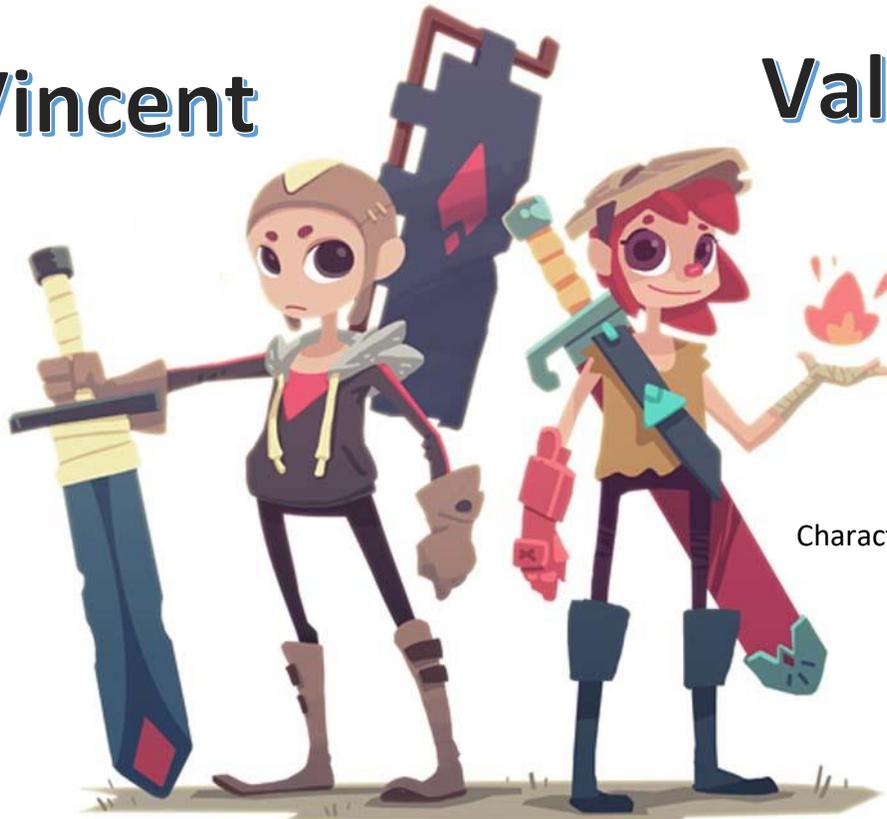


World Building

Character Development

Vincent

Valentina



Characters designed by: Zinkase

Character Description / Light Background Story

Vincent and Valentina are teenage twins from the mountain regions of Havia, specifically the small town of Minu-Pinu. Although they are orphans unsure of their ancestry, they have always felt at home in Minu-Pinu.

Vincent is a sassy teenage boy with extraordinary sword wielding abilities (like super extraordinary sword abilities). He once even threw his sword over a creek and directly in between a foes butt cheeks (nonlethal)). Even though he's an excellent fighter, he's still a teenager and often times does teenage boy things. Like become shy around pretty girls, daydream, ding-dong ditch random villagers' cottages, etc. Although he fights with his sister Valentina a lot, he would do anything to protect her. He respects her and looks up to her more than anyone in the world; she's the only family he has. He also farts and blames it on the person next to him.

Charming, smart, and chaotic, Valentina is no ordinary teenager. She has magic abilities and can conjure fireballs at will (She once incinerated her neighbors garden just from sneezing too hard). A natural born leader, it's obvious to everyone around her that she is destined for greatness. Valentina wants to journey with her brother to find their biological parents, a mission Vincent very much rejects. When she gets her mind set on something, she follows through no matter what. She is chaotic and doesn't always think ahead, however. Often times her and Vincent will "go loud" and be destructive rather than be stealthy. The more fun the better.

City Description

Hillthorp (capital city of Havia)



Hillthorp is the capital city of Havia. King Mizel and his wife, Queen Brailia live in the royal castle that overlooks the town. It's their goal to remain feared by other cities within the Havia regions in order to remain powerful. Due to their extreme necessity of being the most powerful city, their own townspeople fear their leadership and often only leave their cottages for work or groceries. The city is lined with royal guards to make sure everyone is acting accordingly.

Building Descriptions

King Mizel's Castle – King Mizel's castle is the most fortified structure in the city of Hillthorp. Being made of the strongest stone Havia has to offer, the castle is nearly impenetrable; its only weak point is entering the bell tower room via paraglider from the mountain behind the castle. Troves of archers remain ready on balconies at all hours of the day. Inside the castle, knights line the halls waiting to protect the King and Queen. The King spends most of his day training with the knights in the dojo that lies in the back patio. If he isn't there, he's concocting plans to invade nearby villages at his "oval table" (his woodworkers weren't skilled enough to make it round).

The Underling's Secret Cottage – During the day this building functions as a bakery (Argos' Bakery). Providing bread, pastries, and other things that a bakery would provide. HOWEVER, at

night this building turns into a vibrant meeting ground for the Underlings, a group of people from all walks of life that want to revolt against King Mizel. Imagine at 8:59 PM the bakery being open and selling their last muffin of the day to a customer, then as soon as the clock hits 9 the curtains shut, the doors lock, and two dozen Underling members sneak in through the underground tunnels that connect to the basement. The Underlings are led by the bakery owner, Argos the Dwarf. This group plots and executes ideas that lead to the fall of King Mizel's reign.

Tower of Pixie – Operated by Pixie the Fairy, the tower of Pixie gives the best view of Hillthorp, excluding King Mizel's castle. Pixie runs her successful fortune telling / psychic business from this tower. However, she doesn't actually have psychic abilities. She merely makes very good educated guesses. She's kind of a con artist that tries to give the best advice she can; if she's right, great. If she's wrong, oh well. She doesn't like the King because he taxes her at an unreasonable rate (shocker).

Battle Dialogue "Barks"

Enemy Spotted

VINCENT

Heads up! Poop brain comin' in.

VALENTINA

Bed wetters nearby!

VINCENT

Fopdoodles! (Google it)

VALENTINA

Fart wafter spotted.

VINCENT

Mama's boys. Get your milk ready.
(Honestly idk, but I like it)

VALENTINA

Poop licker, behind you!

VINCENT

Bad guys! (classic)

Target Killed

VALENTINA

Yikes. He's definitely not getting back up.

VINCENT

Plus one to my high score!

VALENTINA

You dead.

VINCENT

Chopped him up.

VALENTINA

Ha. Get burned biatch. (bee - otch)

VINCENT

No respawns for you.

VALENTINA

That'll be closed casket for sure.

VINCENT

Hopefully they give you a new head in hell.

VALENTINA

Rest in peace. NOT. (Borat voice)|

Found a Rare Item

VINCENT
Cha-ching!

VALENTINA
(singing) Put it in my pocket. I
hope to make a profit.

VINCENT
Ha ha, woah. It's shiny.

VALENTINA
This definitely was made by a
wizard, right?

VINCENT
This feels *SO* right in my hands.

VALENTINA
This is probably the best thing
I've ever found in a random chest
under a tree.

Character Idle Lines

VINCENT

My LEGS! They aren't workinggggggg!

VALENTINA

I have so much stuff I need to do today. *Cough cough*

VINCENT

Wow, a flying dragon! ... Made you look.

VALENTINA

(singing) On the road to glory.
Writing our own story. Trying to
find our parents. Someone please
call Maury.

VINCENT

Bet you didn't know I can sleep
standing up.|

Dialogue Based Mission

EXT. CREAKY FOREST - NIGHT

After deciding they want to make King Mizel pay for what he's done to their home town of Minu Pinu, Vincent and Valentina are on foot heading towards the capital city of Hillthorp to storm his castle. A quest marker reads "Follow the path in the Creaky Forest"

Following the lone path through the Creaky Forest, Valentina (the player) walks carefully ahead as Vincent follows. Sounds of wolves howling and twigs snapping creep in the background. Out of nowhere a Dwarf falls from a tree and lunges towards Valentina with a sword. Vincent deflects the Dwarf's attempt.

VALENTINA

Is it raining dwarfs?

VINCENT

DWARF STORM. FIND COVER.

The dwarf continues his attack. Valentina and Vincent parry the best they can until the swords of all three individuals meet in a deadlock. A cinematic scene takes place.

ARGOS

You'll die in this forest, royal knight scum.

Valentina and Vincent quickly look at each other. Clearly they aren't Mizel's royal knights.

VALENTINA

Royal knights? I'm not a knight.

VINCENT

And I'm not a royal.

Argos the Dwarf seems confused.

ARGOS

Yes you are?

VALENTINA

No, we aren't. I'd never support that bird brain, King Mizel.

ARGOS

I was given intel that royal knights were transporting tax money through Creaky Forest tonight.

VINCENT

If we were royal, would I do this?

Vincent rips a wet fart. Argos gags heavily.

ARGOS

You're right. You're definitely not royal knights. What are you doing here?

VALENTINA

We're on a mission to destroy King Mizel and end his reign.

VINCENT

Ordinary stuff. Ya' know?

Like clockwork, the royal knights Argos had mentioned ride up on horseback.

ROYAL KNIGHT

Halt. What are you doing out past curfew?

ARGOS

Before I answer that, are you guys royal knights? It looks like you are, but I have to be sure.

ROYAL KNIGHT

Of course we are, you imbecile.

Like a madman, Argos instantly throws a dagger from his belt into the guards eye. A group of raggedy fighters drop out of trees as Argos did before. The fight is on, and the cinematic scene ends.

A quest marker pops up that reads, "Help Argos defeat the royal knights".

ARGOS

Don't just stand there, fight!

VALENTINA

You got it, dude.

The player begins fighting and takes out as many knights as possible. Specific tag team fighting combos are used involving Valentina and Vincent together. Argos and his squad of raggedy fighters fight side by side our heroes.

Eventually a small boss fight appears at the end of the battle. A large royal knight wielding an axe steps towards Valentina and Vincent.

The player fights the boss, and the two siblings conclude the battle utilizing a special combo where Vincent jumps up with his sword, and Valentina lights his sword on fire using her magic. Vincent then slices the knight's head off and blows out the sword like a candle. The battle is over.

ARGOS

Thanks for the help, even though you almost ruined our mission.

VALENTINA

Not our fault.

VINCENT

Yeah, we're just trying to get to Hillthorp to destroy the king.

ARGOS

About that. My name is Argos, and I'm the leader of a group called the Underlings.

VALENTINA

Kind of a rude name, huh?

ARGOS

How is it a rude name?

VINCENT

Underlings... You're a Dwarf.

VALENTINA

Personally, I'd never call your kind an Underling. I love all shapes and sizes.

VINCENT

Big, small, skinny, fat, diagonal.

ARGOS

Diagonal? Never mind that. We're a group of individuals that want to overthrow King Mizel.

VALENTINA

Ah. Underlings, like a secret underground network.

VINCENT

That makes more sense.

The group of Underlings with Argos step forward and stand at his side.

ARGOS

Exactly. We plot missions to slowly take down his reign in secret. No one can defeat him at once, not even you. It'll take an army and a flawless plan.

Vincent and Valentina nod their head.

ARGOS (CONT'D)

We operate out of my bakery in Hillthorp. As soon as night falls, we plan and execute. With you by our side we can take down King Mizel. What do you say?

VINCENT

You own a bakery? Looking at you, I would've never guessed that. Nice.

VALENTINA

Do you only sell bread? Or do you have muffins too?

VINCENT

And bagels? And cakes?

ARGOS

... I have all of that.

VALENTINA

Nice. Let us discuss.

Valentina and Vincent turn around and talk privately.

VALENTINA (CONT'D)

He's right, we can't take down King Mizel alone.

VINCENT

Agreed. And he has bagels.

VALENTINA

That settles it.

Vincent and Valentina turn around and shake Argos' hand.

VINCENT

You've got a deal. We'll join.

A new quest marker pops up on screen that reads "Meet Argos and the Underlings at the bakery in Hillthorp"

Very Basic Game Summary

(Act One) (Background and motive) (Setting up stakes so the player cares about defeating the villain)

“Twin Adventures” is essentially a game telling a full circle story. The story of two orphan twins, Vincent and Valentina. Separated at birth, the twins grew up in a small mountain village named Minu Pinu in the regions of Havia. They were raised by the entire village, not just one individual. Due to this, they learned several valuable skills from a variety of backgrounds. Skills such as swordplay, hunting, tailoring, shit talking, spying, lock picking, etc. These skills will aid them in their ventures throughout the game. On their 14th birthday, King Mizel (the villain) and his Royal Knights come to Minu Pinu from Hillthorp (the capital city of Havia) to take extra taxes from the townspeople. This started a huge argument from the townspeople that led to King Mizel burning down the entire village of Minu Pinu. With Vincent and Valentina’s only family they’ve ever known hurting and having to rebuild, the twins vow to travel to Hillthorp to take down King Mizel and get the resources needed to rebuild Minu Pinu.

(Act Two) (Realizing they can’t do it on their own and joining the Underlings) (Crafting a plan on how to take down Mizel with the Underlings) (Learning new combinations, and skills)

Vincent and Valentina quickly realize they can’t defeat King Mizel alone. Luckily, they cross paths with the Underlings (a group of individuals that plot and execute small battles to overthrow King Mizel). Together the twins and underlings fight Royal Knights and plot small battles to gain traction in Hillthorp. Eventually, after enough small battles are won, the group decides it’s time to plot the final mission to storm Mizel’s Castle and defeat him once and for all.

(Act Three) (The End Game) (Executing the plan made in Act 2 utilizing all the skills the player has learned previously)

Executing the plan made previously, the Underlings start a riot at the front of King Mizel’s castle, causing all Royal Knights to divert their resources to the front of the castle. Vincent and Valentina use this window to paraglide onto the clock tower of the castle where they gain entry. At that point they utilize stealth moves and lock picking abilities to find where King Mizel is located. Eventually, they find King Mizel and it is revealed that he is actually the father of the orphans. He didn’t realize his ex-wife was having twins and threw away Valentina as soon as she was born because she was a girl. He then left his wife and went back to his quarters. The twin’s mother died after giving birth to the second twin, Vincent. A Royal Knight took the baby twins to Minu Pinu at the request of their dying mother. The townspeople swore to never tell the orphans who their parents were.

King Mizel offers Vincent to be the Prince of Havia and says he can become the next King. Vincent rejects his offer and replies, “No one deserves to rule Havia more than Valentina”. After that the final boss fight takes place. Valentina and Vincent vs King Mizel. The twins win and leave the throne to Argon, leader of the Underlings. They then return to Minu Pinu and help rebuild the village.