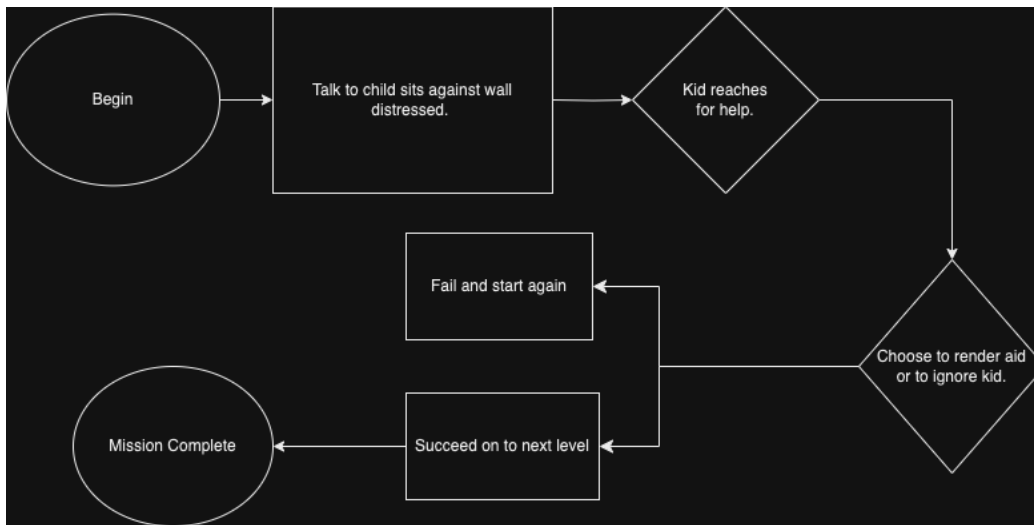


1.2 Archetype Conception: Story Mission Loop Outline



1.2 Mission steps

The following steps make up the mission loop for player choice as diagrammed above (chart 1.1).

1.2.1 Begin Outside On City Street

Player moves to interact with child.

1.2.2 Select To Speak With Tired Child Selling Newspaper

The child will ask for aid to replenish energy

1.2.3 Select Mission Energy Bar or Purchase Newspaper

Player chooses to move to vending area to make change or purchase energy bar.

1.2.4 Enter Vending Machine Area

Player can choose to replenish child or make change for newspaper purchase.

1.2.5 Mission Complete/Next Level

Game informs player to level up or begin again.

1.3 Design Notes

Decisions in *Archetype Conception* for player will depend upon the AI which has captured all the persona for the chosen archetype tested through the NPC to assist with moving forward in the journey for the player to make choices to be tested for each attribute inside of the mission to move forward or fail and begin again.