**CMP 4271: Session 11 Online Diary – Character and Story**

**7.0 Character’s Story Arc**

Growing up, this character, Drew Grant, could act quite silly, but was quite competent and could drop the silliness when he needed to. He also liked to keep things calm, and his personality suggested he would rather to talk out a situation than fight.

Drew was in a job he did not enjoy and was desperate for money, so he signed up to a government program which involved genetically enhancing humans by implementing different animal cells into the human body. As a result of these experiments, Drew gained the ability to transform into different “Beasts” which are human-animal hybrids. Through changing his DNA, scientists managed to give the human body enhanced healing, making it more effective and significantly faster.

With his enhanced capabilities, government scientists wanted to see how Drew would perform in a military environment. For this, they hired military trainers to make him the perfect soldier. He was trained in armed and unarmed combat, making him an excellent marksman, and close-quarters fighter. This helped his abilities stay hidden, until he was left with the only option of using them.

Being sent on dozens of missions around the world, Drew ended up in his own company for most of his days. Having no one on his side, he grew only to trust himself, and soon became antisocial if he found himself on a mission with others. Drew also showed signs of stubbornness and irritation as he saw how different he was from everyone else, while also having the government control his every move.

One mission he decided to go rogue and return to his ways as a human: calm, secluded, and talking instead of fighting – especially when he had been fighting on behalf of others for almost a year.

**7.1 Why This Character Was Chosen**

This character was chosen as the team felt that the characteristics picked out (Figure 7.1) had the potential to make an interesting story for the character, as the characteristics seemed different enough to be a significant changed, but similar enough to be the same character going through a change as part of the story’s plot.

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| --- | --- | --- | --- | --- |
| Physical Appearance | Personality and Behaviour | Skills and Abilities | Role within the Game | Interaction with Companion(s) |
| Male, Green eyes, tall, muscular | Acts silly but is quite competent, drops the silliness when he needs to, but he likes to keep things calm, would much prefer to talk out a situation than fight. | Skilled with multiple types of weapons, knows some martial arts, can transform into different beasts. Has a quick healing factor but is not immortal. | Main Protagonist | Prefers to work alone as others just slows it down. But if needed, it will comply and make the necessary adjustments to make the team's victory 100%. |

Figure 7.1. A table to show what characteristics were chosen to make the character, Drew Grant.

**7.2 Gameplay Mechanics**

During combat, different buttons/keys would be for certain actions, such as:

* Beast-selection wheel (brought up by left bumper on controller or Q on keyboard), use right stick or move mouse to select unlocked/available beasts.
* Different buttons for Basic attacks and Heavy attacks, quick and successive presses of the same and/or different buttons produce different attack combos.
* Movement would be with the left stick or WASD keys.

As the story progresses, the player would play as Drew, completing training and missions to unlock different abilities and beasts, while also being able to upgrade and unlock abilities in a skill tree, using upgrade materials that can be rewards or collected in missions.

**7.3 Team Members**

Spas Spasov

Sean Colbourne

Rowan Noble