

Chapter 2 ****CG required**** ****Facial marks**** ****Animation marks****

As Brandon woke up, he looked **around his surroundings**. Hoping everything was a dream, nope, **he is laying on a wood floor in an empty wood room with nothing but a door, in another world...**

Brandon (**yawning and stretching**): "What a strange world... I can't believe I'm still here."

As he walked outside the animals looked at his house with awe (Awe Face).

Cat (**purring**): "Brandon, we've never seen a structure like this before. It's incredible!"

Mouse, Bear, Fox, Raccoon (**Happy**): "Wow! That's amazing... Incredible! How did you do that?"

Brandon (**Smug**): "Magic my friends ."

(This line should use only dialogue to present: The animals praised the work Brandon had done. They start to make wishes to him because they think he can accomplish the things they couldn't.)

Fox (**Happy**): "Your magic is so unique! Is that possible for you to create some more interesting things for me? I love new stuff!"

Brandon (**Facial mark**): "Well, I do want to try my magic power a little bit more. Bring it on! Let's see what I can do."

Mouse (**Facial mark**): "Cool! Then, can you make something for us, too?"

Brandon (**Facial mark**): "Of course! What would you like?"

(This line should use only dialogue to present: **The Fox tells Brandon he's always bored, so he wants something interesting. Brandon thinks he can make a wooden toy for him.**)

Fox (**Facial mark**): "Ok, ok! Me first! I'm bored; Can you give me some interesting stuff to play?"

Brandon (**Facial mark**): "Why do you need something to play with if you have that many friends?"

Fox (**Facial mark**): "It is not enough! I'm bored when I get alone..."

Brandon (**Facial mark**): "Well, I will give you a toy then, maybe a fish looking wooden toy, is that sounds good to you?"

Fox (**Facial mark**): Oh? Toy? Yeah ok! I don't care what it is, don't really care. I need that toy fish!

Brandon (**Facial mark**): Jeez. Okiee.

Brandon (**Thinking**): (So to make a toy fish, I think I will need at least five pieces of wood to cut the shape.)

(+Requirement: Wood*5) >> From the game task list

(This line should use only dialogue to present: **The Bear tells him that he wants to go higher, so Brandon thinks he can make a wooden ladder for him.**)

Bear (**Facial mark**): My turn. I love trees; can you make me go higher?

Brandon (**Facial mark**): Oh, you want to climb up the tree to see the beautiful view, right? A ladder will work well for you.

Bear (**Facial mark**): Correct! Sounds pretty great!

Brandon (**Thinking**): (To make an easy ladder, I will need some boards, I believe three pieces of wood can build a board. Let's collect three boards!)

(+Requirement: Board*3 (every 3 woods make a board)) >> From the game task list

(This line should use only dialogue to present: **The Mouse tells him how cold he is every night. Brandon thinks he can make a stone stove for him.**)

Mouse (**Facial mark**): "I get cold at night; can you make me something to keep me warm?".

Brandon (**Facial mark**): Maybe...I can make a stone stove for you, so you can stay with it with you find cold.

Mouse (**Facial mark**): Stove? You will teach me how to use the thing, will you?

Brandon (**Facial mark**): Definitely, my friend!

Brandon (**Thinking**): (I think I just need eight pieces of stone to make a stove, and a thing to lighting the fire, maybe a flint stone? I will need to ask Benny how to have those materials...)

(+Requirement: Stone*8, and a flint stone for lighting fire) >> From the game task list

(This line should use only dialogue to present: **The Racoon tells him that he has difficulty carrying his collection of seashells. Brandon thinks he needs a bag-like thing, he believes using some leaves and sticks to build an easy bag will be good enough.**)

Racoon (**Facial mark**): I collect seashells, but they're heavy and they get everywhere.

Brandon (**Facial mark**): Wow seashells! Why do you collect seashells?

Racoon (**Facial mark**): I loooooove seashells. They are elegant and beautiful. More than the mouse!

Mouse (**Facial mark**): Hey! Watch out your language! The stupid seashell does look good, but me is better.

Brandon (**Facial mark**): Haha. But where do you get them? Is there a beach nearby?

Racoon (**Facial mark**): Yeah, there is a beach if you walk right, it takes a while though.

Brandon (**Facial mark**): Got it, I think I can find time to check the place real quick. (thumbs up). Oh, about the problem you faced, I think a bag-liking thing can help you a lot. I will make you a leaf pack.

Racoon (**Facial mark**): A leaf pack? Sounds interesting, I will look forward to the result!

Brandon (**Thinking**): (This will be a really easy one I believe. Seven pieces of leaf and two sticks will be enough.)

(+Requirement: leaf*7, stick*2) >> From the game task list

Caroline approaches to Brandon. (This line should use only dialogue to present: **The cat tells him that she wants to get rid of the Fox from her place. The Fox shows up and tries to persuade the Cat to share the spot. And Brandon thinks he can give the Cat a wooden hammer for the issue.**)

Cat (**Facial mark**): Ok, my turn. That Fox keeps taking my spot; so please create something to **get rid of that little mutt**, please! I will say I want to be able to knock his head to force him up, he is really a tough cookie while sleeping.

Fox (**Facial mark**): Woah!! Do we really have to get violent just for some dumb spot?!

Cat (**Facial mark**): Not just any spot. It's **My sleeping corner. The place where I live.**

Fox (**Facial mark**): Oh, you mean there! Hey, it's cozy. How about we take turns? You can sleep at my cold, harsh, dugout made by yours truly fo-

Cat (**Facial mark**): **Hisssss.**

Brandon (**Facial mark**): Hahaha, yeah for sure. I think I will give you a toy wooden hammer, to make sure you two are not killing each other.

Fox (**Facial mark**): Toy again? So it most playable, am I right?

Cat (**Facial mark**): Whatever it is. Let's give it a try.

Brandon (**Thinking**): (A wooden hammer... I think I just need one piece of wood, one stick, and one rope. To make a rope, I will need five pieces of leaf, it shouldn't be too hard I guess.)

(+Requirement: wood*1, stick*1, rope*1 (creates hammer) >> From the game task list

The Wizard appears behind Brandon yelling good morning startling him.

Wizard (**Happy**): "Gooooooooooooood morning, Brandon! Did you sleep well?"

Brandon (**Facial mark**): *Startled* Oh, good morning, Benny! You really know how to make an entrance.

Grumble (What is this line for? Is this somebody's facial mark or animation mark?)

Brandon (**Facial mark**): Ah, also, I'm hungry, did you get some chow?

Wizard (**Facial mark**): Coming right up!

He waved his wand and a pile of fruit appeared in front of him. The animals were happy (claps their hands) because it was also their breakfast. (This magic is Teleport power, which will be mentioned and unlocked when the story goes to area 2)

Brandon (**Facial mark**): Woah! Cool magic. How do you make it?

Wizard (**Facial mark**): Just an easy teleport power, I can teach you once you starting to need that.

Bear (**Facial mark**): "Thank you, Wizard! This is a feast!"

Fox (**Facial mark**): Aha, easy food at my fingertips without any physical labor. With various kinds of choices! It's amazing!

Mouse (**Facial mark**): Yea~ You're awesome, Benny.

Wizard (**Facial mark**): Well, we do have a special guest. So, I decided to give ourselves a hearty breakfast!

Cat (**Facial mark**): Let's have a nice meal together!

Racoon (**Facial mark**): Yeah, hurry up! I can't wait anymore!

After the sound of Caroline, everyone dashes to have their awesome breakfast. They enjoy the food, happily, and some animals play together while eating, just like a party.

**** I want more conversation here talking about how good was the food and maybe a little bit more playing content between the animals and Brandon. ****

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After enjoying the food, Brandon got an idea...

Brandon (**Facial mark**): (If we are having that much fun with just some simple fruits, what will happen if we have some even better dishes? I want to cook!)

Brandon (**Thinking**): (But first, I will need to find a way to get all the resources like iron or copper to make those things out. For making a frying pan, I will need 2 pieces of iron and 1 piece of wood. For a pot, I will need 7 pieces of iron.)

Brandon (**Thinking**): (If I can have some easy tool like in Minecraft, it will be better, like a pickaxe, a shovel, and a sword!)

**pickaxe (iron*3+wood*2), a shovel (iron*1+wood*2), and a sword (iron*2+wood*1).

Brandon (**Facial mark**): You know, Benny, I had an idea. I want to cook to make something more delicious for all of us! But I need some resources like iron and stone, and maybe other materials.

Wizard (**Facial mark**): I admire your enthusiasm, Brandon. If you want those materials, I would say they are usually under the ground.

Brandon (**Facial mark**): But how am I supposed to dig down without the proper tools like a shovel?

Wizard (**Facial mark**): Shovel, you say? Although I don't know what it means, I believe you have an idea about how to dig already. In that case, magic can offer a solution. Think about

the power you've unlocked before. Is there a way to use your newfound abilities or stumble upon a new power during your search?

Brandon (**Thinking**): You mean, like, a power that could help me cut through the materials I need? Something like a magic version of a tool like a shovel and an axe?

Wizard (**Facial mark**): Precisely! It's all about finding creative solutions!

Brandon discovers a new power again, a symbol ("-") comes into his mind without a reason.

Brandon (**Facial mark**): excited I've got it, Wizard! I see a symbol in my mind, a "minus" sign! I think it might be a new power.

Wizard (**Facial mark**): "Minus," you say? Well, it sounds intriguing. Give it a try, Brandon.

Brandon uses his "minus" power successfully and starts to dig down a little bit more for gathering all the materials he needs.

**Total requirements for the story:

Wood*20 (including three boards)

Stone*16

Flint stone*2

Leaf*12 (including a rope)

Stick*2

Iron*15

Brandon (**Facial mark**): It works! I can cut through materials with this power. This is incredible!

Wizard (**smiling**): See, Brandon, sometimes the magic within you can provide the answers you seek. Now, gather those resources and forge your path ahead. Who knows what other powers might be waiting to be unlocked?

Brandon continues to dig for the resources he needs using his new "minus" power.

Brandon (**impressed**): Haha! It really works! This is amazing!

** After the player gather all the material that require && goes back to the house, story continues. ** >>As he collects the items he goes **back to the forest and to his house.**

Brandon (**Facial mark**): Finally! I've got everything I need now, thanks to my newfound powers.

As Brandon finishes constructing the crafting table, he starts crafting the items on his list.

(All of these will be present in the gameplay)

Brandon: (working diligently) Now, let's start with the frying pan. I'll need some iron and a bit of wood for the handle.

Wizard: (watching with curiosity) This is fascinating, Brandon. So, you can turn these raw materials into useful tools and objects with this table?

Brandon: Exactly! Combining materials in the right way, and you can create all sorts of things. Next, the pot. A little more iron for this one.

Brandon: finishing the stone stove and there we have it, a stone stove for cooking. Now, let's make the pickaxe, the shovel, and the sword.

Wizard: (impressed) I must say, Brandon, this is a remarkable skill you have. It's like you're a modern-day magician.

Brandon: Well, in a way, I guess I am. Magic can be found in the everyday things we do, and I'm just finding a new way to harness it.

Brandon successfully creates all the tools and items he set out to make.

Brandon: (proudly displaying his creations) There we go, Wizard, all done! I've got everything I need now.

Wizard: Excellent work, Brandon. These tools will serve you well, and your newfound crafting ability is nothing short of magical.

Brandon: (grinning) Thanks, Wizard. Now, let's see how my friends react when they see these.

He heads outside and hands out the things to those animals, they are flabbergasted, they have never seen anything like this.

**** Should be separated conversation as different task completed, format should look like here ****

01-The fox:

Brandon (Facial mark): (Lines related with giving something to the target)

Fox (Facial mark): (Lines related with reaction of the thing and presenting thankful feeling)

(More random Conversation here)

Brandon (Facial mark): (Lines related with saying goodbye)

Fox (Facial mark): (Responds)

02-The bear:

Brandon (Facial mark): (Lines related with giving something to the target)

Bear (Facial mark): (Lines related with reaction of the thing and presenting thankful feeling)

(More random Conversation here)

Brandon (Facial mark): (Lines related with saying goodbye)

Bear (Facial mark): (Responds)

...and more

Animals: (amazed) What are these things? They're incredible!

Brandon: These are tools, my friends, and they'll make our lives much easier.

Reagan: This was fun! Yawns It's getting late, goodnight guys!

Everyone leaves to their homes with excitement.

** After the player goes back to the house and clicks the door, the story continues. ** >>He goes back to his house.

Brandon (**exhausted**): (**back in his house, looks a bit exhausted**) Now, since I have those new material and skills, do I try to improve the design in here? Or just go and sleep?

** Let the player decide whether he/she should do after those stories, after the player places the bed and clicks it, the story continues. ** >> Brandon constructs a bed and lies down.

Brandon (**yawning and stretching**): I'm beat. I wish there was a way to speed up that digging process, it is too waste of time and energy for me... I have to sleep right now...Sweet dreams, everyone.

The day ends as Brandon falls into a deep slumber.

END