

Chr Order (of backstory)	GP Order	Narrative Expo	Method of Expression	Journal Manifestation	Location	Key Beats	Legend	Logic Piece		
										END: Sacrifice is needed, Kunara cured of corruption. Realizes Aapo is more worthy cuz Kunara is kinda a mess.
8	1	Kunara crafts the arm in the workshop, has the eureka! I'm done moment.	Cutscene and dialogue with Kunara.	Don't Need	Very Beginning of game	Begin w/ Status Quo + Beginning Exposition	Tutorial	To better ensure Aapo's survival for when she's gone.		
9	2	Kunara assigns Aapo to test out the gauntlet by crystal.	Objective-based mission.	Possible	Immediately after GP1.	Beginning Exposition	Transitional Areas			Kunara absorbs sour stuff, yeets himself into volcano.
10	3	Cinematic illustrates: a. That Kunara adopted Aapo, b. That corruption exists, and c. There may come a time when Aapo will have to defend himself <b>should anything happen to her.</b>	Dialogue. Can blend with tutorial.	TBD	Upon completion of GP2	Beginning Exposition	Ruins			Aapo leaves with a sense of, everything little thing is gonna be alright.
11	4	Kunara teaches Aapo how to use the gauntlet for self defense and absorb corruption.	Combat tutorial sequence.	Possible	Upon completion of GP3	Beginning Exposition	Mountains	Kunara wants to teach Aapo to respect the Earth, and never disobey or disrupt its harmony.		
12	5	Kunara and Aapo go to bed with a bedtime story (stretch); Aapo wakes up and Kunara is missing. Aapo waits for Kunara to return, but she never does.	Cinematic	TBD	Upon completion of GP4	Inciting Incident & Second Thoughts	Volcano	Kunara doesn't bring Aapo. Nor does she tell him about the journey. She feels she must fulfil her Shamanic duty, and that Aapo will understand. She wants Aapo to be safe.		
13	6	Aapo begins his journey to go find his caretaker in the wilds.	Player progressing beyond tutorial area.	TBD	Upon completion of GP5.	Plot Point 1; END of Act 1	Act 1			
1	7	Details the conflict between industrialists and zealots. Doesn't outright detail what the zealots are doing; leave the exposition about sacrifice to the non-essential exposition points.	Two-part murals. Industrialist's side in Underground, Zealots in Mountains.	TBD	One in underground area, and one in mountain area.	Act 2 Obstacles	Act 2			
3	8	Chi'Lito has erupted.	Lava. Spicy Lava. Environmental cues, i.e. spears, weaponry, scenes of battle, etc.	TBD	Environmental Cues in Ruins.	Act 2 Obstacles	Act 3			
2	9	A lamentation that war has broken out between factions.	Blueprints that can be found in underground Workshop area. Note tacked onto blueprints.	TBD	In a tiny workshop area in the underground.	Act 2 Obstacles		Prophecy demands Kunara go alone.		
6	10	Writes of the device's progress--as well as Aapo's. He has fashioned the prototype into a gauntlet of sorts. Would make traversing the landscape far easier than on foot. Also first indication of vision?	Combat sequence	X	End of Ruins	Act 2 Obstacles				
15	11	Aapo combats the Golem at the end of the ruins.	BLAH	BLAH	BLAH	BLAH				
4	12	DON'T MIND THIS	Most befitting a shrine or small monastic structure in the mountains.	TBD	On a tiny shrine at the beginning of the mountain area.	Act 2 Obstacles				
5	13	Kunara reports Aapo is growing up well. He writes of his guilt; his yearn for the past. She also writes of his visions. There's hope for her people's return.	This could be an incredible mural for the very end, as well as punctuated by some environmental clue that former sacrifices walked the same path you did.	TBD	Some mural in a temple right before the volcano.	Crisis				
7	16	Player learns of his people's old ways--how sacrifices would appease the volcano. Aapo awakens the corrupted Sneagle from its slumber, combats it.	Combat Sequence	X	At the end of the mountain area.	Act 2 Obstacles				
16	15		Cutscene of Kunara writing. Aapo picks the note up, looks to volcano. Sun is over volcano.	TBD	In the middle of the mountain area, preferably on a high-up location, providing a clear vantage of Chi'Lito.	Midpoint				
14	14	He is close to the summit of Chi'Lito. His heart hurts without Aapo, and he fears for what must happen. She finally understands the Prophecy.	Reaching end of volcano area.	X	End of volcano area.	Plot Point 2		Kunara feels torn between her Shamanic responsibilities, and her responsibility as a mentor.		
17	17	Encountering Kunara at Chi'Lito's peak	Moral deliberation; is what he is doing right? (Save for end dialogue so sad)	X	Upon completing GP17	Climax				
18	18	Fight Kunara	Ya fight 'em!	X	Upon completing GP18	Confrontation		Kunara implores Aapo to consider the greater good.		
19	19	Kunara is defeated, but not dead. They accept their defeat, feeling themselves a failure. They declare you worthy to carry on their race, absorb the chaotic energies you'd collected, and say goodbye, before sacrificing themselves. Aapo leaves the summit with a bittersweet feeling of hope.	You can go along with their plan to sacrifice yourself to dispel the corruption.	X	Upon defeating Kunara	Denouement				
20	20									
