

## Narrative / World Bible

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### 1 World and Setting

takes place in modern-day Tierstadt, a city populated entirely by animals. In fact, the whole world is populated by animals. These animals take over the roles that humans normally have in our world. Tierstadt is a medium-sized city with about 50,000 inhabitants. In this world predators and prey animals live together in harmony. Tierstadt is modeled after the ideal image of a German city as shown in commercials and movies. Tierstadt's political system is a democracy in which all animals over the age of 18 are allowed to vote. The current mayor is Bianca the bear, a descendant of the city's founder, Berta the bear.

### 2 Rules of the world

1. All characters are animals.
2. There are no conflicts between predators and prey animals.
3. The world works like the real world, animals have normal jobs.
4. Aliens, ghosts, elves and other fantasy creatures do not exist.
5. The lifespan of animals is extended to the lifespan of humans.
6. Insects won't be "humanized", they will remain small insects.
7. Animals that walk on four legs in our world are bipedal in the game, using their front legs as arms.
8. Animals wear clothes and don't run around naked.
9. Animals can use machines and other things even without fingers or opposable thumbs.

### 3 Do's and Don'ts

Do	Don't
Include themes of: <ul style="list-style-type: none"><li>- Friendship</li><li>- Teamwork</li><li>- Equality</li></ul>	Bring up topics like: <ul style="list-style-type: none"><li>- Drugs</li><li>- Violence</li><li>- Death</li></ul>



<ul style="list-style-type: none"> <li>- Kindness</li> <li>- Perseverance</li> <li>- Second Chances</li> <li>- Forgiveness</li> </ul>	<ul style="list-style-type: none"> <li>- Sex</li> <li>- Real World Politics</li> <li>- Religion</li> </ul> <p>Unless necessary.</p>
Include fun facts about the animals, if possible.	Rely on stereotypes when deciding which gender should take what job.
Give the characters alliteration names (e.g. Bernd der Biber).	Make the story too complicated with overly complex characters and twists.
Use simple language that the kids can understand.	Rely on lengthy exposition.
Include humour.	Be too overbearing.
Include information about the jobs.	Make the overarching story reliant on the completion of certain jobs.
Keep job stories separate. This means, not forcing players to play the story of one job to understand the story of another.	Use words that are too complicated.
Keep the mood and dialog playful by including jokes.	Make up things about the jobs, try to stay as close to reality as possible, while also simplifying the processes.
Explain technical terms that come up during the job process.	Repeat story-beats or character moments.
Make the character design appealing and fitting to their personality.	Allow the players to make meaningful choices regarding the outcome of the story.
Keep the stories of the jobs connected to the overarching story and the city festival.	
Try to give the characters interesting quirks regarding the way they speak, act, look or sound. To make every character memorable.	
Write everything in the game in German.	

## 4 Story Structure

There are three different types of stories being told in Trubel in Tierstadt. The first is the big overarching story, the second are the job stories and the third are “map stories”.

### 1. Overarching Story:

The overarching story is the main story. It is progressed by every job the players complete and by doing the different map stories. This story is one continuous plot, always going on in the background.

### 2. Job stories:

These are the stories that are told whilst exploring the different jobs. Each story ties into the main plot, but they are all self-contained, meaning they don't influence the events of the main story or the ones of other jobs. They merely influence the look of the map and drive the map stories forward.

### 3. Map Stories:

Map stories are the stories told whilst the players are on the overworld map. They have a strict order to them, meaning each of the map stories is done by itself without crossing over others. Events of these stories are experienced between jobs.

After every job the current map story is moved forward by one plot-beat.

For example:

After finishing the first job, regardless which job that was, the players are approached by a singer that needs help finding his fellow bandmembers. After that the players must



find the first one before being able to start the next job. After finding the band member this plot-beat is done. The players must do another job to continue this story.

These stories also tie into the overarching narrative.

## 5 Main Story

The main story revolves around the Tierstadt city festival. A festival to commemorate the 100<sup>th</sup> anniversary of the city's founding. Every year since then, large festivals have been held. As this is the 100<sup>th</sup> anniversary this year is special, as even the citizens of the neighbouring city Zoodorf have agreed to help with the preparations. Furthermore, to underline the event, every single job is tasked with preparing something to show at the festival. Sadly, it looks like the workers of Tierstadt aren't going to be able to finish their preparations in time. That is where Carl and Cari come into play.

The siblings are known throughout the city as problem solvers and in a last desperate move, the mayor Bianca the bear calls upon their help to aid them in saving the festival.

Over the story's runtime the siblings help the different job groups in the city and can turn the ship around, thus saving the festival and making it the best one they ever had.

The inhabitants of Zoodorf have also announced that they would soon arrive to help with the preparations. Weirdly their arrival keeps getting delayed by more and more suspicious circumstances.

In the end the siblings can save the festival and make it the best one there ever was. The helpers from Zoodorf arrive punctually to enjoy the festivities without having to help out with the preparations.

Whilst helping the city's citizens to do their job the siblings get into all kinds of shenanigans between the jobs. The first "map story" tasks them to help the lead singer of the band "Metallikatzen", Carl and Cari's favourite band. The band has had a bad fight and now the members are scattered all over the city. Because of their falling out, the big concert that was meant to be held at the city festival won't be able to take place.

Between jobs Carl and Cari must search for the different band members, convince them to come back and find out what exactly happened to drive them so far to even leave the band.

### Story Ideas: (For the full game)

- The representatives of Zoodorf never arrive. The mayor always tells them that they are about to arrive but there is always some small thing that stops them. (Flat tire, traffic, toilet break etc.) In the end they only arrive to the party. The excuses could become more and more ridiculous the longer the game goes on.



## 6 Dialog Mood

The dialogue should be written in a playful way, while also including information about the animals and jobs the players are exploring. Here are two examples that show the mood the dialogs should convey.

1. Carl: Hey Otto! Ich habe gehört, du könntest etwas Hilfe vertragen?  
Otto der Oktopus-Koch: Ah Carl, du kommst wie gerufen, ich habe nämlich allen Tentakeln voll zu tun.  
Carl: Hätte nie gedacht, dass dir mit zehn Tentakeln mal etwas zu viel wird. Otto: Ich habe nur acht Tentakeln, Tintenfische haben zehn.  
Carl: Aha. Wo drückt denn der Schuh?  
Otto: Eben ist ein Schwarm Wanderheuschrecken in mein Restaurant gekommen und wenn ich ihnen nicht bald, was auf den Teller zaubere, befürchte, ich, dass sie noch mein Restaurant auffressen werden!  
Carl: Das wäre ja schrecklich, wo soll ich dann meine Lieblingsbeerentorte essen? Wie kann ich dir zur Pfote sein?  
Otto: Als Anfänger kannst du mir helfen einen Salat und ein Dressing zuzubereiten, mach dir um das Hauptgericht keine Sorge.  
Carl: Okay, was muss ich zuerst machen?  
Otto: Du kannst deine Pfoten in den Kühlraum schwingen und mir die Zutaten auf dieser Liste hier bringen. Du kannst doch schon lesen, oder?  
Carl: Hey, natürlich kann ich schon lesen, ich bin ja schon 13 Jahre alt!  
Otto: Kein Grund sich so aufzuregen, war doch nur ein kleiner Scherz. Jetzt aber mal an die Arbeit, sonst fressen die Heuschrecken noch wirklich mein Restaurant auf.  
Carl: Keine Sorge ich bin so flink, du wirst nicht merken, dass ich jemals weg war.
2. Carl: Hallo Hoppel, wie geht es dir und deinen Möhren heute?  
Hoppel die Hasen-Gärtnerin: Uns geht es prächtig, bald kann ich sie endlich ernten. Ich muss mich die ganze Zeit davon abhalten sie alle allein zu essen.  
Carl: Haha, das glaube ich, ich glaube ich hätte nicht so viel Disziplin und würde den ganzen Tag nur Beeren essen und nichts geschafft bekommen.  
Hoppel: Um ehrlich zu sein nehme ich hin und wieder eine Möhre für mich, aber das darfst du niemandem weitererzählen.  
Carl: Keine Sorge dein Geheimnis ist bei mir sicher. \*Hier macht er so den Reißverschluss Mund\*  
Hoppel: Ich wusste ich kann dir vertrauen. Aber was treibt dich eigentlich überhaupt zu mir?  
Carl: Ich habe von Eda dem Elefanten gehört, dass du Hilfe benötigen könntest.  
Hoppel: Die bekommt aber auch alles mit ihren großen Ohren mit. Aber es stimmt. Meine Beete werden von Unkraut förmlich überrannt.  
Carl: Anscheinend hilft dein grüner Daumen nicht nur den Nutzpflanzen beim Wachsen.  
Hoppel: Haha, es ist ein Segen und ein Fluch. Schnapp dir den Handjäter dort drüben und dann kannst du auch schon loslegen.  
Carl: Alles klar, mit meinen scharfen Augen und schnellen Pfoten werde ich in null Komma nichts fertig sein.  
Hoppel: Das ist eine sehr gute Einstellung.  
Carl: Was ist eigentlich das Geheimnis hinter deinem grünen Daumen?  
Hoppel: Ach da gibts kein wirkliches Geheimnis, einfach nur Liebe, Hingabe und ein bisschen Hasenmagie!  
Carl: Hasenmagie? Was ist das? Kann ich die auch haben?  
Hoppel: Wer weiß, jeder hat eine ganz eigene Art von Magie in sich. Du bist zum Beispiel clever und flink.



Deus Draconis Interactive

Carl und Cari: Trubel in Tierstadt

Carl: Danke Hoppel. Ich glaube ich habe den Dreh raus. Wenn wir hier fertig sind, wird dein Garten der schönste in Tierstadt sein.

*last date of change:*

30 Jun 2024





## 7 Character Sheets

### Carl:

- Age: 13
- Gender: Male
- Species: Fox
- Personality: Witty, adventurous, sporty, intelligent, spontaneous
- Role in the story: Protagonist
- Abilities: Fast paws, runs fast, always knows a fitting joke for the situation
- Friends: His sister Cari, his best friend Jona the Jaguar, Paul the Panda
- Enemies: Hans the Hamster (Schoolbully), Mr. Schmitd the Chimp (Math Teacher)
- Hobbies: Hangingout with friends, soccer, reading comics
- Favorite Things:
  - Color: Green
  - Food: Berry-Cake
  - Sport: Soccer
  - Movie: Harry Otter
- Family: 2 Parents, 1 older sister, 2 Grandpas, 1 Grandma, 2 Uncles, 1 Older cousin, 3 younger cousins
- Fears: Heights, his sister when she is angry
- Motivations: Wants to be better than his sister, curiosity
- Goals and Dreams: Wants to become a famous soccer player, wants to have 100.000 friends, wishes to never have to work again
- Backstory: Carl has lived his whole live in Tierstadt. He really likes spending time with his friends and playing outside. While he doesn't get the best grades in school it is not because he is too stupid, but rather because he always gets too distracted to do the homework or to learn. He also likes spending time with his sister but feels like he always stands in her shadow as she gets better grades than him. This leads to him feeling jealous and always trying to prove himself.
- Appearances:
  - Height: 147cm
  - Weight: 35kg
  - Color: Orange
  - Eye color: Green





Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Cari:

*last date of change:*  
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- Age: 14
- Gender: Female
- Species: Fox
- Personality: Diligent, Tidy, Intelligent, hard working
- Role in the story: Protagonist
- Abilities: Can analyze information and situations very fast, is well spoken and can convince almost everyone
- Friends: Her brother Carl, her best friends Ella and Emil the ducks, Gina the Giraffe
- Enemies: Hans the Hamster (Schoolbully), Her rival Karla the kangaroo
- Hobbies: Learning, basketball, reading books
- Favorite Things:
  - Color: Blue
  - Food: Berry-Juice
  - Sport: Basketball
  - Movie: The Godmonkey
- Family: 2 Parents, 1 younger brother, 2 Grandpas, 1 Grandma, 2 Uncles, 1 Older cousin, 3 younger cousins
- Fears: Darkness, not getting good grades
- Motivations: Getting good grades, living up to her own expectations
- Goals and Dreams: Wants to be the best student ever, cure all illnesses in the world
- Backstory: Cari has lived her whole live in Tierstadt. She enjoys spending time alone studying but also getting together with her friends and playing with their basketball team. In school she always get the best grades to live up to her expectations but also to spur her brother on, as she knows that he is always trying to be better than her.
- Appearances:
  - Height: 152cm
  - Weight: 33kg
  - Color: Orange
  - Eye color: Brown

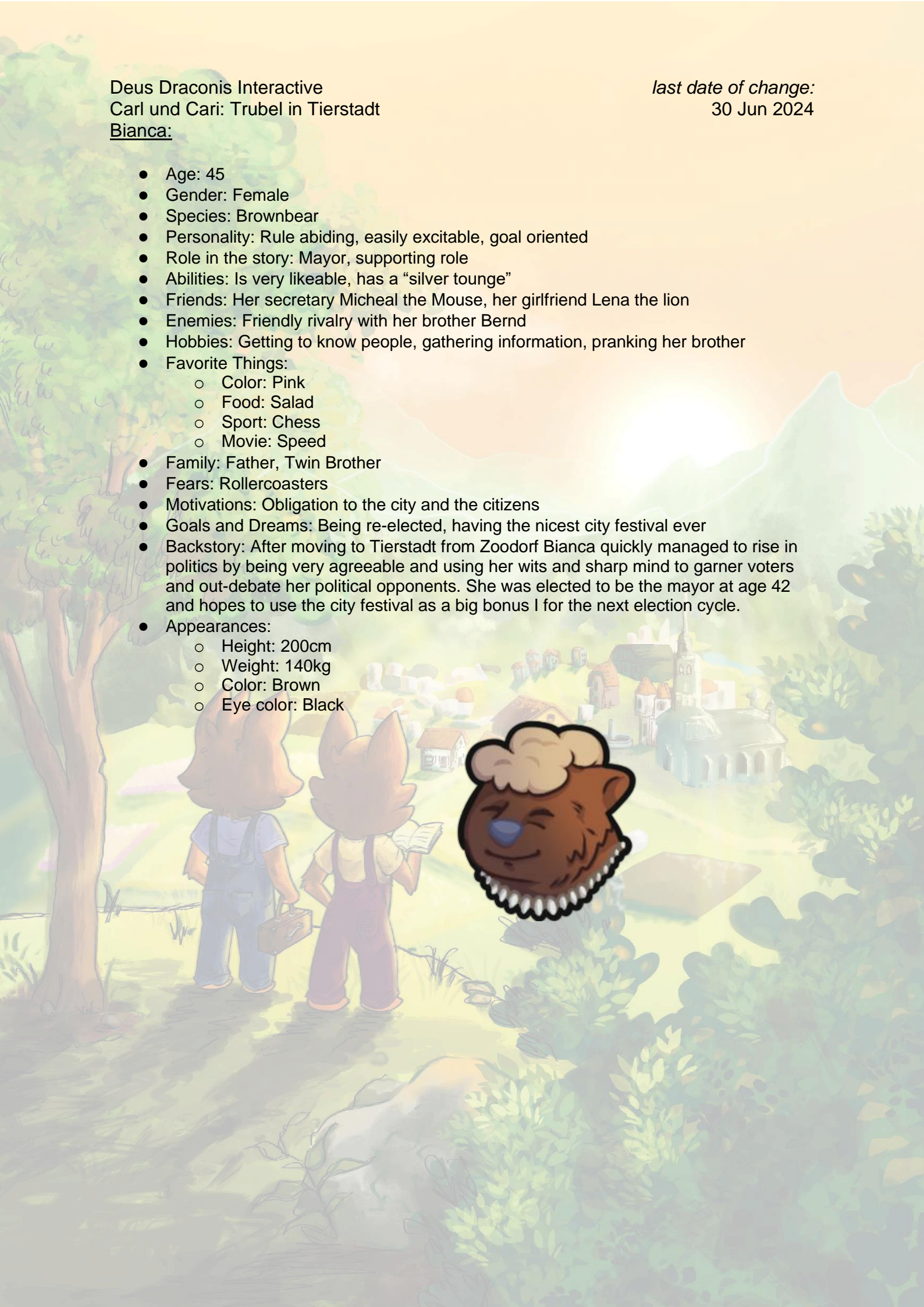




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Carl und Cari: Trubel in Tierstadt  
Bianca:

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- Age: 45
- Gender: Female
- Species: Brownbear
- Personality: Rule abiding, easily excitable, goal oriented
- Role in the story: Mayor, supporting role
- Abilities: Is very likeable, has a "silver tongue"
- Friends: Her secretary Micheal the Mouse, her girlfriend Lena the lion
- Enemies: Friendly rivalry with her brother Bernd
- Hobbies: Getting to know people, gathering information, pranking her brother
- Favorite Things:
  - Color: Pink
  - Food: Salad
  - Sport: Chess
  - Movie: Speed
- Family: Father, Twin Brother
- Fears: Rollercoasters
- Motivations: Obligation to the city and the citizens
- Goals and Dreams: Being re-elected, having the nicest city festival ever
- Backstory: After moving to Tierstadt from Zoodorf Bianca quickly managed to rise in politics by being very agreeable and using her wits and sharp mind to garner voters and out-debate her political opponents. She was elected to be the mayor at age 42 and hopes to use the city festival as a big bonus for the next election cycle.
- Appearances:
  - Height: 200cm
  - Weight: 140kg
  - Color: Brown
  - Eye color: Black





Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Samuel:

*last date of change:*  
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- Age: 29
- Gender: Male
- Species: Siamese Cat
- Personality: Extroverted, Loud
- Role in the story: Singer searching for his band-members
- Abilities: Can sing better and louder than anyone in the world
- Friends: His band-members
- Enemies: The record company
- Hobbies: Singing, travelling, bouldering
- Favorite Things:
  - Color: Purple
  - Food: Tofu
  - Sport: Baseball
  - Movie: Twin Peaks
- Family: Mother, 10 siblings, 5 aunts, 6 uncles, 50 cousins
- Fears: Being forgotten, losing his band-members
- Motivations: Touching the hearts of his fans, living free
- Goals and Dreams: Singing at Catchella, the biggest concert in the world
- Backstory: Growing up in the poorer parts of New Bark, Samuel had to help out his family with getting money. Whilst doing so he discovered his singing talent and started performing on the streets to earn money. Whilst doing so he met his drummer Sven. They quickly became friends and played music together. After a while they were noticed by a big record company that promised them a lot of money if they signed with them. After doing so his and his families' living situation drastically improved. During his time at the record label, he met the other two band-members of Metallikatzen, Barbara the bassist and Ken the keyboard-player. They joined up and formed their band. Years the later the record company had a switch in their leadership, which led to Metallikatzen being almost dropped. Since them they have been at a constant struggle of trying to make the music they want to make, but also staying with their label.
- Appearances:
  - Height: 150cm
  - Weight: 40kg
  - Color: White / Brown
  - Eye color: Black



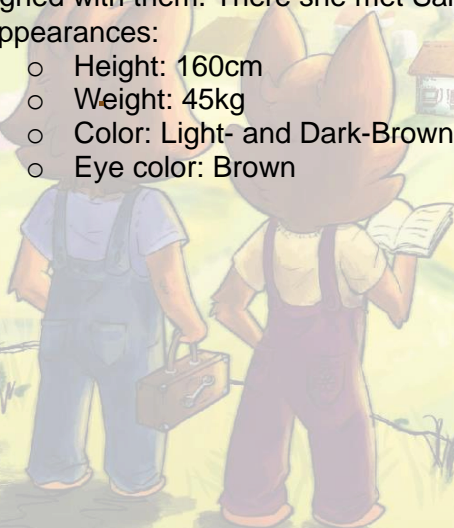


Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Barbara:

*last date of change:*  
30 Jun 2024



- Age: 27
- Gender: Female
- Species: Bengal Cat
- Personality: Playful, active, intelligent
- Role in the story: Bassist who had a fight with her singer
- Abilities: Can play the bass with eyes closed
- Friends: Her fellow band-members
- Enemies: Record label, childhood rival Mina
- Hobbies: Late night running, football
- Favorite Things:
  - Color: Black
  - Food: Beans on Toast
  - Sport: Football
  - Movie: The Lord of the Manks
- Family: Parents, 3 brothers, 1 sister
- Fears: Deep Water, Boredome
- Motivations: Proving herself
- Goals and Dreams: Travelling the world
- Backstory: Whilst growing up Barbaras father always played music together with her best friend Mina. They were inseparable. They even continued to play during Highschool. But there their relationship changed, Mina had become obsessed with winning the big talent award at the end of their school-time. Barbara also wanted to win, but Mina had other plans. She didn't want to share the spotlight with Barbara and stopped playing with her. This led to them having a falling out and instead of standing on the stage together they entered it as rivals. In the end the contest was decided to be a draw. Ever since then they have competed on multiple occasions, without a clear winner. During one of those contests a record label showed interest in her and she signed with them. There she met Samuel and the rest of Metallikatzen.
- Appearances:
  - Height: 160cm
  - Weight: 45kg
  - Color: Light- and Dark-Brown
  - Eye color: Brown





Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Sven:

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- Age: 28
- Gender: Male
- Species: Scottish Fold Longhair
- Personality: Silent, brooding
- Role in the story: Drummer, who left his band
- Abilities: Can play the drums with his feet
- Friends: His fellow band-members
- Enemies: Record label, overbearing parents
- Hobbies: Watching Movies, Knitting
- Favorite Things:
  - Color: Green
  - Food: Pancakes
  - Sport: Tabletennis
  - Movie: Dune
- Family: Parents
- Fears: Not being able to do what he wants
- Motivations: Freeing himself from his parents
- Goals and Dreams: Living fully independent, having a street named after him
- Backstory: Sven grew up as the sole heir to the Stoneclaw family. One of the most influential families in the world. He lived in New Bark. His parents have always been overbearing, trying to shield him from the outside and all the bad influences that come with it. This has always bothered him, as he wanted to see the world, meet new people and experience life on his own accord. One night he snuck out of his home to wander the streets. That is when he met Samuel for the first time and was captivated by his singing. When he found out about Samuels and his families' situation he asked his parents if they could help them with their money problems. They declined as they didn't want to associate with Samuel and his family and forbid Sven from ever talking to him again. That was the final straw for Sven and he ran away, joining Samuel and later founding Metallikatzen.
- Appearances:
  - Height: 170cm
  - Weight: 50kg
  - Color: Light- and Dark-Brown
  - Eye color: Brown





Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Christina:

*last date of change:*  
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- Age: 25
- Gender: Female
- Species: Chameleon
- Personality: Shy, reserved, nerdy
- Role in the story: Chemical laboratory worker, Supporter
- Abilities: can turn invisible (but sometimes can't turn back), can look at things very closely
- Friends: xXR4d0nXx (Online Friend), Samuel the Squid (Husband)
- Enemies: None
- Hobbies: Gaming, reading, collecting trading cards
- Favorite Things:
  - Color: Orange
  - Food: Mangos
  - Sport: Hide and Seek
  - Movie: The invisible cat
- Family: Parents, one smaller brother, one aunt
- Fears: Never being able to turn visible again, crowds
- Motivations: Solving her own issues
- Goals and Dreams: Helping herself and others like her
- Backstory: Christina has always been a quiet and nervous girl. In school other would always make fun of her for not being able to freely control her visibility, that is if they were able to see her. Even with those obstacles in her way she was determined to find a way to cure her condition and help out her brother who is suffering from the same thing as well as every Chameleon suffering from the same thing. This lead her to graduating from college with top grades and immediately being accepted by the Tierstadt chemical lab.
- Appearances:
  - Length: 150cm
  - Weight: 50kg
  - Color: Green
  - Eye color: Black





Deus Draconis Interactive  
Carl und Cari: Trubel in Tierstadt  
Guido Gänseblümchen:

*last date of change:*  
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- Age: 50
- Gender: Male
- Species: Gorilla
- Personality: very calm, aristocratic outwards appearance, short temper when alone
- Role in the story: Gardener who recently got lumbago
- Abilities: Is so good with plants, people think he can really talk with them
- Friends: His plants
- Enemies: Big Oil, plastic plant manufacturers
- Hobbies: Listening to metal music
- Favorite Things:
  - Color: Green
  - Food: Bananas
  - Sport: Volleyball
  - Movie: Planet of the Grapes
- Family: Parents, sister, sunt, 2 cousins
- Fears: Swimming, fast cars
- Motivations: Keeping his plants alive
- Goals and Dreams: Creating the most beautiful garden in the world, inventing new types of plants through grafting
- Backstory: Until his teenage years Guido suffered from anger issues which often lead to him lashing out and pushing his peers away. This was until one day his aunt gifted him a Sunflower for his birthday. At fist he was disappointed because of this gift. But as time went on and he kept caring for this sunflower, his demeanour changed and he slowly was able to suppress his anger issues and put all of his energy into caring for the plant. This blooming interest grew into a passion, which led him to founding the garden center in Tierstadt and even winning the Green-Thumb award for the most beautiful garden in 2019.
- Appearances:
  - Height: 200cm
  - Weight: 107kg
  - Color: Black
  - Eye color: Brown

