

## The Weaver's Web Unravelled (Quest)

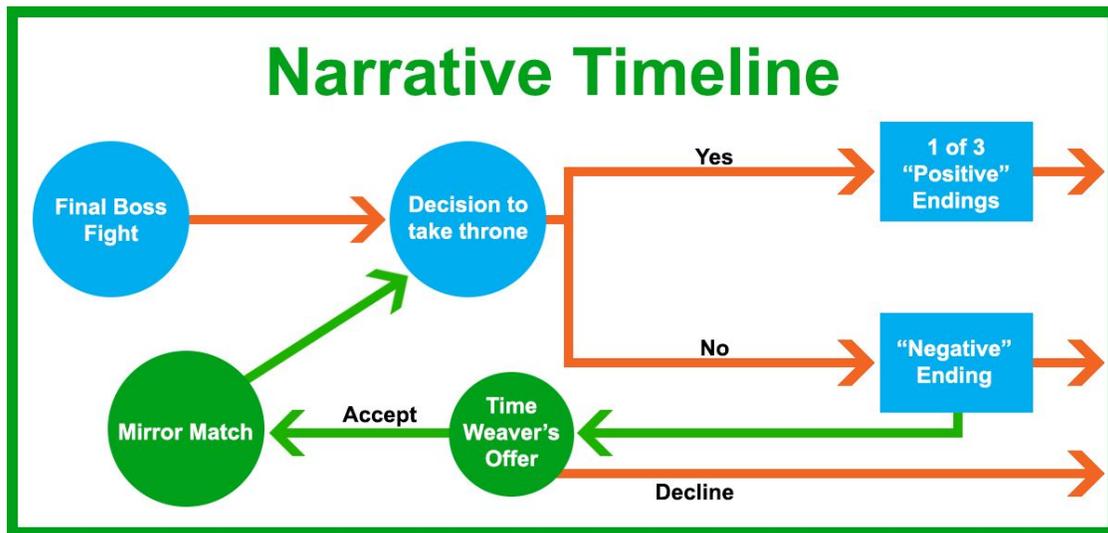
Game - [Divinity: Original Sin 2](#)

Will contain content spoilers for the above-mentioned game

### Overview

#### Narrative:

The Weaver's Web takes place after the player/s have made a seemingly final decision in the game and so requires a slight amount of pre-requisite knowledge.



Blue Shapes are original content within the game.

Green Shapes & Arrows are the newly designed content.

[Additional Original Mission Content Info](#)

Upon Player/s receiving the news that they have brought destruction to the realm, the game presents a simple question.

**"Are you proud of all you have achieved?"**

This begins the Weaver's Web Quest. Player/s are then presented with this.



## Charlie Bennett

### Design Task

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**DECLINE:** Player/s then proceed to the standard end of the game.

**ACCEPT:** The player/s screen begins to fade in, they find themselves in a large room. Visible through the glass floor is a sundial and in the centre of the room sits an older woman using a loom.

What's peculiar about this room is the way in which the sundial finishes its rotation within a minute and the apparent lack of any sun causing the visible shadow.



Upon approaching the woman (The Weaver of Time) [Quest Beginning Dialogue](#) will be displayed and the sundial below shall cease to rotate.

After the dialogue is complete the sundial will begin to spin in reverse at an increasing rate until the player/s screen fades out with an effect and then they're back to the point before they choose to decline divinity, but this time they're standing next to their previous selves.

[Post Time Travel Dialogue](#) then begins.

Combat ensues with the Mirror Match as described in [Gameplay Overview](#).

Upon completion of the Mirror Match, a victory presents the player/s with the choice of ascending to Divinity and the [Battle Success Dialogue](#), while a defeat takes them back to their original ending after displaying the [Battle Failure Dialogue](#).



### Quest Dialogue:

**Quest Beginning:** *Time Weaver:* "Well, Warrior you have failed, but I shall give you another chance. Unravelling the weave is no trivial feat and so you shall have only one chance at this, do not let it slip through your grasp again. GO! Onwards. Achieve Divinity!"

**Post Time Travel:** *Time Weaver (Magic Whispers):* "You know there is only one way to stop yourself, anything else your past self will deem it trickery. Now fight for the future!"

**Battle Success:** *Time Weaver (Magic Whispers):* "You have done well, you surpassed even yourself. A feat few, if any, could achieve. Go now. Take what is rightfully yours. Ascend to Divinity."

**Battle Failure:** *Time Weaver (Magic Whispers):* "Farewell warrior your attempt to overcome your own power was valiant but alas in vain. Sleep now."

## **Gameplay Overview:**

The gameplay featured will begin with User Interface leading into a slight traversal and dialogue encounter. From there it will lead to its climactic end with the Mirror Match Combat Encounter featuring a turn limit.

The Mirror Match that will take place shall see the player/s facing exact duplicates of themselves with the added challenge of a turn limit, in this challenge they must eliminate all enemies in order to proceed with a Victory.

## **Distinct Element & Intended Audience**

### **Race Against the Clock:**

The new system featured in the Mirror Match is the turn limit. Implementing a turn limit to what is an already complex game adds another layer of depth to the gameplay. This will be strongly appreciated by the tactical players who make up such a strong portion of DOS:2's player base, while still presenting a fun challenge for the more casual players.



It differs in comparison to the standard gameplay due to the way in which players are made to think in unique ways and abandon old habits, for example.

Players who previously would rush the easiest kill now have to prioritise efficiency. Passive players now have to engage, and in order to keep it interesting for players who have always prioritised min-maxing, the Mirror Match is intended to provide a necessary challenge.

The turn limit will be blended with the narrative to create a sense of pressure/fear that the player must succeed in overcoming themselves or else the arrival of the God King means the realm shall meet the fate previously seen.

## **External Discipline Requirements:**

**Art:** requirements are as listed.

- The Weaver of Time Model, Rig, Animations and Textures.
- Sundial Room Model, Sundial Model, Textures.
- Weaver's Offer UI and UI Effects

**Programming:** requirements are as listed.

- UI Implementation
- Sundial room teleportation, room flair and Time Weaver
- Saving and Cloning of Player/s for Mirror Match

**Audio:** requirements are as listed.

- Time Weaver's Offer background music
- Sundial Room background music & sundial paused variation
- Mirror Match combat music

**Quality Assurance:** requirements are as listed.

- Testing of various difficulty settings on turn limit