

We need a long horizontal illustration that will be shown as a cutscene

Illustration needs to look like a printed scroll featuring 6 images that follow this script:

### **Text on Screen**

What do you hear? The scraping of an enforcer's boots? The ringing of the town's bells?

In this small village, there's a sound you won't hear in the streets. A sound strictly forbidden to the masses and cause for punishment if one is caught making it.

**Sound effect for boot scraping and bells. Could overlay here with images of the town as well.**

Not for long if your quest is successful. You join up with the rebellion and its leader **(bat with other members of the resistance and our rebellion leader)** to revolt against this system **(show bosses with the cathedral)** and bring back the sound long forgotten in this town. The sound of Rock N Roll **(guitar rift here)**

### **Fade to Black with the Game's Title**

**Possibly we can fit the name of the game's title in this sequence depending on what we decide to call it so we can have all the words fade except for the title**

**Potential short monologue for our character to explain some backstory**

### **Vox (Default):**

I shouldn't contribute to their controlling system anymore.

### **Determined:**

It's time I redeem myself for my part in all this. For now, I need to find out how they're watching our movement so closely.

**The player is given some indication that our character was complacent in this world but they will need to wait until later (rest areas) for what he means exactly**

## Ext. Village - World Map - Day

### Mission Popup

Find the secret stash of resources

Inspiration:



<https://youtu.be/KyTgvancEok?si=NU46K6IUrYJPEiZT&t=81>

### **Boss 1 Script:**

Tell with pictures: show a big part of the boss' personality; very rich and extravagant. She has been hiding a tunnel leading to an underground world that the player will enter for act 2

Tell with words: Landlady character who profits from those around her. Reason for guarding this entrance-believe only a select chosen few should have access to this technology, very elitist. Character traits for our MC-feel guilty for his part in the system after spending time with the rebellion.

**MC Expressions:** neutral, sad, laughing/confident, questioning, and mad

**Villain Expressions:** demure version and then her wild side

### **Int. First Boss Room - Magpie Manor - Night**

The player enters the room in Magpie Manor. 2D dialogue boxes will appear for a brief conversation with our main character and the first boss.

VOX (Questioning)

What is this place?

LADY CLAWTHORNE (Demure)

Ah, I've been waiting to meet the double-crosser. What makes you think you deserve to step into my manor?

VOX (Mad)

I know you're hiding something here - something that keeps you in power, and I'm not leaving without it.

LADY CLAWTHORNE (Demure)

Something, huh? For someone who used to arrest people for disobeying our king, you sure are naive. I guess you really aren't worthy of our technology.

VOX (Sad)

I...I don't do that to people anymore.

VOX (Questioning)

Technology?

LADY CLAWTHORNE (Demure)

Well, as someone not on our side anymore, you'll need to pay the toll just like anyone else who comes into my manor.

LADY CLAWTHORNE (Wild)

And betrayers like yourself deserve to pay the ultimate price.

Battle Sequence

VOX (Questioning)

A tunnel? What are they hiding?

Dialog Sprites:

