

Intro:

Claire grew up as an orphan, not knowing anything past stealing from shops and living on the streets. As she grew up, she became more cunning, able to sneak around and not get caught while also able to talk her way out of situations. When the English first started their siege, it took the entire city by surprise, including Claire. Having been caught robbing a wealthy man of all the money in his safe, she was currently being transferred to a holding cell when a set of bombs from English spies went off inside the city. The guards who were escorting her ran to see while one person was left behind to finish the transfer. Seeing her opportunity, Claire was able to knock him out and free herself from cuffs. The player gains control at this point and the game begins.

Quest 1- The Escape:

- Quest Initiation: None/start of game
- Quest Steps:
 - 1. Interact with Guard's body to steal a sword
 - Learn basic melee combat
 - 2. Make your way out of the prison
 - During the escape, there will be some guards that the player will fight
 - At one point the player will find an armory
 - 3. Fight your way to the exit
 - At this point, the remaining guards are in between the player and the exit
 - 4. Exit the building
- Quest turn in: Interact with the door of the building to leave

Quest 2- Under Siege:

- Quest Initiation: Begins right as the player enters the main city of Paris
- Quest Steps:
 - 1. Make your way off the Île de la Cité
 - In order to escape the island, players must make their way to the southern bridge
 - On the way, English forces will try to attack the player
 - 2. Follow the crowd to the safe location
 - Knowing that England would attack soon, the city prepared designated safe spaces for citizens
 - 3. Talk to Beau
 - After reaching the safe space, a man named Beau made the point that everyone there was a sitting duck for the English; he invites you to follow him to a way out of the city

- 4. Follow Beau
 - The player decides to follow Beau out of the city, claiming he has a way to sneak out of the city without any detection from the English
- Quest turn in: Speak to Beau

Quest 3- City of Bones

- Quest Initiation: Given upon completion of Under Siege
- Quest Steps:
 - 1. Follow and Defend Beau
 - While running to the escape point, British soldiers will attack players; Beau is unable to defend himself
 - 2. Hide from the British patrol in the Alleyway
 - While running, a massive platoon of British forces marches toward Claire and Beau; forcing them off the streets
 - 3. Wait for Beau to open the gate
 - 4. Enter the tunnel underground
 - 5. Follow Beau through the tunnels
 - The underground tunnels of Paris were always a myth to the citizens, things to tell your kids to scare them
 - The deeper you follow, the more bones and skulls show on the walls; this is something you never imagined seeing under your city; the way is unlit and is dark
 - 6. Find Beau
 - You try to keep up, but lose Beau; you wander the tunnels looking for him
 - The player stumbles upon a large open chamber full of what seem to be stone coffins in a circle; a table adorned with skulls lie in the center with an ancient ring, a pistol, and a sword
- Quest Turn In: Interact with the objects on the table

Quest 4- All that Glitters

- Quest Initiation: Given upon completion of City of Bones
- Quest Steps:
 - 1. Equip the items from the table
 - The player puts on the ring knowing they can sell it for money later; the sword and pistol are good defensive and seem better than the old sword from the guard
 - 2. Meet up with Beau

Julian Benchimol
Quest Quiz- Omericon

- After leaving the chamber, the player makes their way away from all the noise going on above them; eventually, the player is able to find Beau who leads them to the exit of the tunnel
- 3. Exit the Catacombs
 - After going through the winding catacombs, Beau and Claire come across a staircase that leads back up to the surface; the two ascend up and come up a ladder that puts them near the Paris wall
- 4. Climb the Wall:
 - Beau indicates that the only way around is up the wall; the pair climb up scaffolding getting higher and higher
 - While at the top of the wall, the player looks at the burning city; while Claire never really liked her life as an orphan, she can't help but feel for the loss of Paris
- 5. Climb Down the Rope:
 - At the top, Beau indicates that he will hold the rope so that Claire can climb down to the ledge
- 6. Defend Beau while he climbs down the rope
 - Once the player reaches the ledge, English forces see her and begin to attack her; she must defend the area while Beau climbs down the rope
 - After fighting, Claire realizes that the sword has a weird symbol on it, and notices that the ring and the pistol share the same symbol; her shots and attacks seem more powerful, knocking back enemies further and creating wounds that glow golden
- Quest Turn in: Speak to Beau

Quest 5- Reclamation:

- Quest Initiation: Speak to Beau
- Quest Steps:
 - 1. Tell Beau about the weapons
 - Beau indicates that his parents would tell stories about witches and necromancers in Paris who stole kids who misbehaved, but always thought they were fake
 - 2. Follow Beau away from Paris
 - The two follow a road until they meet a squad of Englishmen at an encampment; as they approach, the weapons start glowing gold; Beau indicates that Claire should try to fight the soldiers
 - 3. Kill the Soldiers

Julian Benchimol
Quest Quiz- Omericon

- Claire lines up for a shot and when she pulls the trigger no sound is made, but the soldier has a golden splotch on his coat; he starts attacking his other soldiers
- 4. Take back the camp
 - The two decide to keep the camp as a base of operations outside of Paris; with the power of the pistol, sword, and ring maybe Paris can be saved
 - Claire thinks to herself: "If these were in the tunnels, what else could be down there."
- Quest Turn In: Talk to Beau