Sample Story Presentation Scheme

Gameplay Overview

During the game's installation, we see an unknown soldier being released from prison and encased in armor. This is Tychus Findlay, who will partner with and ultimately betray Jim Raynor.

After the game's title animation, we find ourselves in a cut-scene where we meet Jim drinking at a bar. In this animation, Jim reveals his intention to overthrow Emperor Mengsk. This then leads us into the first set of missions called the Mar Sara missions.
After these missions are completed, we cut back to the bar for more story cinematics. Elements in the bar are interactive, and as the player clicks on various parts of the bar scene, such as pictures on the bulletin board or the TV set where, when clicked, displays cut-scenes outlining the history between Jim and Tychus.

We follow this pace of cut-scene animations into gameplay followed by cut-scene animation as we continue through the rest of the game. As the player begins missions, they are given an intro animation that sets out the goals for that mission, and upon completion, the player is given an out-to animation that explain the ramifications of the completed mission in context of the story. Each major set of cut-scenes is anchored in a specific location on the Hyperion spaceship such as the Bar, the Bridge, or the Lab. These sets, as is mentioned above, will all have interactive elements allowing the player to tailor how much backstory and exposition they wish to discover before engaging in more gameplay missions.