**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.
* Moving into the next scene, maybe requiring navigation, fighting smaller enemies.
* 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.
* 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.
2. 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.
3. 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.
   3. Attacking the Wizard will make him fight only until he is low enough healthy, 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. 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.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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.”