

Quest Design Document

GENSHIN IMPACT

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Quest Title: Secrets Submerged.

Premise: Discover an ancient blueprint, assemble a mysterious machine, and explore the depths of Fontaine.

Overview: The Traveler discovers a blueprint that leads to a collaboration with Dr. Roux to investigate its origins and functionalities. Retrieving underwater components and assembling a prototype device are part of it. The research continues as The Traveler gathers Condessence Crystals throughout Fontaine to use it on the machine, resulting in a mysterious powder. After some time, Dr. Roux reveals his findings and the potential of the enigmatic powder.

Quest Type: World Quest.

Quest Giver: Book at New Fontaine Research Institute.

Region: Fontaine.

Area/Subarea: Fontaine Research Institute of Kinetic Energy Engineering Region, New Fontaine Research Institute.

NPCs involved:

- Dr. Roux (Researcher at the Fontaine Research Institute).
- Underwater Patrol Mek (Underwater enemy).
- Underwater Survey Mek (Underwater enemy).

Quest Prerequisites: World Quest Series - Fontaine Research Institute Chronicles.

Total Rewards:

- 50.000 Gold.
- 30 Primogems.
- 450 Adventure EXP.
- 20 Fontaine Reputation EXP.
- Enigmatic Powder.

Items related: 7

Item Name	Description
Ancient Blueprint	A water-damaged schematic of an old machine, key to unlocking Fontaine's forgotten underwater exploration technology.
Strange Mixing Component	A peculiar part necessary for the machine's operation, likely used to blend various substances.

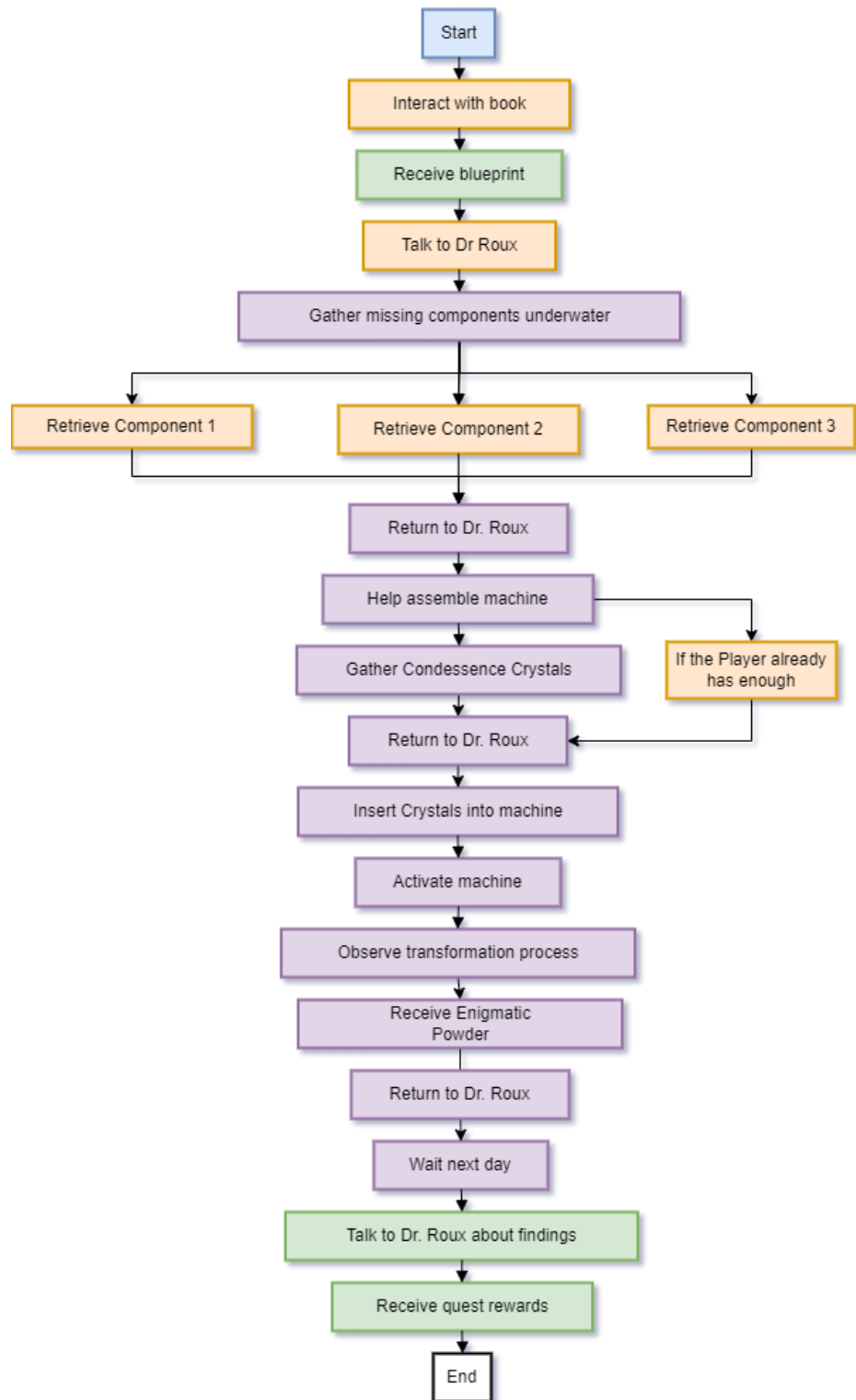
Strange Infuser Component	An odd piece that seems to infuse energy into the machine, possibly for activation or control.
Strange Crushing Component	A robust element of the machine, designed to pulverize materials into finer forms.
Enigmatic Powder	A mysterious substance produced by the machine, with properties and uses yet to be discovered.
Condessence Crystals	Forging Material item exclusively found in Fontaine.
Dr. Roux Findings	The culmination of Dr. Roux's research, revealing the potential applications and history of the enigmatic powder and the machine's technology.

Quest Start: When the player interacts with a book at the New Fontaine Research Institute, they receive an ancient blueprint and are tasked with questioning a Researcher at the institute about its origins and contents to initiate the quest.

Progression:

- Investigate the origins of the waterlogged blueprint: The player, after interacting objects within the New Fontaine Research Institute and finding the blueprint, must gather information about the ancient blueprint with Dr. Roux at the institute.
- Retrieve missing components from dangerous underwater locations: The player will need to explore underwater areas, battling enemies like the Underwater Patrol Mek and Underwater Survey Mek, and locate the Strange Mixing Component, Strange Infuser Component, and Strange Crushing Component.
- Assemble the ancient machine: After retrieving all the components, the player will return to Dr. Roux and assist him in assembling the machine.
- Gather Condessence Crystals: The player will need to explore various parts of Fontaine to find Condessence Crystals.
- Transform them into a mystical powder using the machine: Once enough Condessence Crystals have been collected, the player will use the machine to transform them into the Enigmatic Powder.
- Talk with Dr. Roux after the machine's activation: After the transformation process, the player will have a conversation with Dr. Roux about the results.
- Wait until tomorrow: The player will need to wait for a day (in-game time) before proceeding to the next step.
- Speak with Dr. Roux about his findings: After waiting, the player will return to Dr. Roux to discuss his findings about the Enigmatic Powder and the machine's technology.

Quest Flow:



Background:

The Fontaine Research Institute focuses on studying machines, energy, and inventions like clockwork mechanisms and kinetic cores developed by founder Alain Guillotin. Originally tasked with finding solutions for a prophesied flood, researchers aimed to harness Arkhium energy to defy gravity. However, during Edwin Eastinghouse's research, an overload in the field generator's Arkhium core caused a massive explosion, destroying much of the institute. Despite the disaster, they rebuilt as the New Fontaine Research Institute near the old ruins, salvaging what remained.

Resolution: Upon quest completion, the player receives the Enigmatic Powder and reputation points. Dr. Roux reveals that the powder holds potential, but further research is needed to fully understand its capabilities.

Enemies/Obstacles:

- Underwater Patrol Mek: These are underwater enemies that the player will encounter while retrieving the missing components.
- Underwater Survey Mek: These enemies are also found underwater during the component retrieval phase.
- Resource Gathering: The player will need to gather Condessence Crystals, which could be a challenge depending on their availability and the difficulty of the locations where they are found.

Dialogue:

Upon receiving the blueprint:

Paimon: "Wow, this blueprint... it's so old it could be a relic itself! Are you sure it's still good?"

Traveler: "Well, there's only one way to find out."

Paimon: "Right! Let's find a researcher who can help us understand this blueprint better."

Upon talking with Dr. Roux:

Dr. Roux: "How can I assist you today?"

Paimon: "We found this ancient blueprint and we're not sure if it's still usable."

Dr. Roux: "Let me see... Hmm, this is indeed quite old. But don't worry, I've dealt with older."

[Choice 1]

Traveler: "That's reassuring. Can you help us understand it?"

[Choice 2]

Traveler: "Really? You must have a lot of experience then."

Dr. Roux: "Indeed, I've been studying these kinds of artifacts for years. Now, let's see what we have here..."

Paimon: "We're counting on you, Dr. Roux!"

Dr. Roux: "Hmm, this blueprint... it's quite complex. It appears to be a design for some sort of ancient machinery. However, without constructing it, it's hard to say for certain what it does."

Paimon: "So, we need to build it to know what it is?"

Dr. Roux: "Precisely. And for that, we'll need some specific parts. They're quite old and rare, but I believe you can find them in the sea."

Traveler: "In the sea? Are you sure?"

Dr. Roux: "Yes. It's not going to be easy, but I believe you can do it."

Paimon: "Well, you heard him, Traveler! Let's start our treasure hunt in the sea!"

Traveler: "Alright, we'll return with the parts. Thank you, Dr. Roux."

Upon Finding the components:

Paimon: "Look, Traveler! This must be a component. It's a bit rusty, but it seems to match the blueprint. Good job!"

Paimon: "Wow, this one was hidden well. But we found it! That's the second component already. We're making progress!"

Paimon: "And there's the third one! It's a bit heavier than the others. I wonder what it's for... Anyway, it's time to head back to Dr. Roux and see if these pieces fit the blueprint.!"

Upon returning to Dr. Roux:

Traveler: "Dr. Roux, we've found the components you mentioned."

Dr. Roux: "Excellent! Let's see... Yes, these are just what we needed. Good job, Traveler!"

Paimon: "So, what's next?"

Dr. Roux: "Next, we assemble the machine. But it's a delicate process. I'll need your help."

Traveler: "Of course, we're ready to assist."

Upon assembling the machine:

Dr. Roux: "Traveler, could you hand me that component? Yes, the heavy one. Thank you. Now, let's fit this here... Perfect!"

Paimon: "It's starting to look like something!"

Dr. Roux: "Indeed, Paimon. We're making progress. Traveler, the next component please... Thank you. And now, the last piece... There we go!"

Paimon: "We did it! The machine is assembled!"

Dr. Roux: "Yes, thanks to your help. Now, let's see what this ancient machine can do..."

Upon activating the machine:

Dr. Roux: "Alright, let's activate the machine... Hmm, that's odd. It's not doing anything."

Paimon: "Maybe it's broken?"

Dr. Roux: "No, I don't think so. Let me take another look at the blueprint... Ah, I see. It seems we missed something."

Traveler: "What is it?"

Dr. Roux: "According to the blueprint, there's a mineral that needs to be inserted into the machine. It's similar to... Condessence Crystals."

Paimon: "Condessence Crystals? Where can we find those?"

Dr. Roux: "They're quite rare, but I believe you can find them in certain regions. You'll need to collect some for the machine to work."

Traveler: "Alright, we'll be back soon, Dr. Roux."

Upon returning with the Condessence Crystals:

Traveler: "Dr. Roux, we've found the Condessence Crystals."

Dr. Roux: "Excellent! Let's insert them into the machine and try again."

[Inserting the Condessence Crystals]

Dr. Roux: "Alright, let's activate the machine... Ah, there we go! It's working!"

Paimon: "Wow, look at that! The machine is glowing!"

Upon the finished process:

Dr. Roux: "Interesting... The machine has produced a powder. Let's analyze it."

[Analyzing the powder]

Dr. Roux: "Hmm, this is peculiar. The powder doesn't match any known substance. We'll need to investigate further to understand what this machine does."

Paimon: "A mystery powder from a mystery machine... This is getting exciting!"

Dr. Roux: "Could you come back tomorrow? I will research into it! "

Traveler: "Sure, see you tomorrow, Dr. Roux"

The next day:

Paimon: "Hey Traveler, it's time we go and see Dr. Roux again. He might have found something interesting about it overnight. Let's not keep him waiting!"

Upon talking with Dr. Roux:

Paimon: "Good morning, Dr. Roux. Any updates on the mysterious powder?"

Dr. Roux: "Ah, Traveler and Paimon, good to see you. Yes, I've been studying the powder overnight. It's quite fascinating. It holds great potential, but its full capabilities are still unclear. We need to conduct further research."

Paimon: "So, it's still a mystery, huh?"

Dr. Roux: "Indeed, Paimon. But every discovery starts with a mystery. I want to thank you both for your help. This wouldn't have been possible without you."

[Choice 1]

Traveler: ""We're glad we could help."

[Choice 2]

Traveler: " Let us know if there's anything else we can do."

Dr. Roux: "I will, Traveler. And rest assured, if there are any further discoveries, you'll be the first to know."

Map:





Testing Checklist:

- Ensure all objectives are clear and achievable.
- Check for any bugs or glitches in quest progression.
- Test dialogue options and NPC interactions for consistency.
- Verify that rewards are appropriate and balanced.
- Ensure quest completion triggers correctly.

Notes:

Consider adding a minigame to the machine assembly phase. This will enhance player immersion and engagement, providing a dynamic experience. Tasks could include aligning components or solving puzzles related to the machine's mechanics. Ensure the minigame complements the quest's narrative and objectives while providing enjoyable gameplay mechanics for players.