

DESIGN TEMPLATE

"Expanded Plot Objectives"

Prem Krishnan

PLACENAME

[Places presented sequentially to form a walk-through when document is finished. For non-static encounters, be as specific as possible. If a preset wilderness encounter, WE coordinates can be used once the world is fleshed out]

VISIT

[For places with more than one visit. Each visit should have its own entry]

MAIN TEAM MEMBERS RESPONSIBLE

[Who to talk to about a specific region for more information, plot questions, world-building, etc]

SUMMARY

[One line description of what goes on and what's accomplished by the PC]

GENERAL INFORMATION

Background

- Plot-Pertinent Information

- History To Be Revealed In Conversation

[Neat little historical facts can be inserted here too, but their relevance should be noted]

Description

- State Of Place

 - Appearance

 - Population

 - Condition of Buildings

 - Relative Wealth

 - Weather

 - Physical Geography

 - Major Roadways

[The goal of this section is to provide justification for the NPCs knowledge of the situation, provide the artists/world-builders with a clearer picture of what the place looks like, and give the writers some clues as to the general attitudes of the populace]

Locations Necessary

- Plot Specific

- Subplot Specific

- Referred To In Legends

Other Locations

- Places

Features

[These are things needed to flesh out the world but can be scrapped or altered as needed to ship on schedule]

Goals of Visit

What PC Must Do This Visit

Treats Granted PC For Visit

[This is so it's clear why the PC must come here. It also details any things the PC gets that may become significant (or should be made significant) later on]

NPCS

Person

Job/Role

Sex

Photo Source (if known/obtainable)

Description

Physical

Mental

Emotional

Spiritual

[Includes how the person views the changes around him/her, views toward the succession, generally most political, ideological, etc. views. This should be sufficiently detailed as to make every character unique (or seem so). No cardboard characters]

Scheduling Specifics

Changes That Must Be Made

Places The NPC Must Appear

Places The PC Must Meet The NPC

Worktype Scheduling

Eat Location

Sleep Location

Work Location

Residence

[This part of the character description is to give the artists/world-builders clues to creating the person and the person's home/workplace. It will also give the writers some clues as to the tone of the conversations]

Relationship To Other NPCs

Conversation Goals

Concerning Plot

Concerning Subplots/Side Quests

Concerning World In General

Keywords

[Eventually, this can include a conversation walk-through with descriptive sentences for each coded sentence. We don't need that much detail just yet, though]

Flags Set

[The goal of this section is to provide detailed information concerning what this person knows about the plot and the world in general to give the writers some clues as to what needs to be included. Any conversation keys that must be brought out should be included, and any conversation flags that are set should also be noted]

ITEMS

Item

Description (if necessary)

Where Placed

Flags Set By Recovery

Other Items Maybe Included

- Description (if necessary)

- Where Placed

[This is for suggestions by anyone on things to include when designing the location. None of these items are plot specific, but they help to flesh out an area. For instance, if a writer envisions a clothier to have a loom, and writes the conversations as if there's a loom around, then it should be noted that the world-builders need to include a loom for continuity. These are things that can be scrapped if space is needed, but would be nice if included]

FEATURES

Things To Do

- Specific Widgets

- Description

[The description should be as in-depth as possible without having to actually write the UseCode for it. The more specific it can be made, the more easily implemented it will be]

- Location

- Results

- Flags Set

- Frames Changed

- Effects On PC

Non-Plot-Specific Structures

- Buildings

- Dungeons

[Both of these descriptions should include unique features about each place and wherever possible, provide details as to objects, items contained therein]

Hazards To Avoid

- Widgets

- People/Creatures

- Actions

[These are things the PC can, and probably will, do that will be detrimental to successful completion of the game. This is so that the writers/world-builders can be watching out for potentially damaging things that crop up unexpectedly. Of course, some things should be detrimental to the PC]

Extra Information Gained

- Other Plotlines

[Information presented by the NPCs that doesn't specifically correspond with the goal of the visit, but helps other plots or subplots]

- Misc. Interest

[Things the PC can learn that have no bearing on the game specifically, but are/may be helpful to the PC. Stuff like "there are many dangers in the forests" and "Gawain is one of the strongest knights" can be included here]

INVISIBLE THINGS SET IN MOTION

[These are all things that relate to other places, but have hooks set in this place/visit. In most cases, the PC won't notice any of this going on, but they're things we need to remember as we set up the world]

Plot Flags

Subplot Flags

Character Scheduling/Reactions

NEW ART NEEDED

Terrain/Items

NPCs/Creatures

Special

[Special art includes gumps, sprites, fonts, additional frames of existing art, etc.]

MAPS

Location

Key Buildings/Dungeons

MISC COMMENTS