

7 Game Course

The Game Course chapter aims to describe the scripted events required for the storyline. The scripted scenes should happen in the particular way and order as described - however - they don't need to be executed directly after one another. Consider them checkpoints allowing more or less player freedom in between.

I've imagined the story being done without or with very restrictive dialogue, similar to how it's done in Planet of Lana. This would reflect the samurai calm and taciturnity that bushido advocates for. Keep that in mind when imagining the story taking place.

7.1 Demo Course

The course of events and the course of tasks contained in the Demo.

Event 1.1
A samurai (phantom) rides through the woods and drops a necklace right before our protagonist's feet. Protagonist picks it up and runs after the samurai but doesn't catch up. He turns the necklace around and reads "Find my way home" engraved on the flat surface. The sense of duty kicks in and Protagonist walks back into his cabin to bring out dust clad samurai armor hanging in a forgotten wardrobe. He dresses himself and heads out of the woods to return the necklace belonging to the samurai.
Event 1.2
The necklace compass activates and shortly thereafter shows the way at a crossroads.
Event 1.3
Close to the city gates Protagonist is attacked by Ikki resulting in a sword fight.
Event 1.4
Protagonist finds his first task led by the necklace compass in the midst of the city's market, Task 1 - Courage.

Task 1	Courage
Description	Hunt down a thief to duel and regain a merchant's possession.

Course	As Protagonist walks into a market located in a city center, a crook grabs a scroll from the booth of a map maker and makes a run for it. The map maker shouts in protest. Protagonist chases after the crook and duels him to a sword fight as he catches up. Protagonist kills the crook and returns the scroll to the maker. Protagonist communicates that he's looking for a samurai, and so the maker gives him a map and circles a samurai residence. The Courage stone ascends.
Gameplay	Chase, Sword Fight, Picking up item