Information

Who:

- Who is in the game?
- Who are the Greek Gods?
- Who is the player?
- Who are our companions?

What:

- What can you achieve?
- What do you face?
- What are the relics?
- What is the secret?

When:

- When is the game taking place?
- When does the game start?
- When are the cities liberated?
- When are the enemies faced?

Where:

- Where will you go?
- Where are the relics?
- Where are the Giants?
- Where did the monsters come from?
- Where are the heroes?

Why:

- Why are the Giants back?
- Why the player?
- Why are we recruiting these heroes?

How:

- Use mythologies as a reference point.
- Include real life areas.
- Include monsters and enemies from the mythologies.
- Include numerous ways of interaction to allow the player to feel immersed.
- Include relics/items relating to the myths.

Characters:

- Player- If male, the default name is Aegeus, if female, the default name is Alessandra. These names mean defender and protector in their own respect. This is a subtle detail that foreshadows the players role and how they will be depicted throughout their journey and history as well. The player has the option of changing the name to their liking as well. A young farmer that is suddenly thrust into the role as hero as they are tasked by the gods with helping defeat the remaining Giants that have escaped and seek to destroy the Gods and take over not only Olympus, but also Greece itself. In the middle of the story, when they are within the Underworld, it is revealed who their parents really are. Depending on the assigned Godly parent the player has a variety of attributes and benefits that they start with based on their parent's abilities.
 - Abilities Based on Parent:
 - Zeus:
 - Strength

- Agility
- Endurance
- Poseidon:
 - Strength
 - Speed
 - Thick Skin(invulnerability)
- Apollo:
 - **Increased Healing**
 - Archery Skill Increased
 - **Musical Ability**
- Aphrodite:
 - Increased Charm
 - Compulsion
 - People will tell their inner desires
- Ares:
 - Increased strength
 - Mastery of any weapon
 - **Enhanced Combat Skills**
- Hades:
 - Ability to blend in (invisibility)
 - Earns more coins
 - Able to tame beasts
- Hermes:

- **Increased Speed**
- **Better Agility**
- Better Reflexes
- Antreas- The players younger brother who travels with them as they find other heroes and fight new enemies. He is not a demigod but is blessed along the way as he assists his sibling and proves his strength and loyalty.
- Greek Gods- There will be various Gods that will appear within the game, and they all will help the young heroes on their journey. They will mirror their historical versions and will stick their legends as well.
 - o Gods Within:
 - Zeus
 - Poseidon
 - Hades
 - Athena
 - Apollo
 - Hermes
 - Hephaestus
 - Charon
 - Aphrodite
 - Ares
- Greek Heroes- There will be a select few of famous Greek heroes that will be able to be recruited in the effort of defeating the Giants that have escaped. They will mirror their historical versions and will stick their legends as well.

- O Heroes Within:
 - Achilles
 - Atalanta
 - Hercules
 - Jason
- Giants- The few Giants that survived the Gigantomachy have escaped their prisons and are on a war path to destroy the Gods, take over Olympus, and all of Greece as well. The Giants were children of the Titan Gaia. They will mirror their historical versions and will stick their legends as well.
 - o Giants Alive:
 - Polybotes
 - Born to oppose Poseidon
 - Was buried under Nisyros by Poseidon
 - Enkelados:
 - Born to oppose Athena
 - Was buried under Sicily by Athena
 - Mimas:
 - Born to oppose Hephaestus
 - Was buried under, what is now, Mt. Vesuvius.

Settings:

- Greek countryside's
- Some caves
- Cities/Islands

- Kephalonia
- Corinth
- Athens
- Argolis
- Areas:
 - Mt. Olympus
 - The Underworld
 - Fields of Elysium
 - Isle of the Blessed

Philosophies:

- You are stronger than you know.
- Strength comes from within.
- Do not question your worth.
- You are always watched over.

Time Periods:

- Ancient Greece
- ~900 BCE