**Quest Docs**

·       **Quest Name:**

*Nuts and Bolts*

·       **Quest Type:**

Fetch/Exploration Quest

·       **Success Criterion/Criteria:**

The players goal is to recover three mechanical pieces that Alexandra needs to repair and activate a large military robot. They must locate the pieces and then return them to her, whereupon she activates the robot and begins the siege.

·       **Setting:**

This quest takes place in the city district of the main game. This will affect the locations in which the items are found and what obstacles will be in the way of the player collecting the, such as bandits, security robots, or just navigating the more destroyed locations in the city.

·       **Place in Story:**

At this point in the story the player character will have killed at least one of the main bosses, possibly up to three if this is their last district to clear. As a result, both Alexandra and The Collector (The Shadow) are already familiar with the PC’s exploits. The Bandit King Irons is also aware one of the boss characters has died and has stepped up security as a result, which we learn through a brief interaction with Irons through a repurposed television he uses to broadcast to the PC.

·       **Characters Involved:**

Technically this quest only involves Alexandra and the PC. Alexandra is an engineer, looking to bring down the capitol building and end Irons’ rule over the city, which is why she wants to reactivate the security bot in the first place. She is very driven and focused on her objective but will open up if the player speaks to her a few times during the quest. It is possible to run into The Collector, who offers an alternative, but they are not directly involved in this quest.

·       **Story Purpose:**

As the player returns each piece of technology that Alexandra requests, she explains a little more about what happened to the city and how Irons came to power, as well as why she wants to take him down. The quest also requires the player to explore the city a little more thoroughly, where there will be some environmental storytelling and they will hopefully gain a better understanding of the state of the city and what happened to it.

·       **Gameplay Purpose:**

The quest will call upon the players ability to navigate the environment, as well as participate in some lower level combat, nothing too intense. They will need to be able to fight and defeat some basic enemies, as well as a tougher enemy or two positioned around where the quest items are found. As long as they can react to and deal with basic attack patterns and the occasional surprise, they should be alright.

·       **Miscellaneous:**

The pieces of technology to be found are a power cell, a replacement shoulder joint, and a cooling unit. Each one has its own description when being carried around, just like any other item.

·       **Quest Playthrough:**

**1.** The Player Character meets Alexandra in an abandoned police station garage, she is welding on some sort of large security robot. Much larger than the others in game. Occasionally a light or two blinks on in its eye, but it is clearly not capable of moving or interacting with anything.

**2.** She greets the player, and explains that she knows who they are, and figures they have the same goal, and that she can help them take out Bandit King Irons with this old robot, but it needs to be repaired. She asks the PC if they’ll help her out, and if they agree, she tells the PC where the items might be found.

**3.** The first item, a power cell, is found in a nearby bank, where it has been locked up by a couple of lowbrow bandits. They carry basic weapons and are fought like any other enemy in the game. Once they are killed the vault door can be opened and the power cell retrieved. There are some other useful materials in the vault if the player chooses to loot them.

**4.** The replacement shoulder joint is found somewhere in the city square, which is rather large and winding, with some of the City’s standard enemies scattered about. Somewhere within the square is a broken robot much like the one being repaired. It presumably patrolled the city square until it rusted and broke down. The broken robot’s logs can be listened to if the player chooses, and they document some of the city’s decline.

**5.** The cooling unit can be found in a very much alive security robot that has been hacked and reprogrammed by local bandits. It is located in a mega-church inside the city, populated by bandits with basic weapons and the more threatening security robot, who serves as a sort of mini-boss. Once it is killed the cooling unit can be taken from its shell.

**6.** All the pieces are returned to Alexandra, who thanks the PC for finding, and repairs the robot so she and the PC can lay siege to the Capitol Building. They then begin a new quest to kill Irons and take down the Capitol.

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        **Quest Name:**

*Things Forgotten*

·       **Quest Type:**

Kill/Fetch

·       **Success Criterion/Criteria:**

The PC’s goal is to collect resources and materials for Shaya, a wandering merchant, who will return the favor by providing various rewards and better sale prices.

·       **Setting:**

This mission requires materials from all over the game world and continues throughout the majority of the game. Shaya can be found in several locations where she will ask for a different resource. However, she can always be found at Vulcan’s Rest, and the quest items can be turned in there at any time. Her dialogue and purpose for being in each location changes depending on both the player’s progression throughout the game and where exactly she is.

·       **Place in Story:**

The quest begins the first time the PC meets Shaya, wherever that happens to be. She can be found on the outskirts of the mining district, foraging in the Bio-Dome in the agricultural district, resting near a broken wall outside the Factory, or praying in the Mega-Church of the City after it has been cleared of enemies. The quest continues throughout the game and is not affected by story progression beyond superficial changes to Shaya’s dialogue and attitude towards the player.

·       **Characters Involved:**

The only two characters involved are the Player Character and Shaya, who is, like the Player, a Spark. Unlike the player, Shaya abandoned the uncertain and dangerous life of seeking The Director to live as a simple merchant. She believes the PC’s quest is foolhardy, but understands their drive, and sells them items to support their quest. She offers discounts and rewards if the player brings her certain items and materials that she requests.

·       **Story Purpose:**

Each item Shaya requests has some significance to the game’s worldbuilding, and Shaya will have some explanation of what each item is and why she wants them. These details do not advance the plot but are world-building elements that contribute to the exploration of the world. For example, she might request the player find some special gears that security robots use, and explain how these gears were designed by Raghav using a blend of metals that prevented rust as part of combined effort with Rosalyn to create more efficient, effective security bots.

·       **Gameplay Purpose:**

The main gameplay purpose is to get the player to explore the world more thoroughly in order to find the items Shaya wants. Sometimes this may require killing certain enemies, other times it may require finding certain areas or looting certain buildings. For example, Shaya might request something like a rare type of flower that is typically used as a gift to the deceased. This would require the player to explore a graveyard looking for these flowers and fighting any threats along the way.

·       **Quest Playthrough:**

(Playthrough assumes that the PC meets Shay in each of her locations around the map)

1.     PC meets Shaya in the mining district. She introduces herself and recognizes the player as a Spark. “I once lived a life much like yours,” she notes. After her introduction, she explains that she traveled to the mining district in search of raw iron ore, which she wishes to bring to a client who forges weapons for a hefty reward. However, she is not equipped to deal with the rabid cultists that live in the mines, so she promises the PC a cut of that reward if they can bring the iron to her.

a.      The player can find this ore by exploring the mines, it is stuck to the walls in some places, found in chests or one enemies as a rare drop, and there is a substantial amount in the boss arena where the PC fights Raghav. It is not required that the player finds all the ore, just a set number of some sort. They can return the ore to Shaya at her previous location, or at Vulcan’s rest, where she gives the player some experience as reward, which doubles as currency. She also laments the fate of the cultists and wishes there had been some other way.

2.     PC meets Shaya in the Agricultural district, foraging for berries. She is looking for ingredients that will cure a rare type of poison, making it very valuable to the right buyer. Shaya remarks that the AI Genevie is very hostile to intruders and if the PC can find the ingredients, she’ll offer them a reward and a sample of the cure.

a.      The player can find these ingredients scattered around the Bio-Dome in the form of berries, some roots, and a fruit. Some of which are protected by animals. They bring them to Shaya and she provides the rewards and wonders out loud why Genevie never tried to leave the Bio-Dome.

3.     PC meets Shaya outside the Factory walls. She asks the Player if they can find some technology scraps she can sell to those looking to upgrade their weapons.

a.      The Player can find these scraps anywhere in the game world by killing robotic enemies, but there is a large concentration of them in the Factory itself. If they return the required number, Shaya offers them a free weapon upgrade, and muses about Rosalyn. Shaya notes that she always looked up to Rosalyn, and figured she was one of the few people still sane after everything collapsed.

4.     If the PC has completed the other three Shaya mini-quests, the PC meets Shaya in the City Mega Church, after it has been cleared out. Here she is praying and does not require anything from the player. She asks to pray with the Player, and they have the choice of whether or not they wish to do so. If they do not, Shaya wishes them well and continues praying silently. If they do, Shaya and the player pray for a moment, and Shaya reveals that she too is a Spark like the player and expresses that she sometimes feels regret for abandoning the hunt for The Director. “Sometimes I wonder what I might have done, might have seen, if only I had soldiered on. Now I am tired, and such things are beyond me. Perhaps there is something to be said for uncertainty.” They finish praying, and Shaya thanks the player for their help so far and wishes them luck in their journey.