



*Figure 1: Beach cove & Cavern*

# DOS2: The kid's rat

## Quest Design Document

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Versioning Table:

Version	Description	Date
0.1	Document created, generic information	28/05/2018
0.5	Pacing, requirements, Quest Flow, backstory, context	10/06/2018
0.6	Walkthrough, Quest Flow modification	12/06/2018
0.9	Dialogs Overview	18/06/2018
1.0	Document finisled + dialogues modifications, Quest Flow modification	21/06/2018
1.1	Grammar	29/06/2018

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# Quest Design Document

## I. Generic information

### A. Player target

This side quest is designed for newcomers to DOS2, with less than 3 hours of game time, and they don't know every basic mechanics, yet.

### B. Interest

"The kid's rat", is an optional, non-linear side quest for the base game *Divinity Original Sin 2 Definitive Edition*, giving players with the *PetPal* ability (which allows players to talk to animals) more depth and choices leading to different endings. This side quest also reinforces the mechanics that allow players to clean poisonous surfaces, with water barrels.

### C. Location

This side quest is obtainable inside the ghetto of Fort Joy near a small beach cove and is enabled by the player by talking to an NPC (Melvin).



### D. Pitch

While exploring the **SOUTH coast of the Fort Joy ghetto**, the player is drawn into a **small cove**, set up as a camp, by a little boy looking for his pet rat and asking the player to go find it.

By talking to the **boy's older sister**, the player can find out where the rat went, and retrieve the key to the previously inaccessible **beach's cave**, the place where the rat fled.

The player enters the cave which happens to be infested with poisonous frogs and puddles of poison, he can cross it by killing them all or traverse discreetly. Then he arrives at a room in the cave where a man and the boy's rat are found.

The player can talk to the elf who explains his backstory to him and the player realizes that he is crazy and that he thinks he is a rat's servant. The player can find a compromise with him by retrieving a rat skeleton by killing a boss, by bringing back the quest object the elf will enchant the rat who will blindly follow the player to a little boy.

During this conversation, the player can annoy the elf who resents him and attack him, which will make the rat flee and will never be accessible by the player again, who will come empty-handed to the little boy.

The player can also talk to the rat and kidnap him. By doing so the player can fail which will make the rat flee and the elf will attack the player. Or the player can successfully kidnap it and place it in his inventory, but the elf will have noticed it and will attack the player.

If the player has the PetPal talent he can talk to the rat and learn about his miserable living conditions with the little boy. The rat will offer him a deal to recover a rat skeleton in order to cheat his death with the little boy so that he can leave him alone. By doing so the rat will give the player a valuable item as a reward.

Finally, if the player returns to the little boy without the rat he will not get a reward and the kid will be sad, or he can come back with the rat in his possession and the boy will be happy and the player will receive a reward from him.

## II. Requirements

Description	Type	Priority
Melvin, a small boy children	NPC (Mesh, Texture, AI, Animation, etc.)	High
Jade, a young woman	NPC (Mesh, Texture, AI, Animation, etc.)	High
Paleph, an adult elfe	NPC (Mesh, Texture, AI, Animation, etc.)	High
Nugget, a brown rat	NPC (Mesh, Texture, AI, Animation, etc.)	High
Beach, location	Aesthetics kit (mesh, textures, ambient sound & music, etc.)	Medium
Cavern, location	Aesthetics kit (mesh, textures, ambient sound & music)	Medium
The key allowing players to enter the cavern	Quest Item (Mesh, Icon, etc.)	High
Nugget as an item	Quest Item (Mesh, Icon, etc.)	High
Nugget's valuable golden tooth	Quest Item (Mesh, Icon, etc.)	High
A rat skeleton	Quest Item (Mesh, Icon, etc.)	High
Melvin's Worn Teddy Bear	Quest Item (Mesh, Icon, etc.)	High
Quest Flow	Osiris Script in the Story Editor	High

### III. Development Schedule

Milestones	Date
Quest Design Document (QDD) & Level Design Document (LDD)	10/06/2018
Quest's Flow Script (Osiris in the Story Editor)	15/06/2018
First Level Pass	20/06/2018
Playtests Session	21/06/2018
Second Level Pass with some aesthetics	25/06/2018
Aesthetics Finalized	30/06/2018
Deadline	01/07/2018

### IV. Context & characters backstory

#### A. The beach's cove

The beach's cove that has crashed many ships and is covered with debris.

#### B. The cavern

It is located under the ocean. Many sourcerers occupants have found it to hide from the magisters who want to imprison them. Unfortunately for them, one day, some toxic amphibians came out of the walls and holes of this cavern to invade the occupants. They had to flee in a hurry, and some of them died, others are still inside, trapped.

#### C. Melvin

Jade's younger brother is very young, (11 years old), human, often excited and very emotional. He and his sister are sourcerers, and arrived on the island of Fort Joy by ship, escorted by some magisters, to take them to prison, in Fort Joy. Fortunately for them, their turn has not yet come, and they are waiting.

#### D. Jade

Melvin's older sister is a young woman, (24 years old), human, not very adventurous, who likes to rest and play cards. She is quite strong at cards and brings her winnings (food, furniture, etc.) from the games she wins against other players in the ghetto of Fort Joy.

### E. Nugget

It's a little brown rat with a golden tooth. Sometime before he was Melvin's rat, Pepite was a magister's companion on a ship. One day his companion was imprisoned for some reason, and Nugget decided to save him by biting the chains to save him. He succeeded but lost one of his teeth in the effort. The Magister, as a token of his gratitude, offered him a new one in solid gold.

One day, their ship broke in a storm and Nugget's companion drowned, but he managed to survive by drifting on the debris to Fort Joy. Little Melvin found him on a beach and picked him up, cared for him and took care of him. Then he started playing with him, but he didn't realize that he was hurting him while playing.

### F. Paleph

He is an elf (elve), who was in the beach's cove cave when the toxic frogs invaded them, but Paleph was asleep at the time and did not want to be disturbed. When he woke up, no one was there but him, and he got stuck in that cavern. Since then, it has been feeding exclusively with the cavern's mushrooms, which has probably changed its perception of the world. He is a bit crazy.



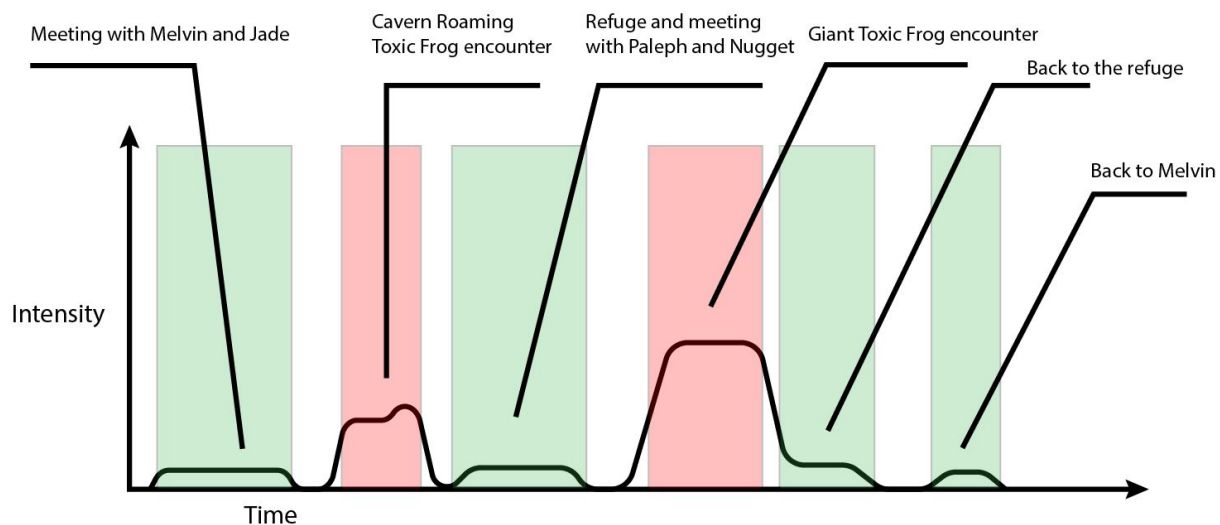
## V. Walkthrough

### A. Pacing and gameplay beats

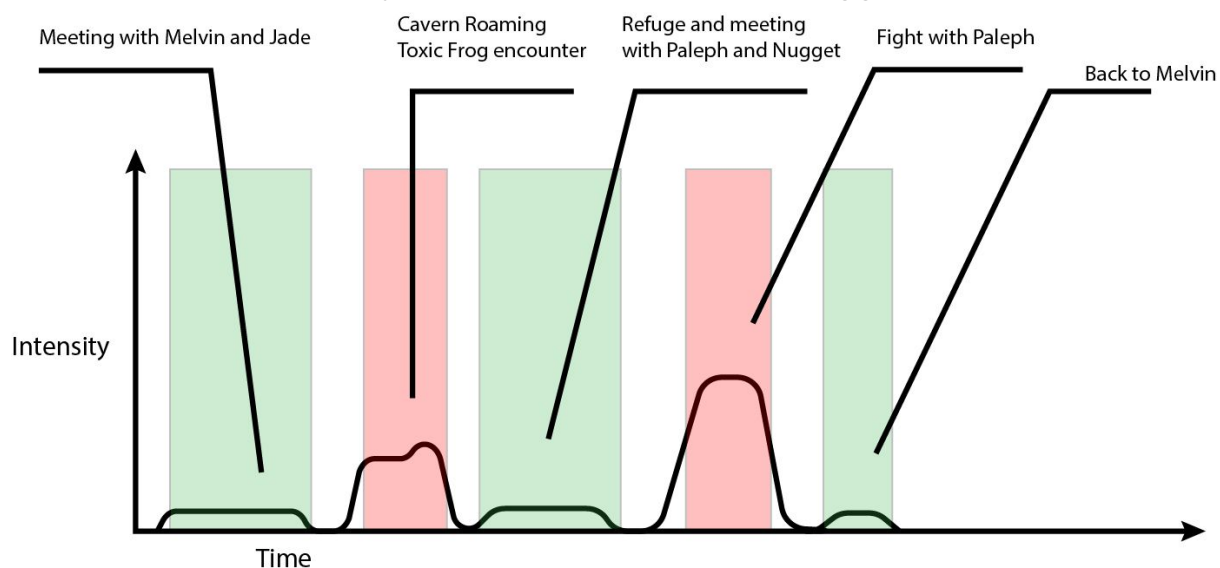
**Green:** Dialogues.

**Red:** Combat.

#### 1. A player bring back Nugget to Melvin & A player who saves Nugget



#### 2. A player who attempt to steal Nugget or upsets Paleph



## **B. Before the quest starts**

The player while roaming the south side of the ghetto of Fort Joy discovered a path and a kid is yelling a name. The player can talk to all of the quest NPC before even starting the quest. Each NPC will have a dialogue loop, with the exception of Jade who will tell some backstory about her and her brother, also if the player engages a dialogue with Melvin the quest will be initiated.

## **C. Talk to the Kid (Melvin) to initiate the quest**

The player talks to him to initiate the quest. The player has to find Melvin's lost a brown rat named Nugget with a golden tooth.

## **D. Find a way into the cavern**

### **1. Talk to the kid's sister (Jade)**

The player talks to Jade, he can learn more information about the backstory of her and her brother, and finally get the key unlocking the cavern entrance.

### **2. Another way**

The player can break the door using force (spells and weapons).

## **E. Explore the cavern looking for the kid's rat**

After retrieving the key, the player heads for the entrance to the cave at the end of the creek.

Once inside the player sees a direct puddle of poison as well as barrels of water to pass through. The first puddle of poison/water is used as a tutorial for using barrels on a surface.

As he continues into the cave, the player sees poisonous frogs patrolling. He can try to pass discreetly by hiding behind covers or attack them directly with the help of a rock allowing him to climb up (amplified damage for distance damage).

## **F. The refuge**

Player has arrived at a refuge inside the cavern and is exposed to the rat (probably the kid's rat) and an elf.

## 1. Talk to the elf Paleph

- a) Player engaged a conversation with the elf and he explains his backstory and the fact that he is a bit crazy. The player can play the elf's game and cooperate or he can confront him.
  - (1) If the player confronted him the elf attacks the player, the rat fled and is no longer obtainable.
  - (2) If the player decided to cooperate the elf will ask for him to kill the giant toxic frog and retrieve him some old rat skeleton (quest item) from its stomach in order to craft a magic spell that will deliver the player the rat.

## 2. Talk to the rat (Nugget) without the petpal ability

- a) Player initiated a dialogue with the rat and he just says "Squeak!" because the player can't understand rat language, but he has the choice of trying to steal the rat or leave him.
  - (1) If the player decided to leave the rat, nothing happens and he can talk to the elf next.
  - (2) If the player tries to steal by engaging a dialogue persuasion challenge, a dialogue choice taking into account player's Finesse skill level.
    - (a) If the player failed, the rat bits the player and fled, then the elf confront the player by attacking him.
    - (b) If the player succeeded, he grabs the rat, hides it into his inventory and can now return to the kids delivering his rat. Also if the player drags and drops the rat icon from his inventory to the world the rat will flee and never be obtainable ever again.

## 3. Talk to the rat (Nugget) with the petpal ability

Player initiated a dialogue with the rat and he explains his backstory and the fact that he is in a very good place right now and doesn't want to return to the kid who abused him worst than with the kid's worn teddy bear. The rat will ask for the players help in order to fake his death to Melvin (the kid) so that he will be definitively in peace and the kid will probably stop looking for him. The rat asks from the player to kill the giant toxic frog and retrieve some old rat skeleton from his stomach as a reward the player will receive a golden tooth (valuable object).

## G. Kill the giant toxic frog and retrieve some old rat skeleton

The player is confronted against a boss, kill it, loot some old rat skeleton (quest item) from its inventory and can open a chest as a reward.

## H. Return to the refuge

If the player had to kill the giant toxic frog.

### 1. Talk to the elf, Paleph

Player gives some old rat skeleton (quest item) to Paleph, then he cast a spell onto the rat that now blindly follows the player.

### 2. Talk to the rat, Nugget

Player gives some old rat skeleton (quest item) to Nugget, then the rat gives him his precious golden tooth (can be sold at 300 gold).

## I. Return to Melvin

- If the player successfully brought back the rat to Melvin, by stealing him or enchanting him, then the kid will give his worn teddy bear as a reward. The worn teddy bear is actually stuffed with 200 gold inside.
- If the player failed to bring back the rat to Melvin, by being attacked by Paleph or by failing at stealing the rat, then Melvin will be sad and disappointed and will not give you any reward.

## J. After the quest is done

Following the quest events Melvin, Jade, Paleph, and Nugget will answer to the player with various dialogue loop.

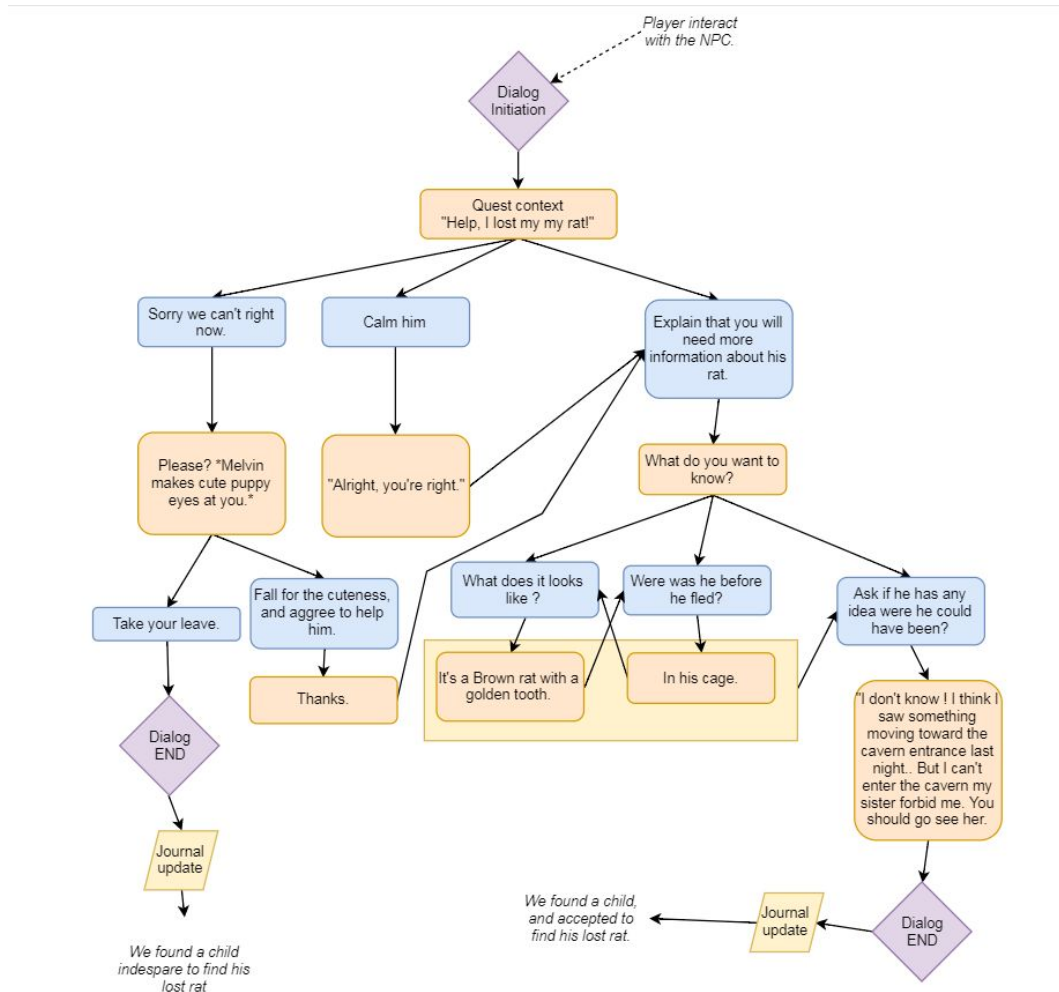
## VI. Dialogs Overview

### A. Legend

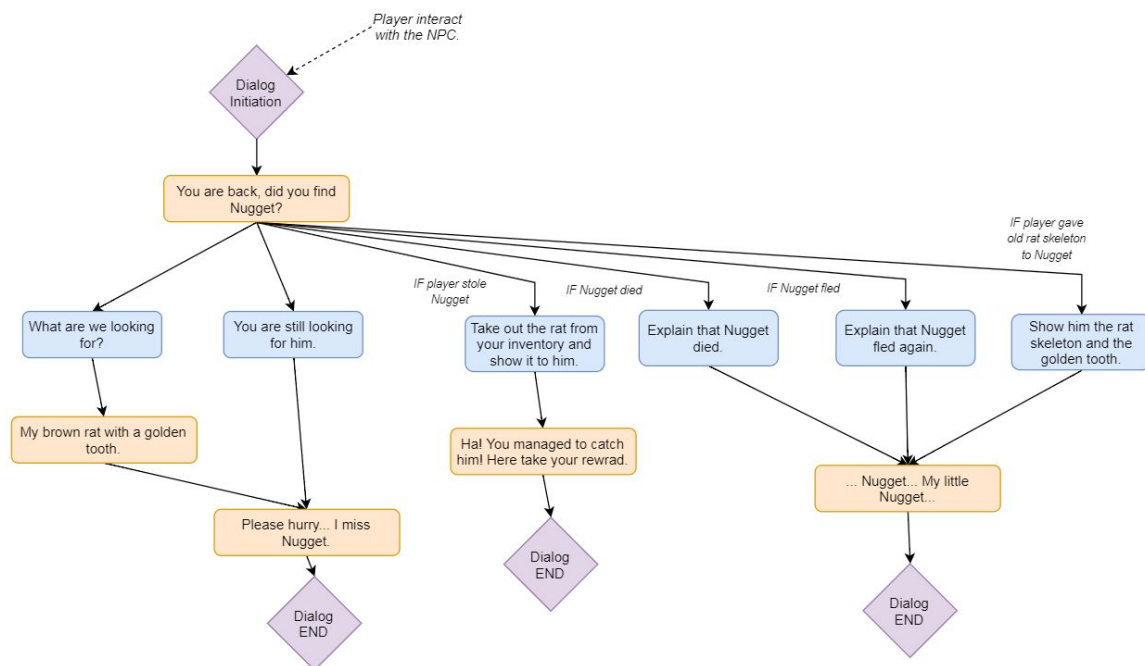


### B. Melvin

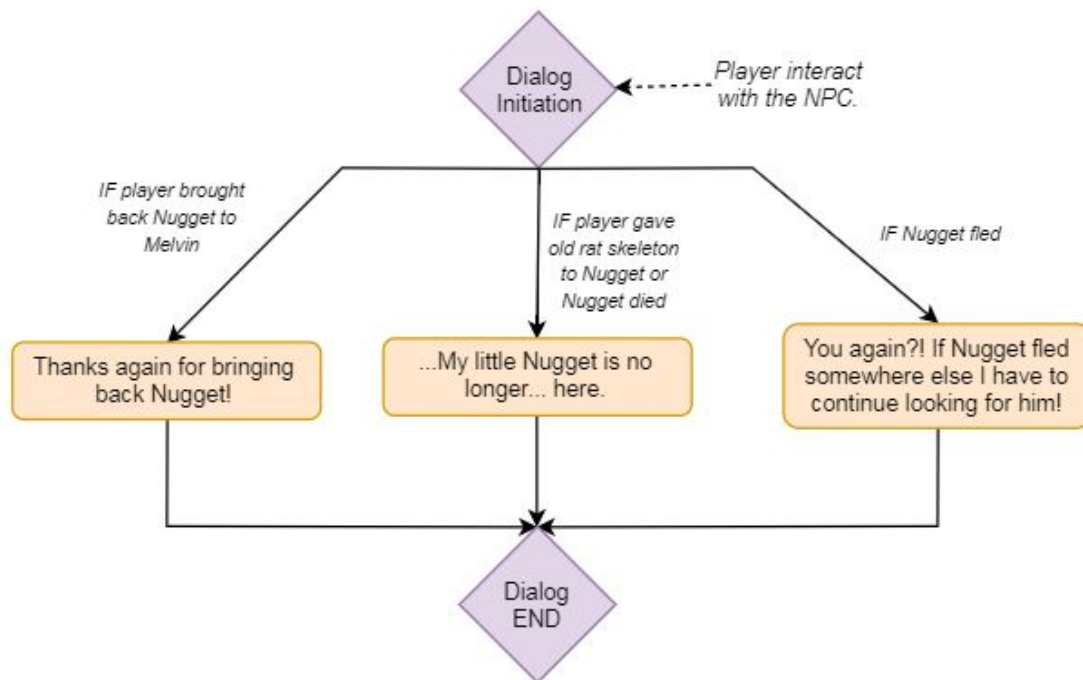
#### 1. Before the quest starts



## 2. During the quest

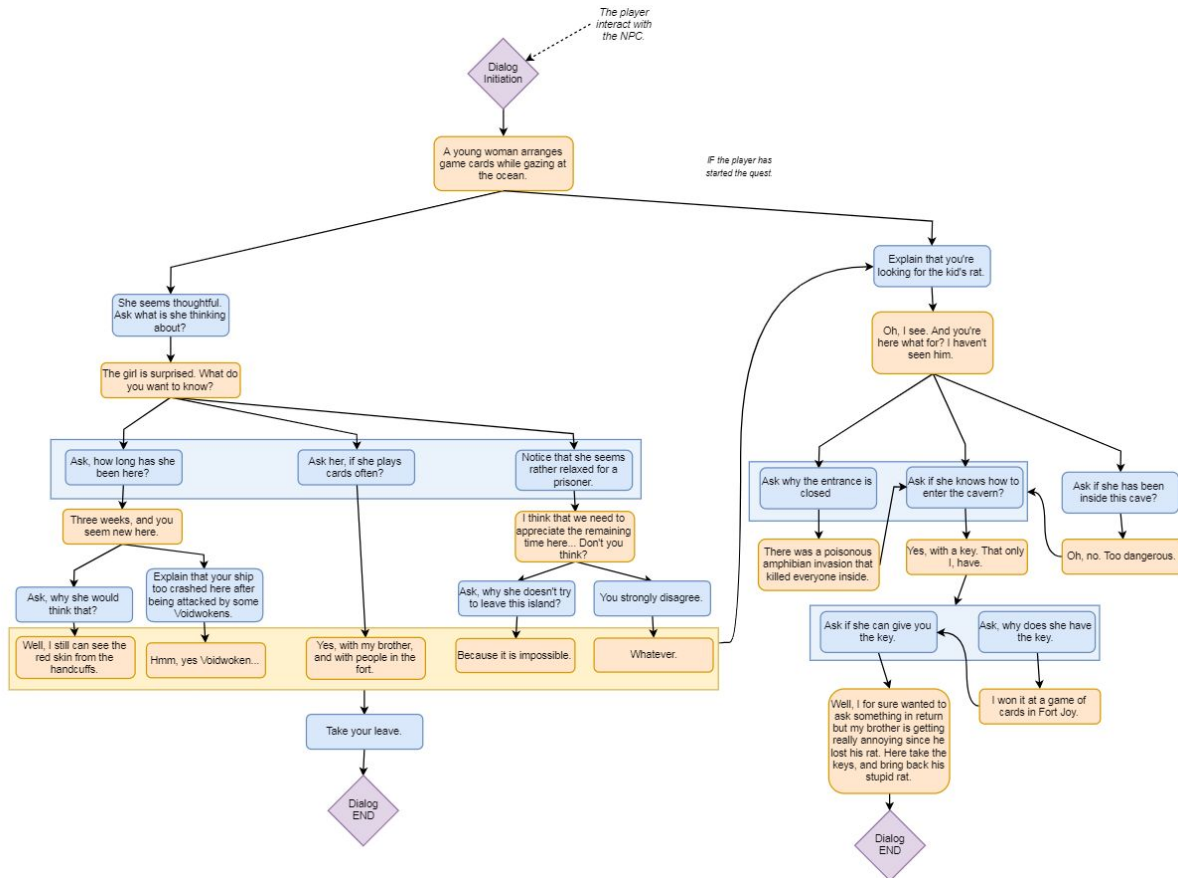


### 3. After the quest

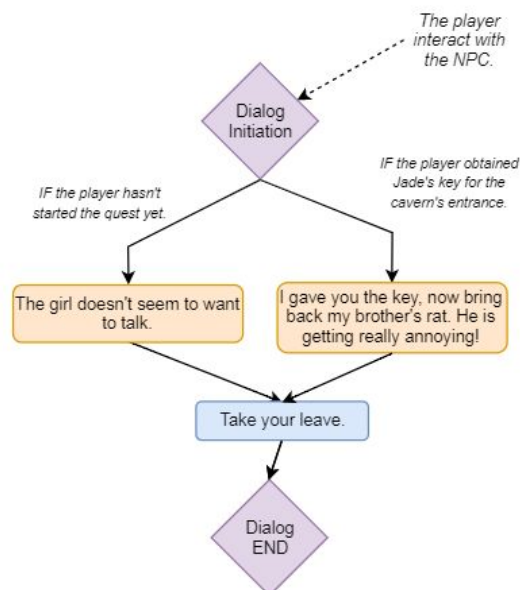


## C. Jade

### 1. Before the quest starts & During the quest



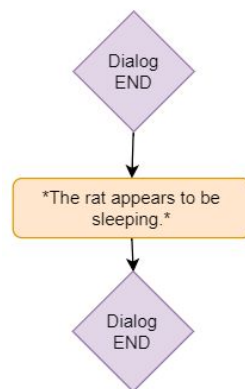
### 2. After the quest





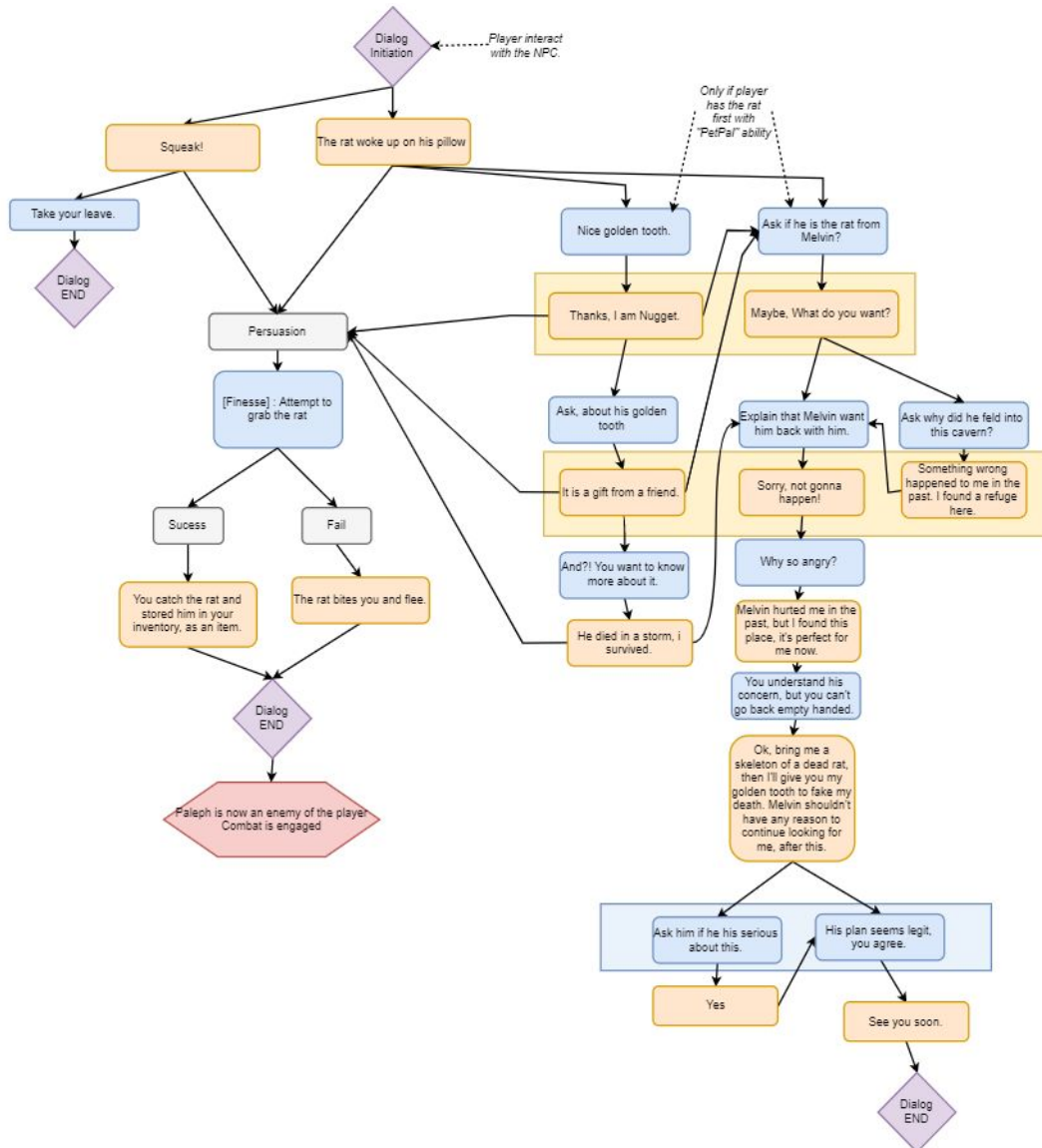
## D. Nugget

### 1. Before the quest starts

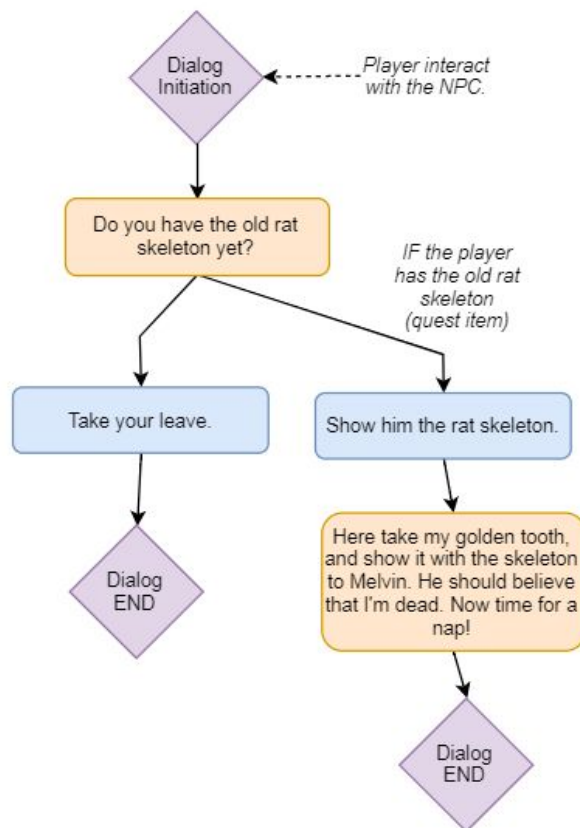


## 2. During the quest

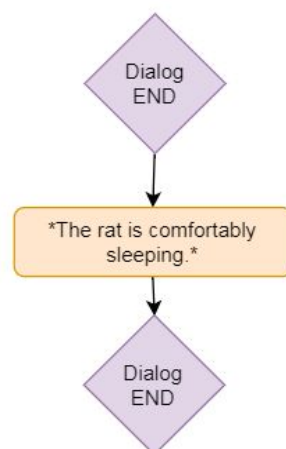
### a) First interaction



### b) Second and plus interaction

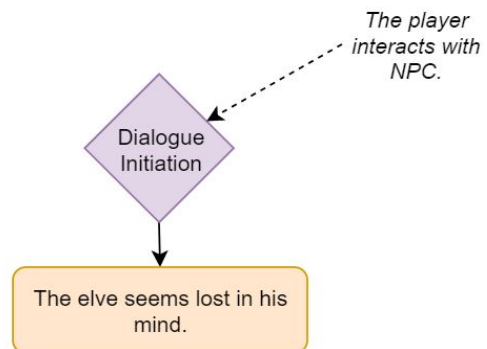


### 3. After the quest (if Nugget is interactive)



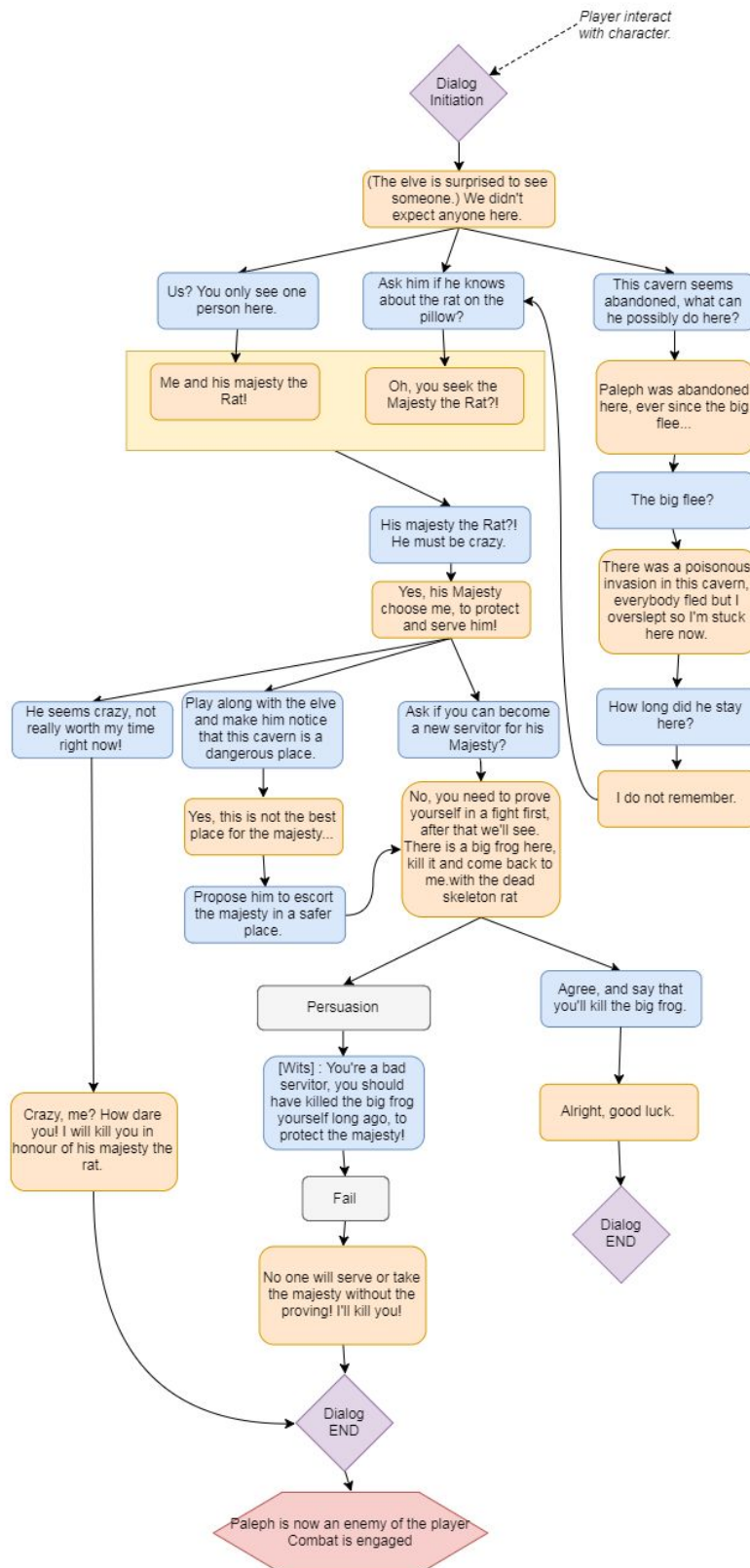
## E. Paleph

### 1. Before the quest starts

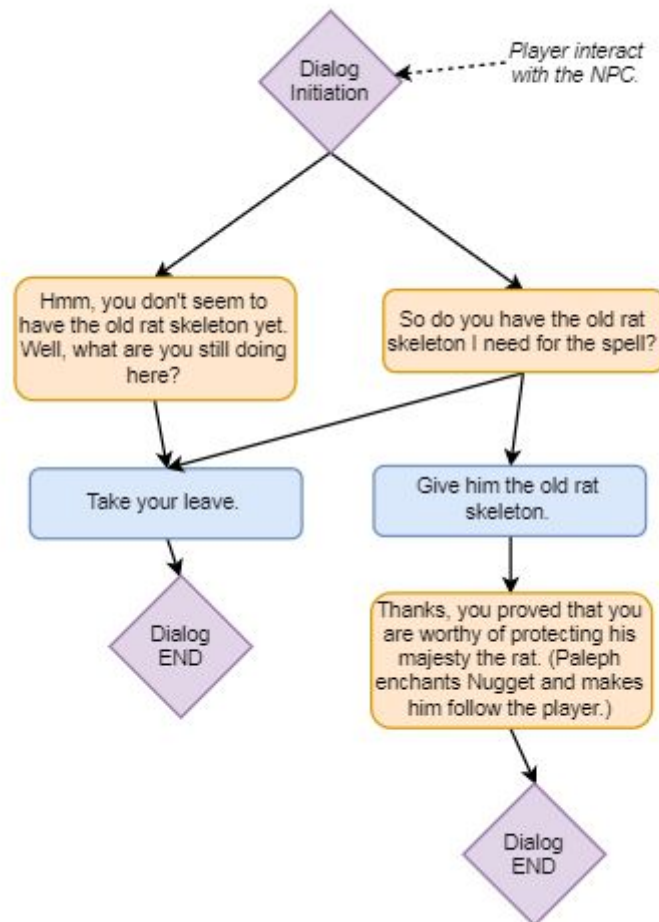


## 2. During the quest

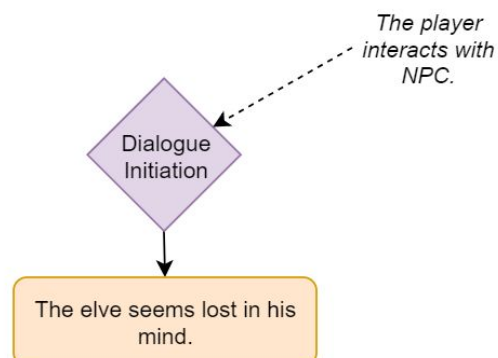
### a) First interaction



## b) Second and plus interaction

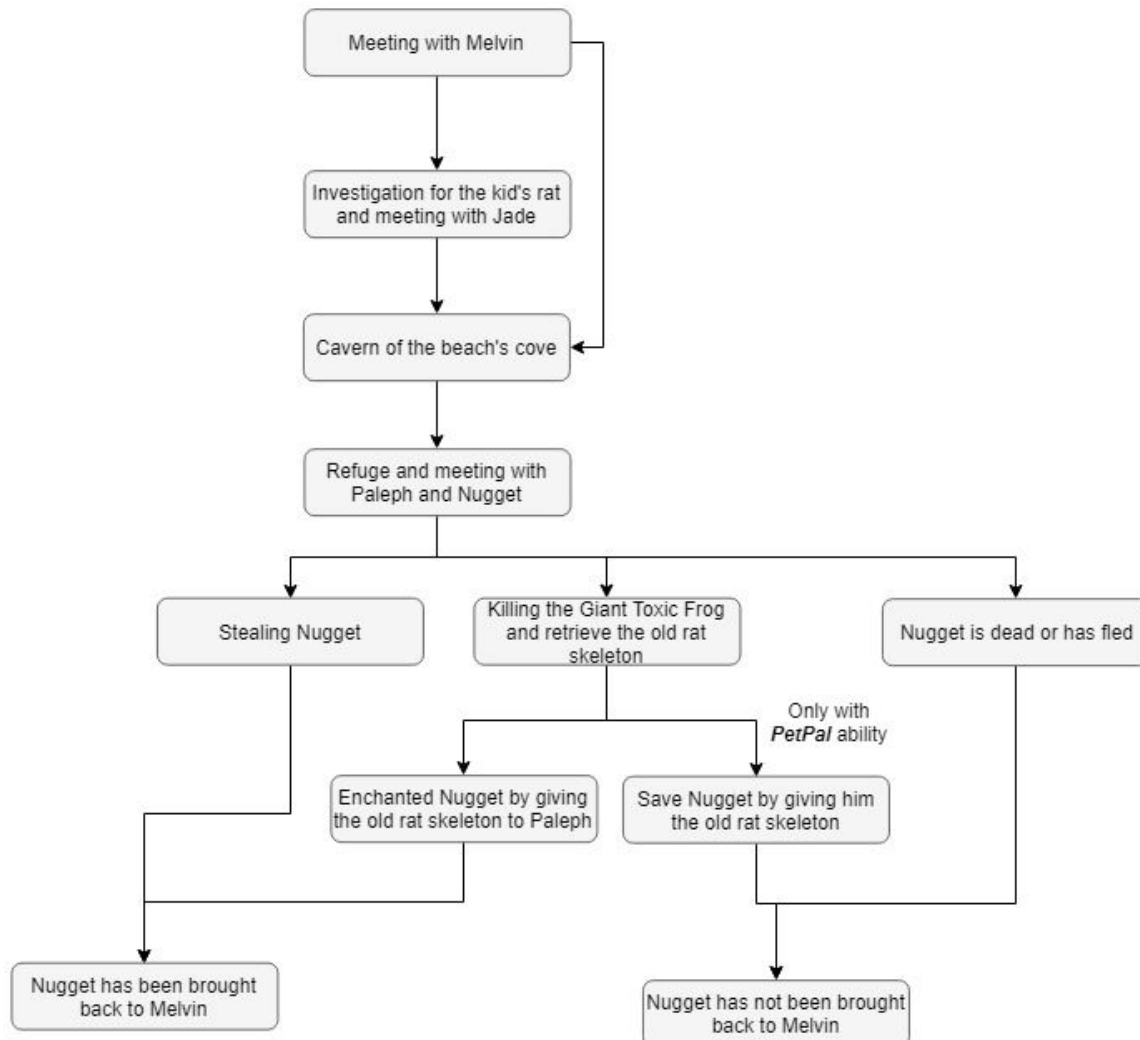


## 3. After the quest



## VII. Questflow

### A. Questflow overview



## B. Questflow

