

STARWARDEN

ADARA'S PROMISE

NARRATIVE VIGNETTES ON KAVAK

Overview

- I've broken down the planet into its component sections (in the order we'll encourage the player to visit them) and put suggested vignette/story snippets into those sections.
- The most important story points are in **bold**.
- I've then included the ways in which we can deliver those story points to the player underneath.

Intro Cinematic

What narrative do we need to impart?

- **This planet is the last known location of Voen**
- **The family is going there because they've picked up a signal they think is from Voen**
- There is heavy SOLUS presence on the planet
- SOLUS are bad guys
- Adara and Vee are the ones making the expedition, the other family members are on the main ship still.
- Alden is concerned about how dangerous it is.

How can we tell this?

- VO
- Interior ship animations of Vee and Adara talking to each other

Start to Facility

What narrative do we need to impart?

- **The signal they're following is coming from the Facility**
- There's heavy SOLUS presence in front of the Facility
- **There's a back way they've identified, which will let them enter undiscovered (they hope)**
- There's ancient Fyrael architecture, which is definite confirmation of Voen's theories that the Fyrael once lived in other systems than Xaan
- The ruined building near the landing spot was a house. Slightly subdued realisation that people who once lived there had to abandon it. (May need two versions! One if players visit the house before discovering why the planet was evacuated, one if the player already knows why)
- The goo enemies that appear aren't alive
- The player has seen the goo enemies before on Torosus - they know it's dangerous, but they don't yet know exactly what it is

How can we tell this?

- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Environmental storytelling, through placement of ruins/objects
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)

Facility (First visit)

What narrative do we need to impart?

- **This is ancient Fyrael tech**
- **Some of it miraculously still seems like it has power/could have power**
- There is a heavy SOLUS presence here
- The Facility appears to have been some sort of multi-use compound: offices, manufacturing, labs
- It was repurposed for an emergency (the evacuation)
- **Voen's signal is coming from deep inside**
- **The signal is coming from inside this locked room**
- **The lock requires a DNA match to open (so Adara can open it)**
- **The room was a Starwarden chamber**
- **Starwardens were real! Not just a myth**
- Hints about the Starwarden myths Adara's grown up with
- **Voen's not there after all**

- **A suit IS there**
- **The suit is DNA-locked to Adara/Voen/The Twins, like the door was. That means Adara could use it!**
- **In-universe explanation about what the suit is and does**
- Bits of the Facility are blocked off, but VEE can sense there's rooms still accessible behind them.
- **Voen isn't there, we need to figure out where she went**
- **Voen message to Adara/family - SOLUS are after Voen, she can't stay. She's found a way out of the Facility that she doesn't think they know about: the cliffs. She's going to go that way to try to escape**
- **Adara updates her family, they decide she should follow Voen's path in case she's trapped on the cliffs somewhere.**

How can we tell this?

- Full cutscene for Adara getting the suit
- Animated 'Facility' guide hologram Fyrael talking (like the Avina VI in Mass Effect) -
- Text lore collectables
- Voice logs
- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Environmental storytelling, through placement of ruins/objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)

Cliffs

What narrative do we need to impart?

- These cliffs/canyon formed AFTER the buildings had been constructed
- Evidence of strong tectonic activity
- The ruined buildings were houses
- Several small vignettes of normal life among the Fyrael before The Ratio was embedded
- **More evidence of The Starwardens being heroes, but not mythical superheroes - just good people doing their best**
- Several small snippets of lore collectables from Voen, expanding on The Fracture War, what she's learned about mos-AI-[c] and why the goo is so bad
- **Message(s) from Voen explaining the goo is colonising the planet, seems to have been dormant until SOLUS came back and started stuff up. Ruining The Ratio, seems to be coming from one/several main sources, to bring the world back to the Ratio, need to remove the goo sources**
- **Adara and family decide they need to keep tracking Voen, but also need to bring the planet back to The Ratio.**

How can we tell this?

- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Voice logs from Voenn
- Text logs
- Environmental storytelling, through placement of ruins/objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)

Desert (First Visit)

What narrative do we need to impart?

- **This should lead to the front of The Facility and the dig site, but it's blocked by goo, so Adara's going to have to find another way round**
- Looks like there are ruined sections of something here from the old times, not sure what they are
- There's a heavy SOLUS presence here, but most of it is also blocked by goo
- **The dig team were obviously here at some point, but it looks like most of their work was closer to the facility, and when the goo got reanimated it cut their operations here off.**
- There's evidence of combat between the goo monsters and the SOLUS troops

How can we tell this?

- VO between Adara and VEE
- Environmental storytelling, through placement of objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (the big goo river that Adara can't get across, for example)

Caves

What narrative do we need to impart?

- There's heavy goo monster presence here, Adara needs to be careful.
- These caves were once used as hidden meeting places by the Fyrael who believed in the emerging Ratio philosophy (to avoid persecution)
- **More Fracture War history, general backstory**
- **More information on the Starwardens and the PHOTIS suits**
- **More information about The Ratio (maybe the Starwardens started the philosophy, after visiting so many planets and seeing the wonder of the universe?)**
- **More of Voenn's story**

- Another exhortation from Voen about returning the planet to the Ratio
- More information about the solar system - the planets
- **Voen decides she's got to get off-planet - let the player know she's not on Kavak**

How can we tell this?

- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Voice logs from Voen
- Text logs
- Environmental storytelling, through placement of ruins/objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)

Desert (Second Visit)

What narrative do we need to impart?

- This is where the expedition was based
- The expedition was clearly abandoned, but recently
- There's heavy Goo and SOLUS presence
- **The SOLUS team was evacuated to the Ark Ship**
- **There's an Ark Ship!**
- A note from Voen theorising that there will be different PHOTIS suit modules in different environments/planets? (might be too on the nose...)
- Expedition findings in comparison to the old myths about the Flight and about Starwardens - fill in backstory for the player
- **We can get back into the Facility from here - it seems to be the source of the goo we'll need to defeat to return the planet to The Ratio**
- More information about Voen's backstory: her conflict with SOLUS, the secret agent etc.

How can we tell this?

- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Voice logs (from expedition, Voen and SOLUS)
- Text logs (from expedition, Voen and SOLUS)
- Environmental storytelling, through placement of ruins/objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)

Facility (Second Visit)

What narrative do we need to impart?

- The Fracture War was going badly
- The Fyrael were evacuating the entire system
- They were going to the Ark Ship
- The plan was that the Starwardens would shepherd the Fyrael out of the system, and one would stay behind to destroy the Rubicon gate
- mos-AI-[c] is the source of the black goo
- mos-AI-[c] is using the Rubicon gates to track the Fyrael
- **The main black goo source is here, seems to be concentrated at the very top of the Facility**
- **After defeating the goo source - now they'll need to go to another planet to find Voenn. SOLUS is on the Ark ship, could try there or Magnus.**

How can we tell this?

- Full cutscene for boss intro
- Cutscene for boss defeat
- Animated 'Facility' guide hologram Fyrael talking (like the Avina VI in Mass Effect)
- Text lore collectables
- Voice logs
- VO lines for Adara (like internal monologue the player can hear)
- VO between Adara and Vee
- VO between Adara and her family
- Environmental storytelling, through placement of ruins/objects/decals
- Brief establishing shot camera cutscenes to introduce things of note (first time an enemy spawns, for example)