**ROUGH DRAFT SCRIPT**

* Mystery action RPG
* "Breaking Red"
* Art style: cartoonish, blocky; vaguely Among Us
* MC: Red-hooded detective girl carrying a stick

*\*Dialogue will be based on what is possible with the code.\**

* (OPTIONAL) Opening scene:
  + A text wall scrolls down explaining that Red just went over the river and through the woods to Grandmother's house, only to find Grandmother had been… MURDERED.
  + Now, her granddaughter Red has her old, reliable Walking Stick, and she’s going to find out who in the forest was responsible for Grandmother’s gruesome demise.
* MC starts off in a forest clearing, and the sky is pale green.
  + A blood trail leads away into the forest.
  + Either scene transition as the player progresses away through a gap between the trees.
* Tutorial encounter: The Wolf
  + The Wolf will be standing alone in the open and will be nonaggressive on approach.
  + Talking to the Wolf should quickly turn violent.  Red should be biased against the Wolf and ready to throw down.

The end result should be a defeated Wolf, but maybe not dead to make a comeback later.

* Defeating The Wolf opens up the next areas, and the next NPCs which can be discovered in any order. It will be up to the player exploring to find their way.
  + Dialogue Script:

WOLF: “Oh? Little Red Riding Hood, in these woods again? I thought you knew better than to come around here!”

RED: A dialogue box above the player will display, “I should have expected to find your mangy hide here, Wolf! It was YOU, wasn’t it?!”

WOLF: “You’ve been gone from these woods too long, Red! You don’t know how things work around here anymore!”

RED: “I know enough about YOU, Wolf! You always had it in for Grandmother!”

WOLF: “So what if I did? What, did someone finally whack the old broad?”

RED: “How dare you! I’ll kill you for that!”

WOLF: “You can try, Red! Show me what you got!”

**\***The Wolf becomes hostile and attacks the player.\*

**\***When The Wolf is defeated, a dialogue box above The Wolf will display\*

WOLF: “Always knew… I couldn’t beat you… It takes a human… to kill a human… Just like Grandmother found out…”

***\*****The passageway to the next zone of the game is opened.\**

A list of POTENTIAL NPC encounters:

1. The Bear.
   1. Similar to the Wolf, standing alone in the open and will be nonaggressive at first.
   2. Discussion with The Bear should reveal several new possibilities.  Most will be deliberate red herrings.
      1. The Hiker
      2. The Wizard
      3. The Hunter
      4. The Hippie
      5. The Axman 🡨spoiler, the actual murderer
   3. However, The Bear should ultimately decide it wants to eat Red no matter what and will attack. It will move slower but hit harder than The Wolf, but otherwise attack the same way.
   4. Dialogue Script:

THE BEAR: “…Huh? Who’s that calling me? *\*Squints eyes, as bears are nearsighted\** Whoa! It’s Little Red Riding Hood! You’re back in the forest?”

1. “Don’t play dumb with me!”
2. “Who killed Grandmother?”
3. “

RED: “Hey! Hey Bear!”

THE BEAR: “…Huh? Who’s calling me?”

RED: “…”

THE BEAR: “Huh? Who is that?”

*\*If possible in code, The Bear approaches, since bears are nearsighted.\**

THE BEAR: “Whoa! It’s Little Red Riding Hood! You’re back?”

RED: “You’re just gonna play dumb with me, Bear?!”

THE BEAR: “Who’s playing? It’s been a long time, Red, surely you’re not still mad?”

RED: “Mad? MAD?! I’m FURIOUS!”

THE BEAR: “Whoa, just because of a little honey? Not like I killed anyone. Uh. Recently.”

RED: “Then WHO KILLED GRANDMOTHER?!”

THE BEAR: “…Whoa, the old bag finally kicked it? Hah! I thought the forest was busier lately! I bet one of those humans got her!”

RED: “If you didn’t, then who? TELL ME, Bear!”

THE BEAR: “Huh, well, smart money is on the Hunter. He’s been killing all over the forest. And there’s the Axman, but he just hates trees. And there’s that weird Hiker that’s wandering around, and that chatty Hippie. And you know the Wizard and Grandmother had their big falling out.”

RED: “The Hunter, The Hippie, The Hiker, the Axman, and the Wizard, huh. Why are you telling me this so easily? I thought I would have to beat it out of you.”

THE BEAR: “Well , it’s not like you’re going to get away from me THIS time, is it? Not too often a free meal comes and finds me like this!”

*\*The Bear becomes hostile and attacks.\**

1. The Hiker
   1. The Hiker can be found on a trail out in the woods somewhere remote.
   2. They will be searching for The Cat who technically is lost. They will mention they have been as far as Grandmother’s House and have yet to see The Cat. There should be some clear clue that they think The Cat went by Grandmother’s House.
   3. The Hiker can say something ominous, such as “The old woman there refused to help me. The elderly are so unhelpful! I hope she’s dead!”
   4. Will act confused when attacked and will not fight back even if they are killed.
   5. Dialogue script:

RED: “Hey! Stop right there!”

THE HIKER: “Oh, hello there! Another traveler!”

RED: “Who are you?! What are you doing in this forest?!”

THE HIKER: “Me? Well, it’s a nice day of fresh air, and I’m also looking for my Cat. Have you seen him anywhere?”

RED: “Your cat?”

THE HIKER: “Yes, he’s a housecat and he got lost recently. I’ve looked all over the forest for him, but no one has wanted to help. I even talked to this old woman, and she… Well. Let’s just say that didn’t go very well!”

RED: “Do you mean Grandmother? What did you do to her?!”

The Hiker: “Hey now, I don’t like that tone! Look, if you’re not going to help me find my Cat either, then maybe just leave me alone!”

*\*The Hiker refuses to talk further, possibly only calling out for The Cat.\**

1. The Wizard
   1. Can be found in something like a Wizard tower, but maybe just near the shoreline of a lake or something easier.
   2. ~~The Wizard will be too stuck up and haughty to want to help the player at first.~~ The Wizard is a former fling of Grandmother. He will be too broken up about hearing of her death to help immediately.
   3. Attacking the Wizard will make him fight only until he is low enough in health, when he turns invincible and friendly again. At that point, he will yield victory and offer to use his magic to find a clue. This will point the player towards The Cat.
   4. Dialogue script:

RED: “Wizard! I need to talk to you!”

WIZARD: “Oh? Do my eyes deceive once more, or is that Red Riding Hood? Back in my woods?”

RED: “These aren’t your woods, Wizard! Now tell me what happened to Grandmother! You and her were close! Tell me what you know!”

WIZARD: “Grandmother? What sort of rot are you on about? Has… something happened to her?”

RED: “Don’t play dumb with me! Your magic could have EASILY torn her apart like that! What happened, did you decide that if you couldn’t have her, then no one could?!”

WIZARD: “Torn… apart? Grandmother?”

*\*If possible, the Wizard will be briefly silent\**

WIZARD: “…Red, perhaps you should leave. I would like to be alone.”

RED: “Then give me some answers!”

\*The Wizard refuses to speak until being attacked and being beaten. After his defeat, he continues.\*

WIZARD: “Fine! Fine! I’ll help you, Red! Grandmother wouldn’t have wanted us to fight anyway! I will use… Divination!”

*\*Maybe some sort of magic effect\**

WIZARD: “Ahh, yes… I see now. Grandmother WAS murdered!”

RED: “…”

WIZARD: “Alas… I cannot see who did it. But… There was a witness! Someone saw! There! I see them… Sitting on the windowsill! They were… waiting… for Grandmother to put out a food bowl!”

RED: “A food bowl?”

WIZARD: “The vision is fading… I saw… a silhouette of triangles above a circular face… That is all I know, Red.”

*\*The Wizard walks back, if possible.\**

WIZARD: “Go now, Red. Find the witness! Avenge Grandmother! We will settle our own differences another day!”

*\*The Wizard becomes un-interactable, staring out over the lake.\**

1. The Hunter
   1. Should be found surrounded by his bloody kills of deer and other forest animals. From the tracks around him and on his feet, it should be obvious that some of the blood trails in the forest have been left by him.
   2. The Hunter will be callous and hateful of Red. He will eagerly say he is glad that Grandmother is dead and that he thinks whatever got her should go after Red as well. He thinks people who give shelter to the deer with their No Hunting fences shouldn’t be allowed in the forest.
   3. If there are dialogue options, The Hunter should be easily provoked into a fight. He should attack at range with a bow type weapon, if possible. Attacking him first should immediately make him hostile.
   4. Dialogue Script:

HUNTER: “Oh just wonderful, look who it is! Everyone’s favorite tree hugger, Little Red Riding Hood!”

RED: “What do you know about Grandmother, Hunter?!”

HUNTER: “Screw off! That’s what I know! That old biddy, putting up “No Hunting” signs all over her property! Whose side does she think she’s on? Not like the Wizard or that worthless Hippie are going to help her! At least me and Axman had a deal worked out with her!”

RED: “A deal? What kind of deal?”

HUNTER: “Simple! Once she’s out of the way, we get the run of the place! Just the way it’s supposed to be! This is OUR forest, it doesn’t belong to some stupid animals and trees!”

RED: “So THAT’S why you killed her?!”

HUNTER: “Oh screw you, Red! Why don’t I show YOU what I should have shown her!”

\*The Hunter becomes hostile, fight to the death.\*

1. The Hippie
   1. Should be found out in the forest somewhere staring at flowers. He will be dressed in green and holding a staff.
   2. Talking to him should yield few results as he won’t be focused on the conversation. He may be able to introduce some other NPCs, such as the woodland animals.
      1. The Fish
      2. The Owl
      3. The Cat
   3. Attacking him will make him flee. If he is successfully killed, he should drop some kind of reward, such as The Can of Tuna or The Owl’s Wing.
   4. Dialogue Script:

HIPPIE: “What? What’s that red smudge I see… Whoa, is that Little Red?!”

RED: “Long time no see.”

HIPPIE: “No kidding! Wow, you’ve… Actually, you look just like I remember!”

RED: “You, too. Glad to see you’re well. Did you hear about Grandmother?”

HIPPIE: “I did, man. That’s a real bummer. I’m sorry for your loss, Red, even Grandmother didn’t deserve to go out like that.”

RED: “Yeah. I’m searching for who did it. You wouldn’t have any leads, would you?”

HIPPIE: “Oh man. I wish I could help, but I’ve just been here, doing my thing. Maybe you can ask my friends? The Fish is up by the lake, he sees all kinds of stuff. The Owl is off in his tree, but you know how he is. And there’s this crazy Cat around, if you see him, maybe you can ask him?”

RED: “The Fish, The Owl, and The Cat, huh. Alright. Thank you for helping.”

HIPPIE: “It’s all our forest, man, we gotta stick together. Stay safe out there, Red!”

*\*If the player speaks to The Hippie again:\**

RED: “Wait, how did you already know she was dead?”

HIPPIE: “Huh? Uh. Let me think. Uhh… Someone told me? It must have been one of my friends. I, uh, don’t remember who. Isn’t that crazy, man?”

RED: “…Yep, that’s crazy.”

*\*End of dialogue.\**

1. Major encounter: The Axman
   1. The Axman should be found around a bunch of felled stumps and fallen trees.
   2. The actual murderer.  Killed Grandmother to get her off her land so he can steal her lumber.  Intends to kill Red as well if she finds out.
   3. If found early, will be jovial and pleasant to talk to. He won’t reveal his true nature until Red has enough evidence to accuse him.
   4. May have a bloody axe or some other clear sign he's the real murderer.  But without getting a testimony from a different NPC, he will be untouchable even when attacked.
   5. Dialogue Script:

*IF THE PLAYER HAS NOT MET ALL OF THE OTHER FOUR HUMANS:*

AXMAN: “Dum dee dum, swing the axe, chop the log, swing the axe, chop the log, dum dee… Oh? Can I help you with something?”

RED: “Maybe. I’m investigating a murder in these woods.”

AXMAN: “A murder? Oh my goodness! How terrible! Do you have any leads?”

RED: “I’m working on the case. Have you seen or heard anything?”

AXMAN: “Oh no, of course not! All I ever see are trees that need to be chopped down! There are houses that need heating!”

RED: “Understandable. If I have further questions, I’ll come back.”

AXMAN: “I’m sure this is where I’ll be. These are my woods, after all! Hohoho…!”

*IF THE PLAYER HAS MET ALL FOUR OF THE OTHER HUMANS:*

AXMAN: “Dum dee dum, swing the axe, chop the log, swing the axe, chop the log… Oh? Can I help you with something?”

RED: “TELL ME WHO KILLED GRANDMOTHER! I KNOW YOU KNOW!”

AXMAN: “…”

*\*If possible in code, he will walk towards Red slowly.\**

AXMAN: “You already know, don’t you? I can tell.”

RED: “I know enough. But why? Why did you do it?!”

AXMAN: “…”

AXMAN: “You… *stupid* girl! You think this is a game?! You think this forest is all for fun?! You and your Grandmother! Always getting in the way! Telling us what we can and can’t do! These aren’t YOUR trees, Red! These are MY TREES, Red! And I told that to Grandmother! And now! I’m going to tell you too!”

\*The Axman attacks.\*

1. The Fish
   1. In a lake area, The Fish will be swimming nearby a trail of blood. Questioning The Fish should reveal a clue about the actual murderer, as they saw them indistinctly from beneath the waves.
      1. They only saw a tall figure, maybe carrying an object such as a stick.
   2. The Fish can suggest other people to ask:
      1. The Owl
      2. The Hiker
      3. The
   3. Attacking and killing The Fish could yield an item like the Can of Tuna.
2. The Owl
   1. Up on a tree branch, nonaggressive. Can still be attacked.
   2. The Owl should mostly waste the player's time by providing elaborate descriptions of nothing.  The Owl did not see who murdered Grandmother, he simply enjoys wasting the player's time.
   3. Attacking The Owl may cause a fight that could yield the Fresh Owl's Wing which can be brought to The Cat.
3. The Cat
   1. The Cat DID see who murdered Grandmother, as it was sitting on the windowsill at the time.  It feels JUST AWFUL she's dead and everything, but if the corpse is still there, it may go back for a snack.
   2. Fighting The Cat will make it run away.
   3. If possible, bringing The Cat a special item like a Can of Tuna or Fresh Owl's Wing may convince it to give up the beans.

WIN CONDITION:

Interacting with all of the NPCs suggested by The Bear should individually reveal a different clue about The Real Killer.

Once all five clues have been gathered, speaking to The Axman triggers the final sequence and the final fight.

This can be sped up by finding The Cat and acquiring The Can of Tuna or The Owl’s Wing. The Cat will reveal The Real Killer immediately, which will let the player accuse the Axman.

VICTORY SCREENS:

*These are the screens that are needed. The text can be changed to whatever is funniest. (The current logic is that the game will be cartoony, so grim humor will play.)*

1. For Axman death after all 5 clues victory:

“Finally, Red had hunted him down. The man who killed her Grandmother. She could rest easy now. But the Forest was still wide and large. And Red Riding Hood had only just started on her way back home.”

2. For Axman death with < 5 clues:

“Red had killed men for less before. And she would do it again. But that was him. That was surely him. The way he fell, just like one of his trees. Grandmother could rest in peace.”

3. For Axman death with 0 clues:

“A strange sense of peace ran through Red. She wasn’t sure *why* spilling the blood of that seemingly innocent lumberjack had sated her so, but… somehow… life was feeling better. Perhaps Grandmother was smiling up at her.”