

MISSION DESIGN NOTES

Mission Summary:

Prince Chrom and his army storm Plegia Castle to rescue Exalt Emmeryn from execution. The player must defeat all the enemies from the map to reach her. However, when the rescue goes astray, the player makes a difficult choice.

Player Goal:

- Defeat all the enemies on the map.

Design Objectives

- Introduce two new potential party members, Libra the War Monk and Tharja the Dark Mage.
- Make players feel emotionally invested in Emmeryn's fate.

Complications:

- Desert terrain limits mobility. Foot units lose two movement squares while cavalry units lose three. Flying and magical foot units retain normal speed.
- If player hasn't finished the mission within 5 turns, reinforcements will arrive.
- Libra and Tharja start as an NPC ally unit and an enemy unit respectively. If the player does not talk to them with Chrom before the mission is completed, player will be unable to recruit them.

Step-by-Step Experience:

1. Storm the Castle

- Triggers:
 - Select "Plegia Castle" from the overworld after completing chapter 8.
- Events:
 - CONVERSATION:
 - Gangrel and Aversa discuss approaching Chrom's army, planning to kill them and take the Fire Emblem. Meanwhile, Chrom's army learn that Gangrel intends to publically execute Emmeryn.
 - At the execution, Chrom's army interfere right before the axe can fall on Emmeryn. The army charges forward to fight past the enemy and rescue her.
 - UNIT MANAGEMENT:
 - Player selects up to 12 playable unit characters to take into battle. Chrom must be selected.

2. Battle the Plegian Army

- Triggers:
 - Player selects “fight” from the pre-battle menu.
- Events:
 - CONVERSATION:
 - Chrom orders player to defeat the enemy soldiers before they deal with Gangrel. Gangrel responds by ordering his soldiers to kill everyone.
 - On the third round of combat, Campari demands to know when the wyvern brigade will arrive.
 - When first engaging Campari, he swears they’ll never rescue Emmeryn.
 - When Campari is killed, he claims killing him will only fuel Plegia’s rage.
 - COMBAT:
 - Gangrel and Aversa leave the map after the opening conversation.
 - Player must defeat all of the enemy units to complete the level.
 - On the fifth round of combat, enemy reinforcements spawn.

3a. Tharja Introduced

- Triggers:
 - Player complete first round of action.
- Events:
 - CONVERSATION:
 - Tharja voices her dissatisfaction with being expected to give her life simply because the King ordered it.
 - COMBAT:
 - Tharja starts as an enemy unit. She will attack the player until she’s killed or player recruits her.

3b. Tharja Recruited

- Triggers:
 - Player completes first round of action.
 - Player moves Chrom a tile away from her and selects “talk”.
- Events:
 - CONVERSATION:
 - Chrom recognizes Tharja’s reluctance to fight for a cause she doesn’t believe in. He invites her to rebel against Gangrel and join his army instead.
 - UNIT MANAGEMENT:

- Tharja becomes a playable character. She's immediately controllable.

3c. Tharja Not Recruited

- Triggers:
 - Tharja's hit points reach 0 before being recruited
- Events:
 - CONVERSATION:
 - Tharja curses her opponent with her dying breath.
 - UNIT MANAGEMENT:
 - Tharja permanently dies and is unable to be recruited for the rest of the playthrough.

4a. Libra Introduced

- Triggers:
 - Player and enemy complete first round of action.
- Events:
 - CONVERSATION:
 - Libra arrives and reveals he's also there to save Emmeryn.
 - COMBAT:
 - Libra starts as an ally NPC unit. He will independently fight against the enemy until talked to with Chrom.

4b. Libra Recruited

- Triggers:
 - Player and enemy complete first round of action.
 - Player moves Chrom a tile away from him and selects "talk".
- Events:
 - CONVERSATION:
 - Chrom learns from Libra is from a group of clergy who came to save Emmeryn, but all except Libra perished. Libra asks to join Chrom's cause.
 - UNIT MANAGEMENT:
 - Libra becomes a playable character. He's immediately controllable.

4c. Libra Not Recruited

- Triggers:
 - Libra is killed before being recruited.

- Player doesn't talk to Libra with Chrom before the mission ends.
- Events:
 - CONVERSATION:
 - If killed, Libra dies begging for someone to save Emmeryn.
 - UNIT MANAGEMENT:
 - If killed, Libra permanently dies and is unable to be recruited for the rest of the playthrough.
 - If not talked to with Chrom, Libra disappears after the battle and is unable to be recruited for the rest of the playthrough.

5. The Rescue Fails

- Triggers:
 - Player successfully defeats all the enemy soldiers.
- Events:
 - CONVERSATION:
 - Chrom's forces finally reach Emmeryn, only to be wiped out by Risen reinforcements. Gangrel demands that Chrom surrender and turn over the Fire Emblem or Emmeryn dies.
 - Player must choose whether to advise Chrom to sacrifice Emmeryn or not. If player says to sacrifice Emmeryn, Gangrel taunts Chrom and Chrom threatens to kill Gangrel. If player says not to sacrifice Emmeryn, Chrom loses hope. He sees no other way to save her and starts ordering his army to stand down.
 - Regardless of player's choice, Emmeryn tries and fails to reason with Gangrel a final time. Ultimately, she decides to sacrifice herself to protect Chrom and the Fire Emblem. Player and Chrom's forces are forced to flee.
 - MOVIE:
 - Chrom runs to save Emmeryn. However, Emmeryn nobly walks to the edge of the cliff and lets herself fall. Chrom can only watch in despair as he stumbles towards her body, before collapsing.

Required Assets:

Name	Category	Type	Design Notes
Desert	Environment		Causes foot units to lose -2 movement and cavalry units to lose -3 movement.
Robin	Character	Playable	Main Character. Name and appearance customizable.

Chrom	Character	Playable	Must be selected for combat.
Recruited Units	Character	Playable	
Campari	Character	Enemy	
Tharja	Character	Enemy, Playable	Tharja starts as Enemy. After recruitment becomes Playable.
Soldiers	Character	Enemy	
Mages	Character	Enemy	
Archers	Character	Enemy	
Wyvern Riders	Character	Enemy	
Libra	Character	NPC, Playable	Libra starts as NPC. After recruitment becomes Playable.
Gangrel	Character	NPC	
Aversa	Character	NPC	
Risen	Character	NPC	
Scripted Sequences	Narrative		
Emmeryn's Sacrifice	Narrative	Cutscene	
Tile Map	Combat, Environment		
Combat Sequences	Combat		
SFX	Audio		
Voice Over	Audio		

Required Systems:

- Conversations
 - Display text
 - Display sprites and portraits
 - Play audio cues
- Movie
 - Play cutscene
- Combat
 - Gameplay
 - Party, NPC, and Enemy Unit designations
 - Difficulty level
 - EXP gain and leveling up
- Unit Management
 - Unit Selection
 - Character Recruitment
- Event Tile
 - When player ends a unit's turn on an event tile, one of the following

occurs:

- Player finds an item
 - Unit gains 15-30 EXP
 - Unit gains weapon EXP
 - If unit paired with a compatible support conversation unit, units gain 9 support points.
- Save System Management
 - Create Save Data
 - Load Save Data

Event Flow



Mission Chapter



Event



Game Over Event



Mission End



Interactive Event



Branching Event



Unit Management



Chapter Ending Event



Complication



