fresco: audio + visual, narrated motion design cinematic

### Scales

*Mechanic: Tablet*

*Purpose: Show how powerful the Elder One (the final boss) is and how they is willingly linked to the City.*

*Location: 1st area of the game - The City*

A scale is a sculpture made with a human soul that the City offers to the Elder One. Centuries ago, a pact was made between the two parties to guarantee the survival of the City alongside its prosperity and wealth. Every year, a sculptor will give their own soul by conceiving themselves a scale to be added on the Elder One's armor. By making this ultimate sacrifice, they will grow the power of the Elder One who then will be able to sustain the ever-expanding City.

### Ghosts

*Mechanic: Spear dialogue*

*Purpose: Origin story of NPC - Show that the Elder One sheds and loses scales that fall into the ground where their affiliated sculptor can materialize within the area of their own scale as a ghost.*

*Location: 2nd area of the game - The Valley (Abandoned Village)*

[Spear; *respectful*] Hey, look at this scale. Can you see the ghost lying close to it? They used to be a sculptor in flesh and blood, a long time ago. The Elder One can't keep all of these scales on them and loses the oldest ones. After falling, they are trapped close to their sculpture.

[Christa; *horrified*] That's a terrible fate. I won't let that happen anymore.

or

[Mariam; *shocked*] This is unfair! I am stopping that.

or

[Annie; *disgusted*] They have wandered enough. I'll free them all.

## **Ghost story - Jehanne**

*Mechanic: Echo*

*Purpose: Show that even teenagers used to be offered to the Elder One. Launch side quest "The daffodil girl"*

*Location: 2nd area of the game - The Valley (Abandoned Village) - Object: scale*

[Jehanne; *sad*] I have been waiting for so long. There is no one here, or maybe they left a long time ago. I am trying to leave but if I run too far from my scale, I'm fading... and it hurts. Please, I don't want to be in pain anymore, let me sleep. If only I could reach those daffodils. I remember Mom used to put them on the top of the bed. I miss her so much.

## **The balance between the 4 dragons**

*Mechanic: Fresco*

*Purpose: Show that the Elder One is lying - They is not the only dragon living in the Valley*

*Location: 2nd area of the game - The Valley (Old Temple)*

Visual: The fresco is showing a circle with a precious stone fitting in each cardinal point. The four elements are also depicted in the picture: water in south, fire in north, earth in west and air in east.

[Narrator; *placid*]

In the days of yore it was,  
Before people began to live in the Valley,  
The four Dragons were maintaining balance together.  
Earth, fire, air and water,  
In true harmony they held power.