

Here and Now

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Themes for Here and Now

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Story Beats (Overview)

<The Winged Worm>

It was huge, greater than a freight cart in dimension. The worm's slimy, rubbery mass heaved forward in irregular undulations. Spatters of feathers dotted the mass, but provided scant cover for its skin. At the front of the trunk, two squamous appendages emerged, like upside-down tree trunks; what were once two legs now jutted over and around. The same purple and black ooze that trailed behind the worm could be seen around the scales of those two limbs.

At the head of the worm, a torso was there. It dangled downwards, skewed to the right. It was normal in size, but in proportion to the great mass behind it, it looked grotesquely small in proportion. The head attached to the torso, facing the ground, wheezed and spat out Blight in sobbing coughs.

As it drew near, the torso rose up, its wings misshapen and drooping. Its face was visible now, its beak unchanged, but where its eyes should be, thick feathers were sprouting, covered at the base with some sort of waxy, congealed mucus.

"Look!" it crowed out, blight drooling from its beak. "Look at how beautiful I have become! As I always should have been!"

TIMELINE

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME QUESTION STATEMENT TO EXEMPLIFY	HOW IT IS DONE	outside notes

DARLINGS (not yet mapped in timeline)

[illegible]

Gameplay design (re: storytelling)

Our current roster of characters is:

- Rahil, who leads the characters in their expedition.
- Vyomesh , who is the group's emotional metronome.
- Mateel , who is the group's logician.
- Kelechi , who is the sardonic 'critic' within the group.
- Vritak , who is the group's 'heavy'.

Let's look at 'damage, tanking, support'

If we look at this organization, we want two tanks. They should be Rahil and Vritak.
The primary damage dealers are Mateel and Kelechi.
The healers are Rahil and Vyomesh.