

NARRATIVE DOCUMENT

ABLOOMINATIONS (we can still change this it's not too late)

# PRIMROSE

---

In a post-apocalyptic world, a young woman descends into abandoned city ruins to retrieve her grandfather's lost treasure.

# WORLD BACKSTORY

In the year 204X, with the Earth's natural resources running dry and energy demands ever increasing, scientists scramble to find sustainable sources of energy.

Pinion, a small bioresearch company, changes the tide of that battle by introducing their product called Siphon - a nanobot-containing solution.

When Siphon circulates through a plant, the solution absorbs a plant's excess energy stores while the nanobots stimulate the plant's biological system, mutating it to try and produce more food than necessary, but also granting it a very basic level of sentience as a side-effect. Pinion understands this limited sentience to be restricted to a tiny degree of mobility as well as the basic senses of touch and pain.

The product spreads across the world, utilised in households as well as massive industries, seemingly solving the energy crisis.

To keep up with the overwhelming demand for Siphon, Pinion constructs facilities all across the globe to handle manufacturing and distribution. The company draws the eyes of opportunistic investors, who pour money into the company to help them establish their structures.

When it occurs to Pinion that the amount of waste that they produce is far more than they accounted for during their rapid expansion, unable to convince investors to utilise more eco-friendly solutions, Pinion is forced to resort to dumping their waste and by-product into dumping grounds and oceans.

This solves the problem temporarily, but in the year 2060, tremors begin to tear across Europe. Forests begin to shake and uproot, collapsing in on one another. The shock to the Earth has a rippling effect on the Earth's tectonic plates, causing natural disasters across the globe, ending human civilization as we know it.

This event is known as the Calamity.

>> TBD: Elaboration on Calamity survivors

# MAIN PLOT OUTLINE

The following few pages will outline the flow of the plot throughout the game's structure, most importantly the placement of major story beats. It will also include preliminary estimations of the amount of content between the story beats as well as descriptions of what may occur both in terms of gameplay and in terms of exposition.

Legend:

**CORE GAMEPLAY:** Meaty gameplay segments where the primary engagement is through intensive application of core gameplay such as puzzle-solving and platforming

**STORY SEGMENT:** Sections of the game that may or may not contain simple gameplay, but is primarily about delivering a story beat or exposition.

**CUTSCENE:** Non-interactive scenes that may be used to facilitate storytelling.

## PROLOGUE (HUNTING GROUNDS, CAMP)

### **CORE GAMEPLAY - TUTORIAL:**

Mabel is out hunting for food on the mountainside, using her grappling hook to get to vantage points and animal traps to catch prey. After managing to procure a few hares, she notes that sunset is shortly due, and decides to return to camp before she is trapped without sunlight to power her hook. She makes it up to the camp entrance.

### **STORY SEGMENT - TIME SKIP TO NIGHT:**

Mabel feeds the stew she made to her ailing father, who deliriously rambles on about 'Primrose' and 'her amulet'. She plays along, and cleans him up once the meal is done. She goes to her workbench to fix up her gear, and while looking for an obscure tool, she chances upon her father's journal. Curious, she flips through it and finds a page marking the location of 'Primrose's amulet' in her father's wardrobe back in the abandoned city ruins below. She looks out to her father, sitting under the stars, still rambling on to no one. She tucks the journal into her back pocket and decides she's going to find the amulet, in the hopes that having a keepsake from his past might help his mental state.

### **STORY SEGMENT - TIME SKIP TO NEXT MORNING:**

As the Sun rises in the horizon, Mabel finishes packing up her gear, then looks back to her still-sleeping father and the soft food she's packed and left by his bedside. She looks down at the map of the city and the route she's charted from her location to her father's home, and then leaves the camp.

---

Estimation of main environment assets required:

Exterior mountainside forest.

Exterior campsite, tent/hut interior.

---

Comments:

1. 'Primrose' and Mabel's Mother

## ACT 1 (CAMP, CITY)

### **CORE GAMEPLAY:**

Mabel finds her way to the market district, where she is faced with a vast wasteland of debris, wrecked vehicles, exposed drainage pipes, etc. Through a series of buildings and bridges, she manages to maneuver through the shattered streets and piles of debris to her father's home.

Notes: Along the way, she finds lots of remnants of civilization before the Calamity - of how people lived in the comfort of technology and Siphon. In-between each building, each of which poses a challenge to her in some way, she crosses over a vantage point that gives her a view of the broken human city and the relentless plant growth that has overrun the land.

### **CORE GAMEPLAY:**

She arrives at her father's home, where she finds the amulet, a small piece of jewelry in the shape of the English Primrose. Whilst exploring her father's home, she also finds many relics of his creative pursuits, including a collection of poetry and songs written by her father about a 'Primrose'.

### **STORY SEGMENT:**

When Mabel leaves her father's home, she realizes that too much time has passed and she has less than an hour to make it back to the mountain's summit. She checks the map and finds a shortcut. However, she has to make her way through a fairly dark tunnel, where she is attacked by Siphon-suckers that damage her grappling hook. She loses her balance while fending off the plants and falls into a chasm.

---

Estimation of main environment assets required:

2-4 building interiors that act as puzzle rooms.

1-3 exterior passageways or vistas that transition between each building.

Father's home building interior.

Main street torn asunder by the earthquakes of the Calamity, debris everywhere.

Lots of furniture with a sci-fi touch, some personal items of inhabitants.

## ACT 2 (CITY, SUBWAY, LAB)

### **STORY SEGMENT:**

Mabel awakens deep underground, in a train station. She tries to escape but her utility gear is broken. Whilst looking around for a way out, she finds a map that tells her one train station down is a Pinion office/laboratory, and she decides to go there in the hopes that she'll be able to find the parts to fix her utility gear.

### **CORE GAMEPLAY:**

Mabel makes her way through the train tunnel with limited usage of her now broken utility gear. Along the way, she finds traces of people who lived post-Calamity, hiding from plants in the shadows of the debris.

### **STORY SEGMENT:**

In the lobby of the facility, there is an elevator that goes up to the city area. However, it is out of power and needs to be fixed. Mabel takes note of this.

### **CORE GAMEPLAY:**

Mabel explores deeper into the facility, but is unable to make much ground until she finds an engineering workbench, where she is able to repair her utility gear. Using the grappling hook, she makes her way into the employee's area of the facility where she finds an enormous door leading to an area called 'the Garden', which also appears to be where a lot of the wiring links to. Unfortunately, the door has been destroyed and is blocked by a wall of thick vegetation, but she manages to break in through a network of ventilation shafts.

---

### Comments:

Populated by assets showing signs of people who tried to survive immediately after the Calamity, people who either found safety in the isolation of the tunnels or those who were trapped there. Things like canned food, writings on the walls, sleeping bags or makeshift accommodations.

## ACT 3 (LAB)

### **STORY SEGMENT:**

In 'the Garden', Mabel finds thirteen massive test chambers. Twelve of them, the ones lined up on the sides of the chamber, contain enormous, wilted primroses, while the chamber at the end of the room has become overrun with vines and roots that have broken through the ceiling. Mabel finds the power switch, which fills the tubs at the bottom of each glass chamber with Siphon. The Siphon courses up through the plant at the end of the room, and the lights come on.

Mabel makes her way back to the lift lobby, but halfway the facility begins to shake with tremors of increasing intensity. The whole facility shudders as she enters the lift, and a second one after she's made her way a few floors up, forcing her to break out of the elevator.

### **CORE GAMEPLAY:**

The tremors only increase in intensity, and vines are beginning to slither through the debris up towards the surface. Mabel has to reach the surface as quickly as she can while avoiding vines, falling debris and the crumbling infrastructure of the facility.

Notes: This sequence should be similar to the Ginso Tree escape from 'Ori & the Blind Forest', and acts as the 'final boss fight' of sorts.

### **CORE GAMEPLAY:**

*Some kind of finale. As of yet undecided, but I'm thinking either the amulet is, literally, a 'key' to deactivating Primrose or Siphon, like some sort of reagent that kills/disables respectively, and Mabel's father is so obsessed with it because his job was to keep it safe back in the pre-Calamity world.*

*My issue with that ending is that Mabel herself doesn't change much over the story (but she's a silent protagonist so...), and if she also doesn't bring something back to her father then the story will be incredibly lackluster in terms of character development.*

---

### Comments:

When does Mabel actually see Primrose awoken? -> Would it be good to see posters of Primrose in the lobby when the player enters Pinion laboratories?

Elevator stops halfway while riding up and Mabel has to escape?

Amulet tie in to 'deactivating' Primrose



EPILOGUE

STORY SEGMENT:

# MAIN CHARACTER PROFILE: MABEL

**Name:** Mabel

**Age:** Early 20s

**Gender:** Female

**Nationality:** TBD

**Race:** TBD

## **History:**

Mabel was born after the Calamity. With no medical facilities to assist the birth, Mabel's mother died shortly after, so she was raised solely by her father. From a young age, she was taught to assist her father in daily chores such as cleaning, cooking and hunting. Motivated by a sense of responsibility and partnership with her father, she took her tasks seriously and actively sought out skills that would allow her to contribute, resulting in her learning to tinker with technology, making her a self-learned engineer of sorts.

When her father's mind began to succumb to delirium, Mabel took on the burden of ensuring their survival.

---

**Personality:** Responsible, filial, proud.

**Appearance:** TBD (but should be athletic, slightly rugged, dressed more for practicality than #aesthetic)

# IN-DEPTH LORE DETAILS

---

## **PINION**

Pinion is the name of the company that invented Siphon. Originally a fairly small bio-research organisation based in **London**, the company expanded rapidly with the backing of governments and investors upon the success of Siphon, reaching out all over the globe to create manufacturing and distribution branches to meet demand.

## SIPHON & USAGE

Invented by the company Pinion as their contribution to humanity's efforts against the energy crisis. The introduction of Siphon was revolutionary and was very quickly picked up by countries all over the globe for its effectiveness.

Siphon is a **dull blue** liquid solution that has to be used alongside appropriate Siphon collection container - one such example might be a pot or pool. The plants are grown in soil inside the collection container, and the plants are to be watered as per usual. However, the collection container will periodically distribute Siphon and collection fluid into the soil, and then collect it after a sufficient period of time.

Siphon is absorbed into the plant much like water, and whilst travelling through the plant's circulatory system, it collects the excess food stored by plants during photosynthesis. Once Siphon exits the plant, it deposits that stored energy into the collection fluid, which is then filtered into the collection container, where it can be converted into electrical energy.

The final iterations of Siphon contain chemicals that impose a steroid-like effect on plants, influencing them to more aggressively seek out optimal conditions for photosynthesis as well as over-producing food.

When Siphon is carrying energy, it becomes luminous, which can be seen through the plant's stem if it is sufficiently thin or if there is a lot of Siphon.

## **CALAMITY**

WIP

*Essentially, Siphon spreads where it's not supposed to due to uncontrolled waste dumping, which mutates plants in large forests and deep seas. The Siphon's mutation causes these plants to aggressively seek out sunlight, which results in massive widespread uprooting all over the world which has a butterfly effect on the Earth's tectonic plates. Results in natural disasters that largely destroys human civilization on every continent.*

*Note that the Calamity doesn't really happen across the globe in a single instance. Since Siphon is dumped and spreads at different locations on each continent, it's a much slower chain reaction than was previously planned.*

## **'THE MOUNTAIN' (as referred to by Mabel)**

*WIP*

The place where Mabel and her father live. The mutilated remains of what was already a fairly mountainous city, 'the Mountain' is the result of the Primrose wreaking havoc on the city and tearing apart the landscape.

## **THE CITY**

*WIP*

*The city on the mountain where most of the game takes place.*

## **UTILITY GEAR**

Mabel's main mode of mobility. The utility gear is a harness that includes a battery pack, a Pinion technology Siphon canister-converter and a reeling mechanism. Using the converter, Mabel is able to pour active Siphon (ie. containing energy) into the canister, which converts that energy into electricity that charges the battery.

## **PRIMROSE**

Primrose is the name of one of the thirteen flowers initially set-up by the Pinion laboratory to demonstrate Siphon.

Meanings:

1. The first rose of Spring.
2. "I can't live without you"
3. Youth

There is an English superstition that when bringing primroses into your home, they must be brought in a bunch of 13. Any more or less than 13 blossoms can be bad luck, while a single primrose foretells a death.

Source: <https://www.auntyflo.com/flower-dictionary/primrose>



# RESEARCH

---

Plant biology, photosynthesis and harnessing plant energy:

<https://inhabitat.com/plant-power-dutch-company-harvests-electricity-from-living-plants/>

---