

**DRAGON AGE INQUSTION**

**LDD**

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## Introduction

The Player is sent to “*Storm Coast*” to prevent the Red Templars from delivering a large shipment of Red Lyruim being moved from a cave in the far mountains. The player’s actions will affect the consequences of the mission.

## PS4 Mechanics

### Combat System

- The player’s Main Attack functionality is the (R2) button.
- The player will perish once the Life Bar reaches zero. The player must use potions to restore the Health Bar. Should the player perish, they may also be revived by another character in the party.
- To Lock on a Target/Cycle, the player uses the (Left Joy Stick + Right Joy Stick simultaneously). The player may also Switch Party Members by pressing the (↑/↓) buttons. The Tactical Combat Mode is activated by pressing the (Touch Pad).
- The player may use their Primary Abilities by using the (Square/Triangle/Circle/R1) button. In order for the player to use the Secondary Abilities they must hold the (L2) button and then press (Square/Triangle/Circle/R1) button.

### Movement System

- The player’s Movement is activated by using the (Left Joy Stick). Whereas, the (Right Joy Stick) is used to Control the Camera.
- In order to Sprint, the player must hold down the (Left joy Stick).
- The player Jumps by pressing the (X) button.

### Information System

The player will acquire a Compass, a Battle Menu, a list of Party Members and an Objective Bar. In addition, by pressing the (L1) button the player may access the Radial Menu and by pressing the (Option) button the player may access the Hero Menu.

### Interaction System

The player may Interact with objects by using the (X) button.

## **Enemy Types**

### **Red Templar Foot Soldier**

The Red Templar Foot Soldiers are considered a standard foot soldiers infused with Red Lyruim. These foot soldier are melee based enemies.

### **Red Templar Archers**

The Red Templar Archers are considered the regular archer enemy.

### **Red Templar Knight**

The Red Templar Knights are infused with a large amount of Red Lyruim. These enemies are bulky with massive armour enabling them to cause great damage.

### **Behemoth**

A Behemoth is a monstrous creature have been comprised with Red Lyruim. These creatures generally fight alongside Red Templars.

### **Wraith**

Wraiths are weakest variety of Demon.

### **Terror Demon**

Terror demons are a weaker variety of fear based demons. These demons have the ability to disappear and reappear in a random locations causing unnerving fear to combatant.

### **Shade**

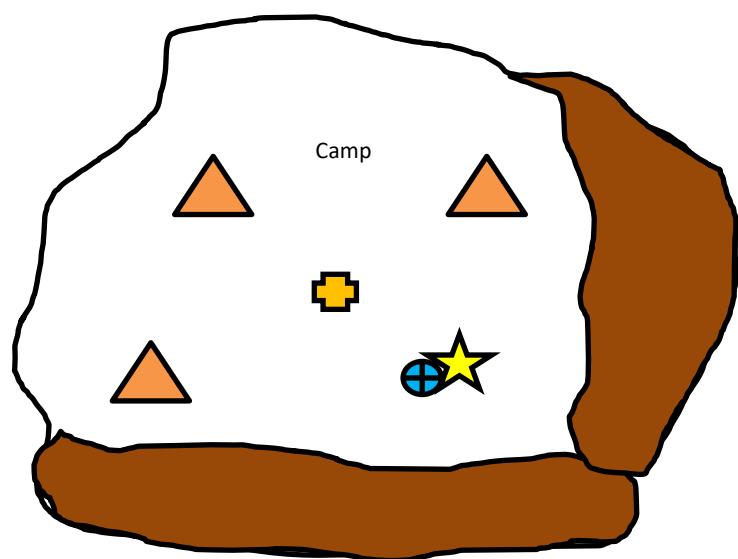
Shades are essentially the Foot Soldiers of the demon army. These soldiers lack ability to avoid any type of damage.

### **Rage Demon**

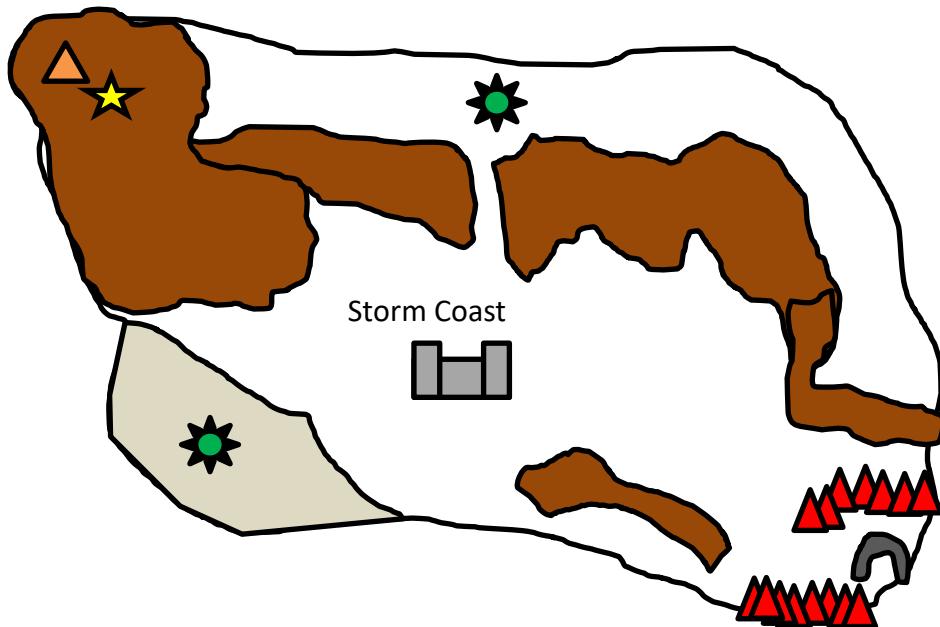
Rage demons are highest powered demon. These demons inflict heavy fire damage.

## Gameplay Flow

The game begins at "Camp", where the player initiates a conversation with a scout. The scout is warning the player that there are Red Templars in the area and they are held up in a Cave. In addition the scout informs the player of Fade Rifts near the mountains and the coastline. The player will respond to the scout, "I will be careful and I will definitely look into this." The scout replies, "If you would like to know more about the Red Templar's location, you must seek out Lieutenant Maxwell at the Town of Templeton near the coast." The player answers, "Very well, I will leave you now so that you may continue with your duties."

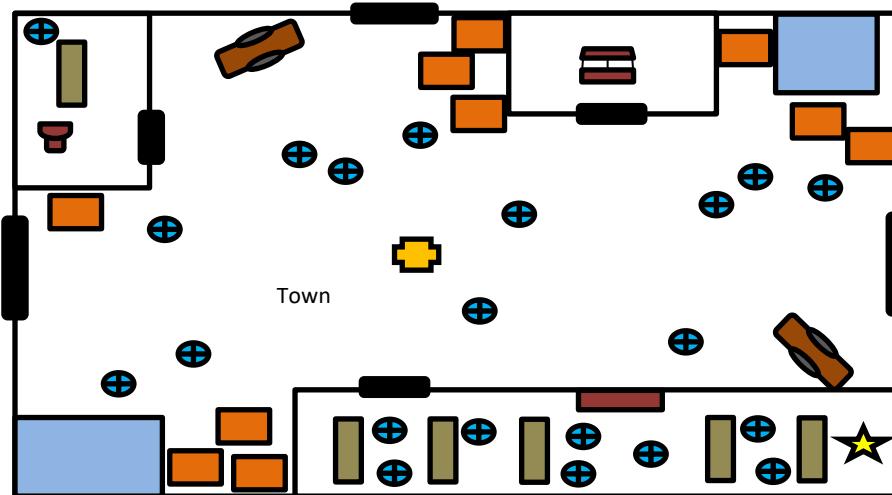


The player must now decide whether to go towards the "Mountain Range" or continue to the "Town of Templeton" or head towards the "Beach".



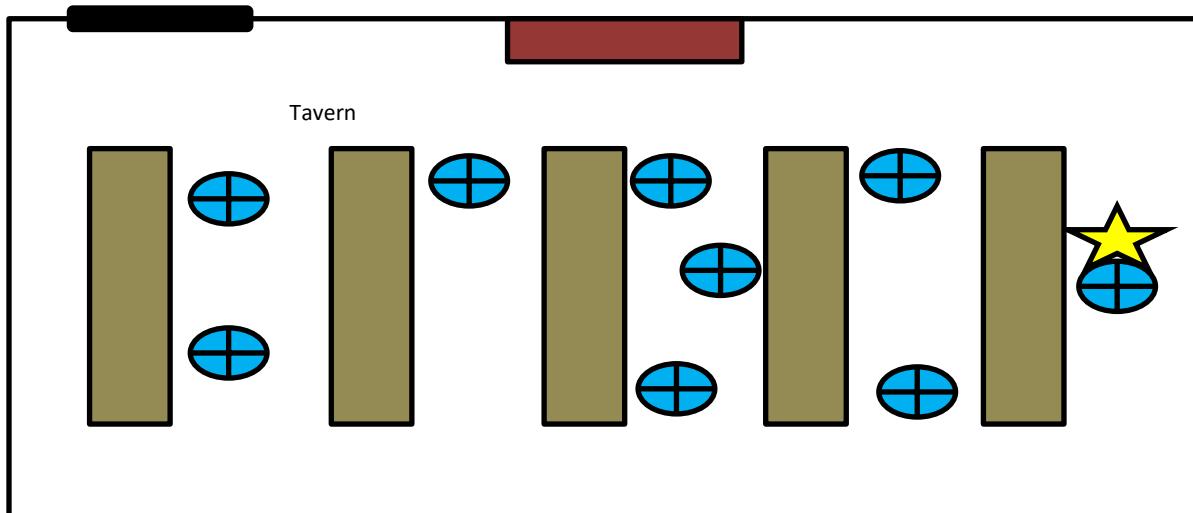
Should the player head towards the “Mountain Range”, they are obliged to engage with the demons of the Fade Rift until the player can close the rift.

Ought the player to arrive in the “Town of Templeton”, he/she has the opportunity to partake in their surroundings before entering the tavern to seek out Lieutenant Maxwell. The player sees a group of inquisition soldiers engaged in a conversation, a crafting forge shed and a merchant who is selling armor and weapons.



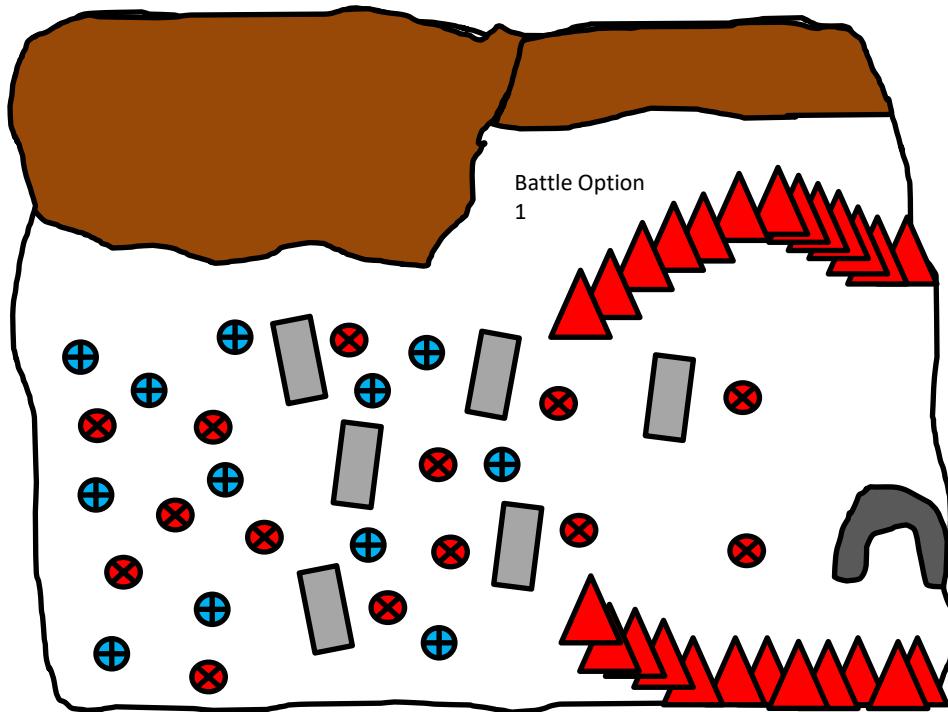
If the player decides to head to the “Beach”, they too must engage with the demons of the Fade Rift until the player can close it that rift.

The player enters the “Tavern” and approaches Lieutenant Maxwell and initiates a conversation with caution. The player then says, “Good day Lieutenant Maxwell, I am here to seek information concerning the Red Templar smuggling operation.” Unexpectedly, Lieutenant Maxwell stands up and salutes the player, “Inquisitor it is an honor to meet your acquaintance, I was not alerted of your visit.” The player quickly responds, “Please Lieutenant Maxwell, there is no need for such formality. I only seek information.” Lieutenant Maxwell confirms with the player that the Red Templars are well hidden. Lieutenant Maxwell states, “Unfortunately our forces don’t have the experience to penetrate the Red Templars defence at the entrance of the Cave. Even so we are prepared to fight alongside you with

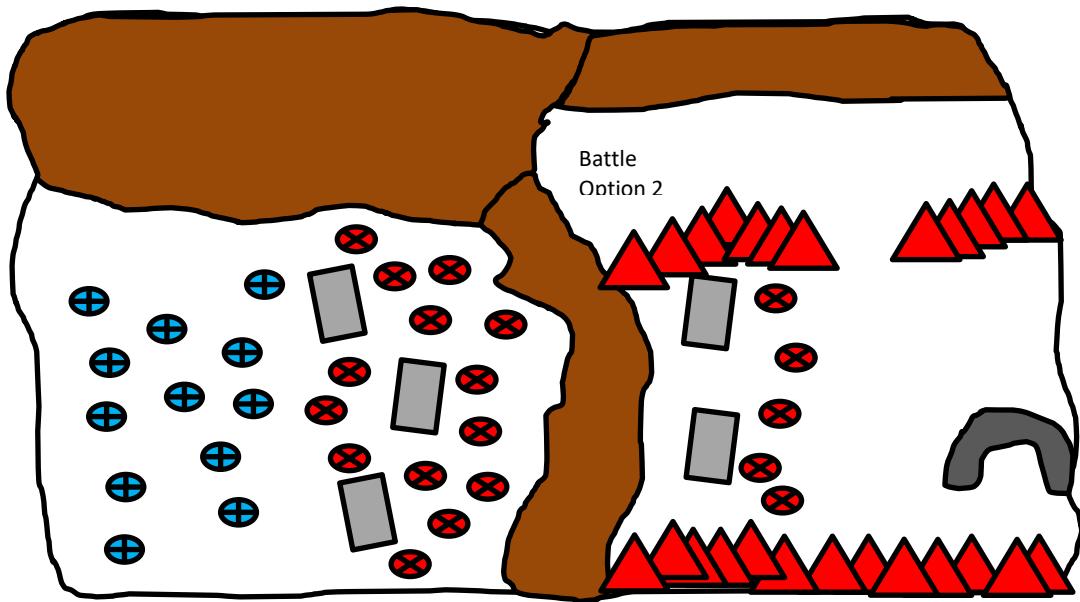


everything we have. We can organize a full frontal assault and fight our way towards the Cave's entrance. (Battle Option 1) We could set up explosions to draw Red Templars out and attack them while you sneak into the Cave with minimal engagement." (Battle Option 2) Lieutenant Maxwell replies, "Both of these plans are risky Inquisitor." The player must decide on how to engage the Red Templars according to Lieutenant Maxwell two battle suggestions. Each proposition will have the player engaged with unknown consequences.

If the Player decides to go with "Battle Option 1", they will face a vast group of Red Templars. Note the player will have allies fighting the Red Templars and there will be a minimal risk to your army being killed.

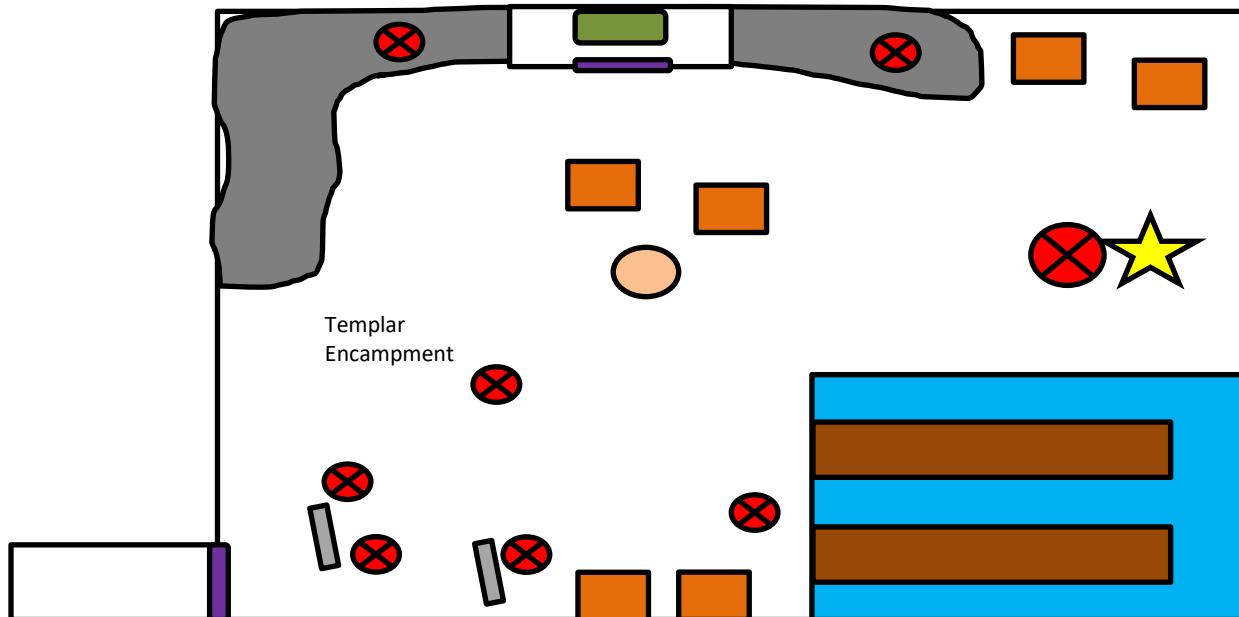


If the Player decides to go with "Battle Option 2", they will hear an explosion. The player must move quickly towards the mountain area. He/she can sneak through the battle and reach the Cave's entrance



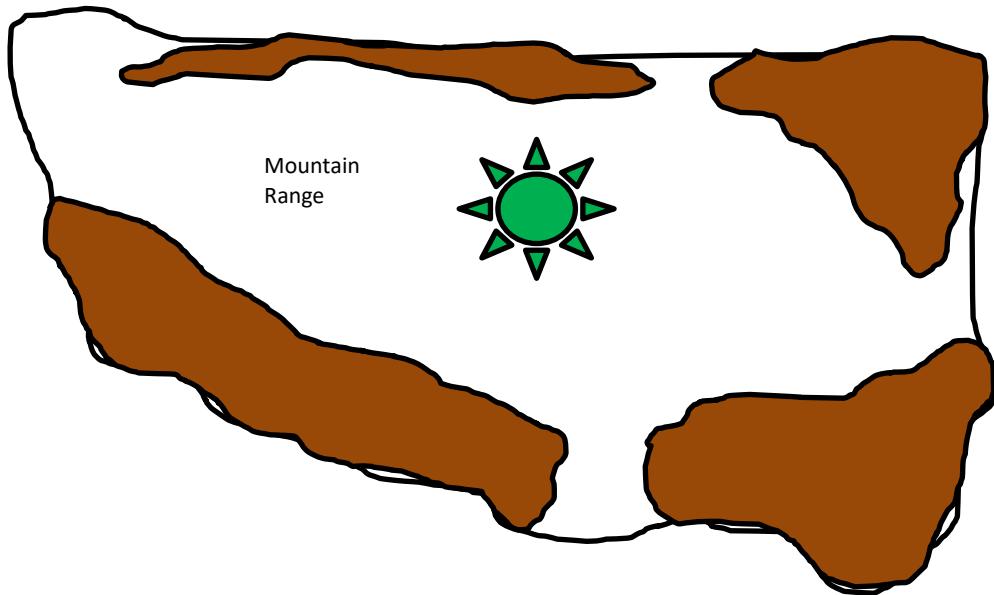
unnoticed. At the cave entrance, the player will only face a small group of Red Templars to battle. Unfortunately, the risk of your army being killed is greater during this battle option.

When the Battle outside of the cave is complete, the player can now enter the cave and navigate to the Templar Encampment. The player will reach a massive cave door guarded by Red Templars. The player must open the cave door upon placing the Red Lyrium Crystal. The player obtained the crystal from the guards outside the door. The player places the Red Lyrium Crystal in the door socket, allowing the door to slowly open and reveal the Red Templar Encampment. He/she will see the Red Templar vessels carrying Red Lyrium and the soldiers unloading crates to the vacant areas of the encampment. The Red Templars will notice the player and engage him/her with a few basic enemies, such as, Red Templar Foot Soldiers, Archers and finally the Boss - the Behemoth. If the player is able to defeat the Behemoth, he/she will obtain a key to the locked hidden room near the staircase. With this key, the player unlocks the chest and retrieves their reward for completing the main quest for the “Storm Coast”.



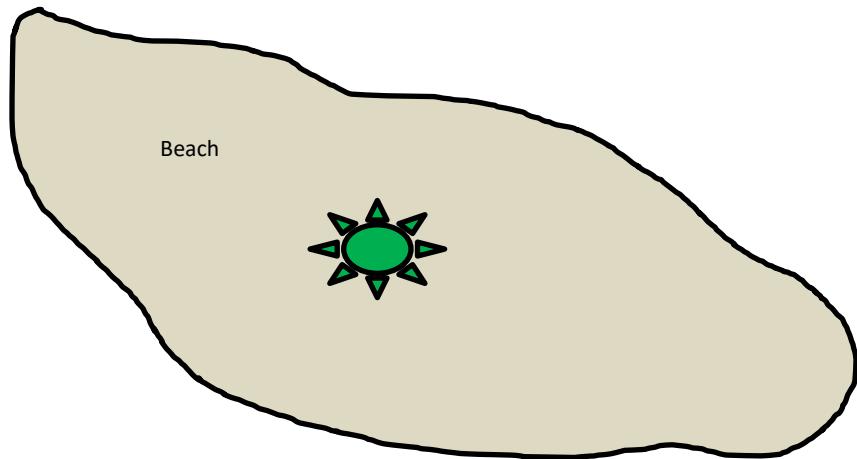
## Optional Gameplay Flow

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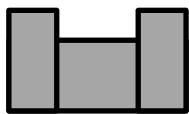
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## Legend



Town



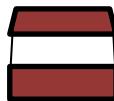
Cart



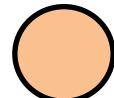
Chest



Rift



Shop



Fire Pit



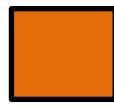
Quest



Door



Camp



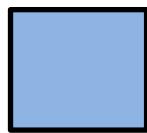
Crate



Water



Red Lyrium



Building



Cave



Table



Enemy



Fast Travel Point



Barricade



Crafting