Prince of Persia: The Two Thrones

Prince's Dilemma

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Introduction to Narrative Design (GDSN500)

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Game Title: Prince of Persia: The Two Thrones

Genre: Action-Adventure, Platformer, Hack and Slash

Core Gameplay Loop:

- Navigate through immersive and complex environments while solving the puzzles.
- Engaging in serious combat mechanics with melee weapons with Hack and Slash Mechanics.
- Use Time to your Favour and collect sands, unlock new Time Manipulation features like Rewind, Slow Down and Freeze Time while progressing in the Game.
- Use special mechanics like Speed Kill and learn to time your attacks for critical hits on the enemies.

Overall Narrative

The Game follows as the prince returns to Babylon with his girlfriend Kaileena in a boat, only to find his Kingdom getting infiltrated by enemies, a Kingdom full of chaos and war. Set after years of Prince of Persia: The Warrior Within. Narrative involves Prince battling his way through the city and ultimately has to confront the Vizier, the one who took over Babylon. On his way to his kingdom, their boat gets hit by a fire cannon which leads to a wreckage of the boat and Prince loses Kaileena and he reaches the shore unconsiously wakes up to see that his girlfriend was captured by the guards. Now, the game has set difficulties for the prince to save his kingdom and also save his Kaileena alongside Prince constantly fights his inner darkness which leads to a corruption on his right arm slowly taking over him in the game gives us the **The Dark Prince**, who emerges whenever the prince is exposed to sands of time. The "Sentence" applies here as the Prince tries to save his kingdom and loved one's, but his internal and external threats challenge his result of succeeding in the battle.

The Dark Prince (Wikipedia):

The Prince also develops a split personality, known as the Dark Prince, and this alter ego constantly bickers with him in his mind about right and wrong as just an inner voice for most of the time. At certain times, the Prince will automatically and physically transform into the Dark Prince, which the player cannot do at will. During these times, however, the Prince retains control of his body, and the player still has control over the character. When controlling the Dark Prince, the player loses the ability to wield a secondary weapon, instead using the "Daggertail", a bladed whip fused to his arm. This special weapon can slash enemies at mid-range and is critical to pulling blocks out of walls and grappling along torches or high bars to cross long gaps. The Dark Prince also constantly loses health as a result of the semi-transformation, with eventual death from the loss. He goes back to full health whenever he collects Sand, from either a monster or object.

Narrative Category

Gameplay/Narrative Balanced. The Narrative is as important as the gameplay in this game. You cannot take away the story and you cannot take away the gameplay. With the story driving the player's motivation and gameplay delivering the experience. Immersive gameplay with Narrative tension and player's interaction with the world and the challenges he faces with his inner self constantly talking to him makes the game perfectly balanced with story and gameplay.

Player Character(Prince):

Good Qualities:

- **Brave :** Willing to face any danger to save his kingdom and loved ones.
- **Resourceful:** Utilizes environment and tools effectively.
- **Loyal:** Deeply cares about his kingdom and people.

Bad Qualities:

- **Reckless:** Often acts without thinking.
- **Haunted:** Struggles with the dark influence of the dark prince.
- **Stubborn:** Takes no help from anyone.

Nuance

Prince has a love for music, he enjoys playing flute during his rare moments of inner peace. He carries his flute with him everywhere and relaxes with sweet music whenever he gets a chance.

Player Speed and Health

Prince is considered to be a high speed warrior and it becomes crucial for parkour elements, quick combat and dodging the enemies in the game. Prince is a **Fast Character** with **High Speed + Medium Health,** making him confident and aggressive and also vulnerable if not played carefully. He's a risk taker, as he balances speed with a reasonable health pool.

When it comes to the **Dark Prince**, he's considered to be a high speed warrior as well. The Dark Prince is a **Fast Character** with **High Speed + Low Health**, Player character attributes being same as normal prince in case of being aggressive and confident and he does more risk taking than the Prince as there's a twist with the Dark Prince, his health constantly depletes over time, requiring the player to absorb sand from enemies death or environmental props to heal.

Target Demographic: Aged 15 - 35, Male and Female.

Quest Overview

The Quest happens in the middle of the game, right after the corruption takes over the Prince which leads to a Transformation into Dark Prince. This Quest allows the player to test the abilities of the Dark Prince mechanics, providing a unique challenge and complex narrative.

Summary

The quest revolves around the Prince struggling to maintain his human form over the constant talking of Dark Prince within him. He must go through the treacherous part of Babylon and rescue a captured ally named Farah. Farah is the Princess of India, she's the daughter of Maharajah, she's the keeper of Medallion of Time. Farah aids the Prince in his effort to recapture the Sands of Time when he released them in Azad and again in Babylon after the death of Kaileena resulted in the release of Sands of Time for the Second Time. She holds vital information about the Vizier's plan of completely taking over Babylon and ultimately ruling over Persia with his vicious acts. Prince playing as Dark Prince learning his new mechanics, facing new enemies. Dark Prince cannot wield a secondary weapon and can only use his Daggertail with constant depletion of health. Player has to protect Farah from the Vizier's men and try to control the darkness within him or he can also obtain an ancient artifact which would give him immense power and lead to a faster route to Vizier at the end of the quest. In the Quest the player tries to get back to his human form and keeps on fighting with his inner darkness. But he could switch depending upon the specific environmental hazard which is set to be faced next. In the original game outside the quest, Player has no control over the duality. The Dark Prince will take over the prince whenever the sands are exposed to the corruption on the prince's arm. Quest fits Aristotle's definition of a good story as the player has to face challenges with the change in the world and new player character mechanics. This Quest will have a pivotal moral choice that will impact the Prince's journey and game's outcome.

Gameplay in the Quest

Gameplay in this quest will be different and you will play as The Dark Prince and learn his new mechanics of combat. But platforming and puzzle solving will be the same as what we play as the Prince. The quest will emphasize the duality between the Prince and the Dark Prince, introducing sections where players must switch between these two characters depending on the specific challenges. Dark Prince Daggertail weapon is an added mechanic and the player will learn how to wield that weapon which will be crucial but comes with a cost of losing health constantly. Players must balance the gameplay with strategic thinking.

Key Gameplay Features

- **Platforming:** Players must go through complex environments including wall running, using daggertail to extend the run on the wall and using both abilities of Prince and The Dark Prince.
- **Combat:** Players will encounter enemies who can only be defeated by The Dark Prince, his aggressive fighting style and contrasts with Prince's balanced approach providing variety in the combat.
- **Puzzle Solving:** Environmental puzzles will have different approaches depending upon the player character and player has to utilize both of their unique abilities and encourage players to think creatively for the advancement in the Quest.

Rewards

- **Serpent Sword (Saving Farah)**
  By completing this Quest, Player will gain a new sword called the **Serpent Sword** which is a permanent secondary weapon for the Prince. This weapon gets charged every time by feeding enemy sands. Upon charging the player can use an ultimate blow attack from this weapon where he can take down 3-4

enemies(Low Level) and 1-2 (Mid Level enemies) in a Single hit to the ground after a full charge. Prince will also get a Slow Time Manipulation reward, where he can slow down time during the combat to gain advantage.

- **Taking control over the Dark Prince (Switch Mode by Obtaining the Artifact)**
  By completing this Quest, Player can gain control over the Dark Prince, Player can switch from Prince to The Dark Prince at any time of the game. Player will unlock a Sandbar UI, which will get filled by killing enemies. Killing 5-10 normal enemies would fill the bar and the player can switch to the Dark Prince at his will. Prince will also get a Freeze Time manipulation reward, where he can collect sands and use them to freeze time for a few seconds. Also gets a faster route to confront Vizier and save his kingdom quickly.

Moral Choice

At the end of the Quest, Player has to make a moral choice of obtaining the artifact or saving the Farah.

- **Saving Farah**
  This choice represents a Role-Playing opportunity , showcasing the Prince's loyalty and humanity to his ally over his personal gain. It challenges the player on the importance of relationships and ethical considerations.

- **Obtaining the Artifact**
  This choice represents a Moral Discernment, allowing the player to gain the path of power and ambition. It reflects the player's desire to achieve the goals in a faster way but with the cost of losing an ally.

The Final Quest

Cutscene 1

INT. Dark Tunnel

The Prince lies unconscious on the ground, his arm is being corrupted by the sands of time. His eyes flicker open, he is filled with pain and confusion. The camera slowly zooms on his arm and follows the corruption spreading and Prince turning into The Dark Prince.

Dark Prince voice(Taunting)
"Welcome to your True self, Prince. Embrace the darkness within you."

Prince struggles to stand up on his feet as he's filled with immense pain.

Camera slowing closing on Prince face

Prince voice (In Pain)
"Arghhhhh!!!!! I won't let you take over me!!!!"

Dark Prince voice(Laughs in pity)
"Too late Prince, now you'll run in my shadows"

Prince voice
"What is this thing? Who are you?**"**

Dark Prince voice
"You'll find out!! Hahaha"

"*Prince Transformed completely into The Dark Prince"*

Cutscene 2

INT. An Ancient Chamber

Prince turning back to his human form. Camera shows the transformation and slowly the corruption gets back to normal and shrinks. Prince breathing in relief. About time prince has to make a decision whether to save Farah or Go for the Artifact.

"*Prince transforming back to his human form"*

Prince (sigh of relief from pain)
" Finally!! I'm here, I don't know what has happened to me."

Dark Prince
"Well done, Prince!! Now let's get the Artifact and see its power."

Prince
"Shut up!!!"

Dark Prince
"Get that power Prince, and we'll rule Babylon again in no time."

Prince
"Stop talking to me."

Dark Prince
"If I were you, I wou……..

Prince
"Damn you!!! I'll do what needs to be done."
Prince now has to make the Moral choice. Save Farah or Take the Artifact

NPC Quest Giver

Sabrina, a witch hiding Babylon secretly waiting for the arrival of the Dark Prince. She's here to help the Prince and she knows just the Prince cannot handle the Vizier and she knows what sands of time could do to the prince.

Sabrina: Ah!! The Dark Prince, I've been waiting for you in Babylon for a long time now.

The Dark Prince: Who are you? What do you want?

Sabrina: Princess Farah has been captured by Vizier's Men, you need to rescue her. She's trapped in the ancient chamber. You can either save her or get the Ancient Artifact.

The Dark Prince: Oh!! That poor little girl, I see. (**Inner voice from Prince :** She helped find new ways in Babylon, we need to Protect her). Shhhh!!! Stay calm Prince, I'm talking here.

Choices

What do you know about Farah's capture? (Tell me more)

What's with the Artifact? (Surface level Choice)

Why should I help Farah, I could just take the Artifact? (Deep choice)

Alright!! I'll help a human now, I guess. (Advancer)

I'm just born, I don't care about anyone. (Resolver)

If,

The Dark Prince : What do you know about Farah's capture?

Sabrina: I've been hiding in this Babylon for many years now. I have my little birds, and Farah holds crucial information about Vizier's plan on taking over the kingdom.

If,

The Dark Prince: What's with the Artifact?

Sabrina: It's an Ancient relic with immense power which could help find Vizier faster and gives more strength.

The Dark Prince: Ouuu!! Sounds Delicious, (**Inner Prince:** Are you serious?) Keep Quiet Prince, Elders are talking here.

If,

The Dark Prince: Why should I help Farah, I could just take the Artifact?

Sabrina: Either way it's gonna help you. It's your choice prince. Depends on how fast you wanna get to that Vicious Vizier. Everything comes with a cost.

If,

The Dark Prince: Alright!! I'll help a human now, I guess. (**Inner Prince:** Yes!! Let's bring her back)

Sabrina: Wonderful, here use this map to track her down.

If,

The Dark Prince: I'm just born, I don't care about anyone.

Sabrina: I guess I was wrong. Maybe Prince would have a perfect choice.

Quest Outline

Player starts off in a Dark Tunnel after an encounter with Sabrina. Player would find this quest in a little cave where he could hear some weird noises, and as they tend to go there they see Sabrina the Witch who then gives us the information about Farah and the Quest. Player then receives a map to find that Ancient chamber where he has got through the puzzles and dangerous hazards constantly switching between Prince and The Dark Prince which they have no control over. Player has to defeat some low level enemies along the way and goes up to a Mini Boss fight who holds Farah as captive. Player has to defeat the Mini Boss to save Farah or choose another door on his right at the end of the chamber where he could get the relic.

Barks (Vizier's Men) (Sand Guards and Archers)

IDLES

- "Huh!! These chambers stink, I wonder who cleans them."
- "I hope my arrows will be fine, when I have to use them."
- "I don't know how our boss Vizier turned into a Monster with those weird wings around him."
- "Man, I need some rest. I've been standing here since forever."
- "Have you guys seen the Klompa, the warrior from the arena?"
- "Klompa has turned out to be super gross after the opening of sands of time."
- "Talk less and Fight More people, Vizier's always watching us"!!
- "Alright!! I'll go for Patrol again."
- "Humming and singing"
- "This city is full of chaos."

SEES PLAYER - INVESTIGATING

- "What was that noise?"
- "I think I saw someone."
- "Something's not right, Check the area."
- "You guys heard that?"
- "Stay alert, I think we got company."
- "I just felt a heavy breath, was that you(fellow archer)?"
- "God knows what's going on here, very fishy."
- "(After the sound of Daggertail) A chain?, who's carrying a chain?"
- "Trust me, I don't feel right." Stay on your Toes.
- "Show yourself Prince, fight like a Man"

SEES PLAYER - ATTACKING/CHASING

- "It's the Dark Prince, Get him."
- "He found us, Fight back."
- "Protect the artifact at all cost."
- "We can't let him through, Stop him."
- "There you are, prince. Kill him"
- "I'll make you eat my arrows."
- "You're so dead, now Prince."
- "He's got Daggertail, Defend and Attack."
- "He shouldn't get to the artifact."
- "Vizier will reward us greatly, we need to kill him."

CHASING/FIGHTING

- "I'll put my life in front to stop you."
- "Let's see if you could dodge my arrows."
- "Vizier is the Ultimate ruler."
- "Push him back."
- "We can't lose to this little prince."
- "He's taken out the archers, get ready people."
- "Sand guards, show him how it's done."
- "Surround him"
- "We need more reinforcements."
- "Killing is all we need."

CATCHES/KILLS PLAYER

- "He's down, Get him now."
- "Take control and Finish this rat."
- "We have him, make sure he's gone for good."
- "We have to kill him, that's the order from the boss."
- "Kill him and we'll celebrate his death."
- "Do what needs to be done, which means killing."
- "Capture him and Tie him up the ropes."
- "Finish him off already, such a pain."
- "Take his soul out, we'll feed on his sands."
- "Got him, hold him tight as we chop his head off and present it to Vizier."

PLAYER DEATH REACTION

- "Poor little rat lying on the ground."
- "The Dark Prince couldn't even handle us, such a waste."
- "Back to Patrol, people."
- "Easy kill."
- "Who's the prince now, more like Where's the Prince now?"
- "Oh, Tiny Prince."
- "All that running for this."
- "He's gone, let's move."
- "I guess we can rest now."
- "I'm so tired of killing people, even if it's a prince."

RETURNING TO IDLE

- "My arrows did work better this time."
- "Okay, time for a nap."
- "Do we still have to stay on guard?"
- "I can't do this anymore, I'm tired."
- "Can someone get me food?"
- "Does anyone know about the artifact and why is it even protected?"
- "Villagers keep talking about this weird dark prince, and we just killed him. Hahaha"
- "About Klompa, how did he even survive the sands?"
- "Why are we even here, let's go to the boss and celebrate."
- "I need to take singing lessons from you."

SCRIPTED SEQUENCES

Sequence 1

A scripted sequence occurs when the player enters the room(Ancient Chamber) where Farah is held captive. The room is empty and the player could see Farah lying on the floor without any consciousness. As the player moves forward The Mini Boss jumps on the player from the sky on his back and attacks(Bites) the player. Everything happens when the player is in control of the character, and he has to defend himself while trying to throw mini boss off his shoulder.

I chose the Scripted Sequence instead of cutscene to add an element of surprise for the player. Because cutscene won't be that effective as a Scripted Sequence in this area.

Sequence 2

A Scripted sequence occurs when the player(Dark Prince) tries to cross the bridge with the daggertail by swinging and at that moment the bridge collapses and Prince falls down while trying to control the fall by dragging his dagger on the wall and ultimately falls in the middle of enemies and the player has to fight. Players could easily adapt this Scripted sequence and they will be trained on how to handle falls in the in progression of the game.

I chose this Scripted Sequence over a cutscene as it adds a layer of surprise for the player and when the player is not ready to fight and he's in the middle of parkour. This is just for a player's shock in the game.

Audio Logs

1) Near the Gate, at the end of the Tunnel, on the shiny leaf.

"Prince has come along this far in Babylon, hope he finds his inner peace as quickly as possible."

2) Near the save game, The Water fountain(where player has to drink the water in order to save the game progress)

"Vizier's plans are so vicious, if he goes any more rogue, he could take over the entire Persia. We need to stop him as quickly as possible."

3) Near a broken statue

"We heard rumors about the Prince's return, can he save us?"

4) At the broken temple

"Vizier's Men are everywhere, War and Chaos all over the place"

5) Near Sabrina(The Quest Giver)

"I shall rule this place, everyone's under my control. Babylon is mine."

NPC QUEST GIVER RESOLUTION

Witch shows up to prince after he gets out of the Ancient Chamber

IF
The Prince and Farah returns,

Sabrina: You have chosen to tie with Princess Farah again, Prince?

Prince: I've already lost so many people in my life, I can't lose more. I'll take the hard way to get to Vizier.

Sabrina: Alright, Prince!!! Do the best with your new Serpent Sword.

IF
Only Prince returns to Sabrina,

Sabrina: Aha!!! I know how eager you're to take down Vizier. Relic would help you get there faster and you're stronger than before.

Prince: I need to save my kingdom, and I'll do it at all costs.

Sabrina: Go ahead!! Vizier would fall weak in front you now.

DLC

Title: Prince Duo Ending

DLC Type: Episodic Release

DLC Description: After the events of the quest Prince's Dilemma, near the confrontation of Vizier. Prince and The Dark Prince split up and The Dark Prince can be seen as a whole other person in front of him. Prince and The Dark Prince team up and fight the Vizier. Player's can switch between two in a for different attacks. When you play as The Dark Prince, you can see the Prince fighting the vizier and you're fighting The Vizier alongside him the same goes with the Prince. This an episodic release as the Prince at the end of the game tries to find peace with his inner darkness which leads The Dark Prince out of his body. In the original game, The Dark Prince leaves him alone and the Prince has to fight the mighty vizier all by himself.

This sequel can be integrated in the game easily without damaging the game as it only comes at the ending and Fans are always looking for Fun and Exciting ends.

WHY BUY? : The constant battle between the Prince and his alter ego leads to different events in the game. This Prince Duo Ending will help players to understand what the prince was actually going throughout the game. The conversations between them gets deeper which increases the rich narrative of the gameplay. Finding his inner peace, making a duo with his alter ego, everything will lead to a different play style at the end of the game. Final confrontation by the Duo, making it a must-play for the fans.