

The following lays out the story structure of HADES and presents three alternative stories that would fit within the other pillars of the Story/Design Stack. Taken from an assignment completed for Susan O'Conner's GAME WRITING MASTERCLASS.

Building a Story Stack - HADES

FANTASY: Being an unstoppable, **immortal** god.

ACTION: Defeating massive waves of enemies. Using godly powers. Dying and coming back to life.

ECONOMY: Weapon upgrades. Ability upgrades (boons). Level progression and boss fights. Talents and other customizable character options.

WORLD: Godly realms of Greek mythology.

STORY: The son of Hades wants to break free from the control of his overbearing father while also seeking his true mother. The only way to accomplish these tasks is to escape the Underworld by fulfilling the FANTASY of the stack.

Re-imagining the STORY without changing the stack.

Each story idea should:

- Make sense in the context of The Underworld/Elysium and not invent or replace levels.
- Allow for level progression; allow for player progression through powerups, talents, and boons.
 - The new story goal can't be something like "the son of Hades wants to break free from the Underworld and ascend to the surface where they will rain death and destruction down upon the mortal world," because it would undo the Economy of powerup progression – why would the gods of Olympus help him if his goal was an evil one? Sure, you could invent new Underworld characters to help the PC, but that would require brand new art and design assets, which I am looking to avoid.
- Fulfill the fantasy of being an unstoppable killing machine that must die over and over to gain power and eventually succeed.

STORY CONCEPT 1: Zeus (or one of the other gods) is dying (but can still grant boons), and the only thing that will save them is a salve from the Underworld. The only way this salve can be empowered enough to cure a dying god is to be submerged in the River Styx (or whatever the name of the place where you spawn is), and the only way to be submerged there is to die in glorious battle. Therefore, our hero must fight their way to Olympus, dying and respawn many times along the way in hopes of empowering the salve to be strong enough to work. Hades, jealous of Zeus (or whichever god is dying) doesn't lift a finger to help.

STORY CONCEPT 2: The son of Hades wants to break free from the Underworld to unite with a mortal on the surface with whom they have fallen in love. Low hanging fruit, as basically the only thing that would need to be changed is the writing/text/VO.

STORY CONCEPT 3: The son of Hades wants to break free from the Underworld and ascend to the surface to get the autograph of their favorite celebrity personality, legendary singer/songwriter Michael Bolton. Or maybe he wants to go to a concert (kind of like the old SEGA Beavis and Butthead game where they were looking for GWAR tickets). This started out as being my joke pitch, but there could be a legitimate angle where the son of Hades just wants to be a normal guy and do normal, mortal stuff, so he's determined to get to the surface so he can experience these things. It could be a kind of LITTLE MERMAID type of story.