Character and story

6.1 Introduction

The team had to create a character for a game and then create a story around that character.

6.2 The Character

The name of the character the team create is Vernados Von Vapone V, the characteristics of Vernados are shown in Table 1.

Table 1 – The Characteristics of Vernados Von Vapone V.

|  |  |  |  |
| --- | --- | --- | --- |
| Appearance | Personality | Skill/Ability | Role within the game |
| He has silver hair and bright crimson eyes. | He is gentle but can be cold and brutal. He is insecure about himself and is smarter than people think. | He has the ability to be able to teleport to a realm of his own. | He is the protagonist. |

6.3 The Story

Vernados is a rather quiet student who keeps to himself he has friends but feels like they laugh at him. Outside of school he goes to “another realm” to escape the stresses of reality. Inside the realm Vernados is alone with his thoughts, the way he likes it.

After a hard day at school Vernados leaves for his usual escape to his realm but something was different this time. He spotted a figure in the distance of his realm. A ghostly shadow which turned and looked at him with familiar crimson eyes. Vernados considers approaching the figure but is overcome with fear and shock so quickly leaves his realm. Scarred by what he had saw Vernados abandoned his realm for a few days. Those days got to him and he began to lose sleep and was overrun by his thoughts.

Overcome by his thoughts Vernados returns to his realm to face the figure. The hooded figure reaches out his hand in an act of kindness. Vernados misinterprets this as an attack and starts to fight the figure, dealing devastating blow after blow. However, the hooded figure deflects all these attacks with ease. The fight goes on for many hours until Vernados tires himself out and slumps on the floor.

The hooded figure walks over and extends his hand in kindness again, too tired to fight Vernados grabs his hand and embraces the figure. The figure comforts Vernados and tells him to stop being so reclusive and rejecting help and compassion from others.

After the conflict Vernados goes back to the real world and, taking on the figure’s advice he goes back to school, and finds out that his friends were not laughing at him but rather trying to laugh with him.

6.4 Potential Gameplay

The start of the game will seem fairly normal as you walk around the school and the player gets used to the controls, when the player goes near a group of classmates they start laughing and the screen gets darker then laughter starts to echo in the background. When this is happening, the player would have to find an isolated area where then could then use Vernados’ ability to teleport to his own realm where the screen will brighten up and the laughter will fade away.

After the first time of seeing the ghostly figure in the realm Vernados will keep seeing the ghostly figure when walking around, the figure will appear then disappear as soon as it is looked at, the longer the game goes on the more the ghostly figure appears and more the laughter echoes in the background.

6.5 Team Members

* Steven Smith
* Reece Taylor
* James Wilson