

# Supplemental Materials

## STORY AND NARRATIVE CONCEPT FOR VIDEO GAMES

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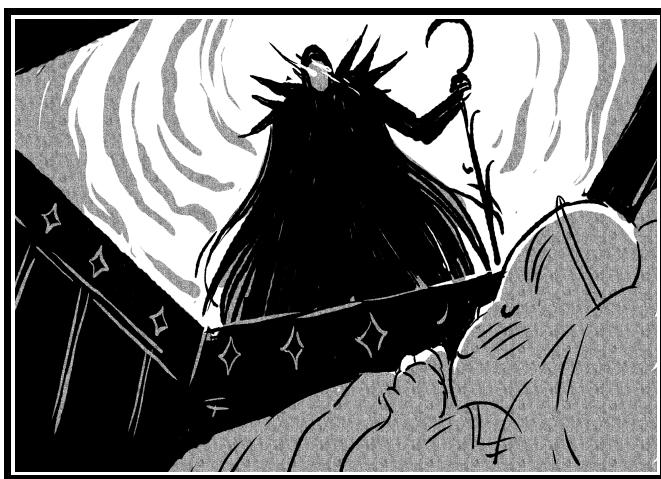
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# Story Synopsis: Sleeping Beauty

Princess Aurora is born to a royal couple, King Stefan and Queen Leah, who declare a holiday to celebrate her birth. At the celebration, the royal family agrees to betroth Aurora to Prince Phillip, a young prince from a neighboring kingdom.

Guests at the celebration include three fairies (Flora, Fauna, and Merryweather) who begin to offer the little girl individual blessings. While doing so, an evil fairy (Maleficent) storms into the party interrupting the blessings and, out of spite for being shunned from the kingdom and the celebration, curses the young Aurora to death by the time of her sixteenth birthday by pricking her finger on a spinning wheel spindle.

Merryweather is luckily able to soften the blow of Maleficent's curse with her blessing to Aurora, by changing the curse's death sentence to that of a deathlike sleep, from which she may be awoken by "true-love's first kiss." Merryweather and the other two good fairies agree to hide the princess in a cottage in the woods to keep her safe from the curse until she turns sixteen, and leave the castle with Aurora in their care.



When we see Aurora again, many years have passed and she is now a beautiful young woman, about to turn sixteen. As Aurora picks berries in the forest, she meets a handsome young man, Prince Phillip, and though they are both unaware that they are already betrothed to each other, they fall in love. She invites him back to her cottage later that evening.

While Aurora is in the woods, the fairies' cottage is discovered by Maleficent's scout (a raven), who informs the evil fairy of Aurora's presence there. When Aurora returns to the cottage happily in love, she tells her guardian fairies of this new romance. The fairies are forced to let Aurora know the truth about her history and forbid her to meet her new, unknown suitor out of fear of the curse taking hold.

Meanwhile, Phillip has told his father, King Hubert, of this beautiful peasant girl he has met in the woods and wants to marry, wishing to cancel his betrothal to the Princess Aurora. Phillip, too, is forbidden to meet his new love, but he refuses to obey his father's orders.

In preparation for her sixteenth birthday, the fairies take Aurora back to the kingdom's castle that night, where Aurora unwittingly falls into Maleficent's magical trap, pricking her finger on an enchanted spinning wheel. This completes the curse, and Aurora succumbs to a death-like sleep. Maleficent seems victorious here - the villain has won and the tension of the story grows. When the three good fairies see Aurora in this state, they place her in the tallest tower and enchant the entire kingdom to sleep as well, while they wait for the princess's spell to be broken by true love's first kiss.

Soon after, the fairies learn overhear a conversation between Aurora's father and King Hubert confirming that it is indeed Prince Phillip with whom Aurora had fallen in love in the woods. The fairies search the kingdom to find him, but we discover that Maleficent has ambushed Prince Phillip at the cottage in the woods when he returned that evening to see Aurora. Maleficent has kidnapped Phillip and is holding him prisoner in her castle.

With the story at it's most tense, we find that the curse has befallen the Princess and the only one who can save her is held captive. With victory in her grasp, Maleficent is intent on keeping Phillip from seeing Aurora until he is an old man, destroying their chances at love.

As luck will have it, however, the fairies make their way to Maleficent's castle and are able to rescue the Prince, arming him with a magical sword and shield in the hopes of helping him make his way to the Princess.

As Prince Phillip escapes, Maleficent uses everything in her power to stop him. She first creates a forest of thorns, but he is able to cut through them with the sword. Maleficent then takes on the form of a ferocious dragon to fight Phillip. In this epic fight, Phillip comes close to losing the battle, but in a last ditch effort, he is able to pierce the dragon's heart by throwing his magical sword at her, finally killing Maleficent. Prince Phillip races to meet his young love and kiss her, waking her and the kingdom from the deep sleep, ensuring them a life lived happily ever after.



# Story Synopsis: StarCraft II: Wings of Liberty

We start with the hero of the game, Jim Raynor, in a bar on the Terran planet Mar Sara. He is a fugitive from the reigning Terran government, the Dominion. We learn here that Jim is bitter toward the reigning Emperor Mengsk, who has become a bit of a tyrant leading the Dominion. Jim is intent on overthrowing the Dominion and ostensibly regaining his name and credibility. This is essentially our Act I. We setup the primary characters and the starting circumstances in this part of the game story, and we firmly establish that Jim Raynor is our protagonist. Jim's antagonist is clearly defined as Emperor Mengsk and his primary goal at the beginning of the game is to defeat Mengsk.

Tychus Findlay, an old comrade of Jim's who has just been released from prison, meets Jim at the bar and convinces him to set out on a mission to destroy the Dominion together, setting off the action in the story. In their first fight, they push back the Dominion from a local outpost, and discover a piece of a mysterious artifact. All of a sudden, Mar Sara is now being overrun by the alien race the Zerg, led by Sarah Kerrigan, a human who was infected by the Zerg hive-mind. Jim, we learn, has a past with Sarah.



With this new Zerg challenge, we begin to see more of Jim's true nature appear, revealing another character goal. Jim and his forces fight to help evacuate the local population to his battlecruiser to save them from the Zerg infestation. This is arguably the inciting incident that sets off the primary storyline in Wings of Liberty.

Jim's group (the Raiders) set out on a series of missions to unearth more artifacts, hoping to sell them to finance their revolt. Along the way, they find themselves helping more colonists escape from the Zerg menace, discover a second alien race, the Protoss, who are trying to stamp out the Zerg on these human-colonized planets at any cost.

Not forgetting about his original goal, Jim and his Raiders continue on missions to gather and broadcast intelligence throughout the Dominion to discredit Emperor Mengsk and fuel the revolt. All of these missions further the excitement of the game story and keep the action rising. And while each mission seems to get Jim closer to his goal of taking down Mengsk, each mission increases the complexity and tension of what is happening around Jim, bringing in new complications he must overcome.

Once Jim has collected a number of artifact pieces through various dangerous missions, he learns that the group that has been buying these pieces from him, and consequently financing Jim's revolt, is actually the son of Emperor Mengsk, Valerian. Valerian wants Jim to help find the final piece of the artifact which will enable them to create a weapon to weaken the Zerg by re-humanizing Sarah Kerrigan. Jim feels obligated to help Sarah and knows that this is his only option to save her. It becomes evident that this is the true goal of the Wings of Liberty storyline, not the revolt against Mengsk.

With a complete artifact, Jim and Valerian's Dominion forces join together to invade the home of the Zerg (the planet Char). In this final crisis, the Dominion forces are devastated by Char's defenses and Jim finds

himself the de-facto leader of the remaining troops. Working together, they gain a foothold on Char. They push toward the main hive of the Zerg with the artifact in hand, and eventually destroy all the Zerg in the main cluster, defeating the Zerg and freeing Sarah.

With that, the story seems to find resolution. They have now restored Sarah's humanity and released her from the Zerg hive mind.

But, in a final twist, we discover that Jim's comrade Tychus was actually released from prison by Emperor Mengsk to assassinate Sarah Kerrigan in an effort to keep his powerful grasp on the Dominion. Stepping in to protect her, Jim kills Tychus, and carries Sarah away from the main hive.

Now, the ending truly resolves the main goal of the story: to defeat the Zerg and finally free Sarah Kerrigan, a goal he has held deeply for many years. This ending also keeps the storyline open for future installments as we follow Jim on his original quest to take down Mengsk and his corrupt Dominion.

All images courtesy of Blizzard Entertainment.



# Story Synopsis: Angry Birds

**The nest is empty!**

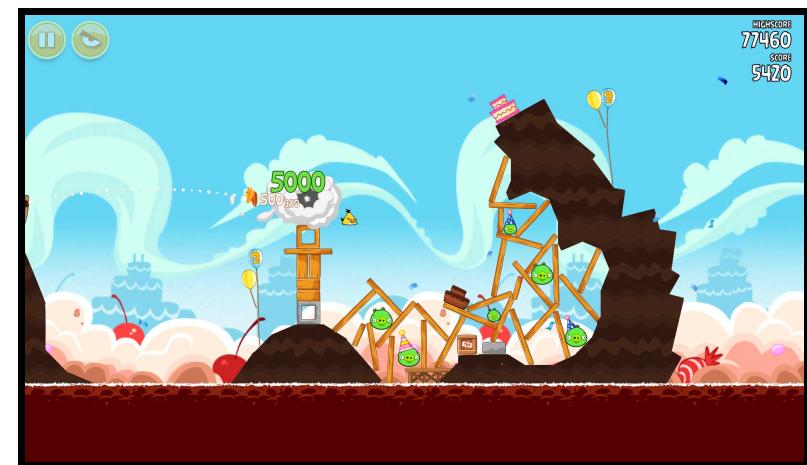
We see a family of birds shocked and horrified to find that their eggs are missing from their nest in this cartoon environment. A gang of greedy pigs has stolen them! The birds have to get their eggs back at all costs, and we have to help! The birds are furious with the pigs and band together to fight them through a series of bright and light-hearted environments (our game levels). The pigs won't make it easy, though. They fortify themselves against the birds' attacks using wood, glass, and stone barriers. The birds do their best, armed only with a slingshot, which they use to shoot themselves in turn at the pigs to knock them all over, moving ever closer to getting their eggs back.

We start with the red bird sling-shooting itself into the structures the pigs have built to protect themselves. The red bird is able to knock over all the pigs despite the wooden and glass forts they have built. We feel as if

they will get their eggs back easily from the defeated pigs. But at the last minute, the King Pig flees with some other pigs, taking the eggs with them to a new location with more fortified protections.

At the next levels, defined in the game as chapters, the red bird is joined by the blue bird, who has a secret weapon to break through the tougher glass barriers: it can split mid-flight into three birds.

The birds, once again, take a slight advantage. The blue birds, however, are still no match for wood barriers, so a yellow, triangular-shaped bird joins the fray. It has the ability to speed up and smash through wood structures more easily than the red bird. They all help the red bird fight back the pigs here, but again, the pigs manage to flee with the stolen eggs to yet another, more fortified playing field at the very last minute.



The pigs grow more inventive with each level, learning to use barriers in

more clever ways, like hiding behind walls of stone blocks, making it more difficult to knock them over. They seem to be safe until the family of birds is joined by a large black bird called Bomb, who has the ability to smash through stone barriers and explode, giving the birds yet another way to combat the ingenuity of the pigs. Eventually, the bird family is joined by Matilda, a white bird that lays exploding eggs. When used properly, her egg bombs are deadly. And unlike Bomb who can only go along the trajectory set by the slingshot, Matilda can help place bombs more strategically in the more complex forts the pigs are beginning to build now.

The birds and the pigs go back and forth a number of times in each chapter with the birds never being able to get their eggs back once and for all. Late in the game, the birds are joined by Hal, a green Toucan looking bird that has the unusual ability to swing backwards after being launched from the slingshot, almost like a boomerang. This ability is a big help in navigating the ever more complicated defenses the pigs have built and get the birds to the final levels.

In the final levels, we are in a dark and stormy night, rain and thunder making a moody atmosphere.

With only Matilda, Chuck the yellow bird, and the trio of Blue Birds left, they finally confront the King Pig. The pigs use their entire defense arsenal with glass, stone and wood barriers placed to make for a well-fortified base. The birds must use all of their skills and strategy they learned from the previous chapters to knock eight pigs and the King Pig.

With Chuck as the last bird to be slingshot in the game, the birds finally knock over the King Pig, guaranteeing the secure return of their eggs! The birds are finally able to stand over the defeated King Pig and guard their eggs safely back in the nest.



# Character Brief

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## Jim Raynor

Jim Raynor is the protagonist of Wings of Liberty and the driving force of the game. We see the story unfold from his perspective as we control his forces throughout the game. Jim, a Terran soldier, is considered an outlaw by the Terran Dominion led by a power hungry Emperor Mengsk. Jim is well respected by his crew, The Raiders, and fiercely loyal to them and their cause. While his demeanor is laid back and sarcastic, he is strong in his mission and intent on clearing his name by showing Emperor Mengsk to be the real villain.

Jim is strong in stature, with rough features behind his well-groomed mustache and beard. They match his long, dark, combed back hair. He chooses to wear his combat gear over his casual civilian clothes: a white t-shirt showing off his muscular, tattooed arms, and a pair of dark jeans with boots. He wears a tactical vest replete with shotgun shells, canister grenades and a belt holding his futuristic western-styled revolver. Our hero, embittered by years of being branded an outlaw, deeply resents the Dominion's betrayal, something you can read on his well-worn face, with deep lines and scars hinting at his rough past.



Always resourceful, Jim stands unshaken when facing impossible odds, as he knows he will always do the right thing and ensure his crew is ultimately safe despite the circumstances he has put them in. This sense of confidence leaves him fearless as he sets out on his path of taking down the emperor and helping Terrans fight back the Zerg menace.

His former flame, Sarah Kerrigan, is also driving him to defeat the Zerg. He deeply regrets Sarah falling into Zerg control and becoming their hive mind leader at the expense of her humanity. He has visions of their past together, and when given the chance, is intent on redeeming himself in her eyes by trying to rescue her throughout the course of the story. But because of this deep seeded regret and affection for Sarah, Jim can be, and is duped into helping the agendas of other antagonist characters throughout the game, namely Tychus Findlay and Valerian Mengsk, son of the emperor. Throughout it all, however, Jim is unwavering in his ideals: helping those who cannot help themselves and saving and protecting Sarah Kerrigan.

# Character Brief

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## Emperor Arcturus Mengsk

Emperor Arcturus Mengsk is the primary antagonist in *Wings of Liberty*, and the driving force behind Jim Raynor's journey. Branding Jim, a former hero, as an outlaw has allowed Mengsk to expand his power over the Terran Dominion and suppress any rebel uprisings. His reign has actually created a four year peace time with no civilian resistance or foreign threats. Jim poses a great threat to Mengsk's power and so it is of utmost importance for him to silence Jim for good.



Mengsk has a regal look befitting an emperor, but also seems to be untrustworthy. He sports a dark grey beard and mustache, and his long straight hair is neatly coiffed. Mengsk wears a long brown leather coat with minimal imperial adornment aside from a golden colored high collar and shoulder cowl. He stands tall with the bravado of a powerful politician and considers most others as inferiors. His beady eyes hint at his underlying goals of domination.

The Emperor is intent on silencing Jim, and, as we discover late in the game, in finding and killing Sarah Kerrigan. In his past, Mengsk had used Sarah Kerrigan to advance his own power, and betrayed her, allowing her to fall into Zerg hands.

He is a master manipulator, which allowed him to gain ultimate political power as Emperor of the new Terran Dominion. He is deeply ambitious without regard for anyone else, including his allies. Mengsk uses his own son as a political pawn, showing his egotistical ambition at its worst. But his blind reach for power can backfire as he creates more enemies than friends along the way.

All images courtesy of Blizzard Entertainment.

# Character Brief

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## Tychus Findlay

A former marine recently released from prison, Findlay joins Jim on his quest. He has a dangerous secret, however. Findlay has been released under the orders of Emperor Mengsk, and the power combat armor he wears is rigged to kill him if he disobeys Mengsk's orders. Therefore, Findlay is forced into carrying out Mengsk's devious agenda by his selfish attempt to regain his freedom at any cost.

Findlay is bald, badly scarred and truly a roughneck marine. His armor makes him powerful and massive looking despite essentially being another prison for him. The blue worn metallic surface of the armor is bulky with a pronounced chest and massive shoulders formed around rotating joints at the arms with large, articulating hands and fingers that carry a giant blaster rifle. When the armor's face shield is down, it accentuates the scratched and dented blue metal with a bright pop of gold. When the face shield is up, we can see Findlay with an ever-present cigar clutched in his large square jaw.



Findlay is considered by many a soldier loyal to his brothers in arms but is also seen as an undisciplined rogue. He has fought beside his friend Jim Raynor before, making it easy to deceive Jim into thinking Findlay has escaped from the Dominion prison. Their bond rekindled, Findlay becomes a partner to Jim in the rebellion, but also works hard to convince Jim to pursue dangerous missions to capture pieces of a powerful artifact. This forms the basis of the endgame for Findlay, which is to rescue Sarah Kerrigan from the Zerg hive mind and to destroy her when she returns to her humanity. All of this is as the behest of Mengsk who has promised Findlay his freedom in return.

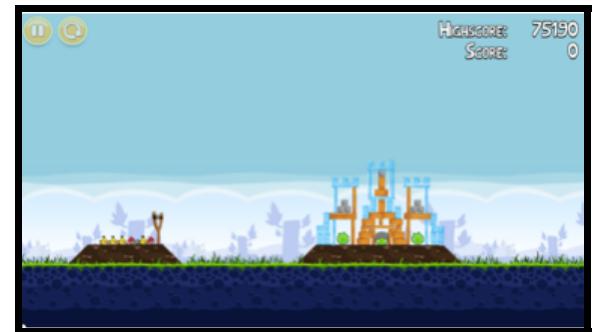
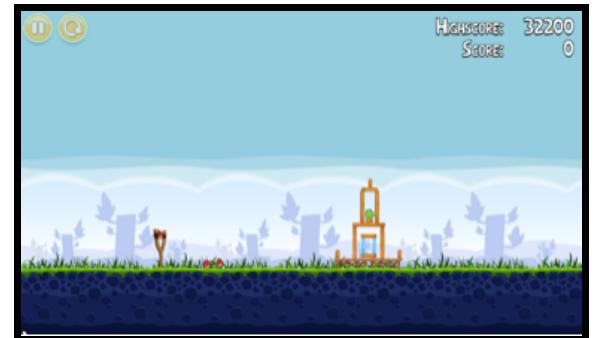
Exploiting Jim's trust in him, Findlay is adept at manipulating Jim, but is also quick to lose his temper. He is simple-minded at times but only because he is singularly focused on accomplishing his goal of gaining his freedom from Mengsk, and does not care what he has to do to get it.

# Settings Descriptions: Angry Birds

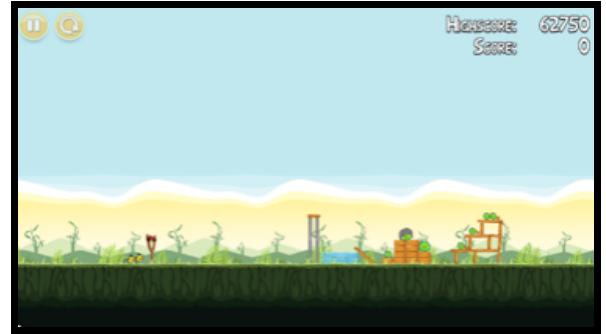
*\*Angry Birds relies heavily on backgrounds and colorful, fun art to drive the game. The game is divided into multiple chapters, so to describe settings in a game like Angry Birds, you want to rely more so on the levels and gameplay challenges that the player will face. I have set the tone of the text to sound as if the settings are being pitched for the first time:*

Angry Birds will be divided into several chapters, providing for a modular gameplay that may be easily augmented. Each module will be called a Chapter, and each Chapter has a theme to base the environments around, each with its own distinct color palette. The first Chapter, called Poached Eggs will consist of three themes each with approximately 21 levels for the player to conquer.

**Theme 1:** This beginning theme will feature levels that are bright and airy. The terrain will be open and the structures built for the pigs will be rudimentary as the player grows accustomed to the gameplay. The players begin with these levels as they learn how the mechanics of the game work. Each level will advance in time of day, with Theme 1 being a bright morning blue sky. Additionally, each level will increase in difficulty as the structures become larger or more heavily fortified, requiring the player to sling-shoot the birds with increasing accuracy. We begin with a very straightforward level, and the theme expands past the initial wooden structures, using glass panels. Once the player has passed all levels, they will graduate to Theme 2.



**Theme 2:** We will vary the color scheme slightly in this theme as the morning turns into afternoon, however the background landscape will remain fairly open, light-hearted, and unassuming. Structures will continue to rise in difficulty from the previous theme's levels, with more stone and glass barriers. This theme will end the most significant challenge yet, a heavily guarded and stone-fortified structure (see below).



**Theme 3:** In the final theme of our first chapter, players will see a warmer colored background as the time of day begins to shift to late afternoon. The layout of the level will present more diverse challenges to the player, who should already be fairly skilled with the basic gameplay mechanics by now. The terrain opens up more for the pigs, who now position themselves at different heights and in trickier, immovable places. These levels focus on a more complicated strategic thinking, with elements like dynamite, that can help the birds defeat the pigs simply when the player uses the environment correctly.



# Setting Description

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## Mar Sara

Wings of Liberty begins with Jim Raynor in a bar on Mar Sara, a mining planet in the Sara system. Originally established as a mining colony by the Terrans, the planet until recently was largely abandoned having been one of the first planets to be infested by the Zerg. Now, after 4 years of quiet from the Zerg, Mar Sara has been re-colonized, as it is discovered that the powerful and unique minerals that made the planet so appealing are now abundant again.



Mar Sara shows scars of previous vicious battles and the Zerg infestation. Colonies have been burrowed into the wastelands and hills of the landscape. Emperor Megsk's Dominion has renewed its interest in Mar Sara and has also created outposts on the planet to impose its rule over the un-armed colonists and their many settlements.

The planet is mostly chaparral land with canyons of sun-baked mud and reddish clay covering most of the landscape. The sky is dusty orange, with hints of a light, hazy blue and yellowish clouds. This planet, once covered by rich oceans, is now dry, leaving behind rich deposits of iron and other

minerals. Any oceans left by the time of the Terran settlements were mostly vaporized during the fighting amongst the Terran, Zerg, and Protoss forces.



We find many locations for our first missions on Mar Sara, starting with a mission to disrupt the Dominion by attacking their headquarters. We move on to recovering parts of an important artifact, and then leave the planet when it becomes overrun by Zerg once again, taking the player to the next planet in the game called Agria.

# Setting Description

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## The Hyperion



Hyperion is Jim Raynor's battlecruiser in *Wings of Liberty* and is the stage most of the narrative of the game. The ship was originally sent by Mengsk to stop Raynor, but was captured by Raynor and his men. The ship contains many locations where some of the game's cut-scenes will play out the story, including the Bridge, Cantina, Laboratory, and Armory. The Hyperion is of the same class and look as other Terran battlecruisers in the game with symmetrical wings toward the stern of the ship and a pronounced snout at the aft. It is a

massive aircraft replete with a forward facing super weapon, the Yamato Canon, and a menacing profile. Brightly light windows show the massive scale of the ship when viewed from the outside, with multiple layers of decks for the hundreds of crew that man the ship. Three massive engines powering the ship in the rear emit a brilliant pale blue light. We have the sense that this ship is a monster, built to take and deliver immense damage.

Inside the Hyperion, the story of *Wings of Liberty* moves forward through mission briefs given in the Bridge.

At the front of the Bridge are three massive windows into space, lined with a large green-screen helm computer. In the middle of the Bridge is an ornate holographic control table, which outlines many of the mission briefs. The overall style of the ship gives us a feeling of old meeting new. The bridge looks moodily lit, with heavy, dark colored metals decorated in an almost Baroque sense of gold-gilded edges, bevels, and inlays. Everything about the ship inside feels sturdy and heavy. Without the computer technology and holographic screens, the ship may even seem like it's from the era of steam powered machines.



The science laboratory in the Hyperion gives a slightly steam-era look, with heavy, dark grey walls and moody lighting throughout. Some flashes of clean stainless steel trim the lab (we find no gold adornment here), but it is just as heavy feeling as the rest of the ship, with thick steel grates on the floors and metal paneling on the walls with slight hints of cold blue throughout.

Not even the Cantina, where the crew comes to relax and unwind, is immune from the heavy feeling of metal and mechanics. This is where Jim Raynor keeps a prized possession, a vintage jukebox. Here we introduce some splashes of reds and yellows to the heavy blue-gray palette of the ship's interior. The tables and bar in the Cantina are all made of the same heavy metal as the rest of the ship. There is no mistaking this battle cruiser for a luxury cruise ship. Cables, conduits, and power sources line the walls, floors and ceilings as utility is the mantra for The Hyperion.



References: My thanks goes to Blizzard for their support as well as Wikipedia and the web sites <http://starcraft.wikia.com/> and <http://wiki.teamliquid.net/>

All images courtesy of Blizzard Entertainment.

# Setting Description

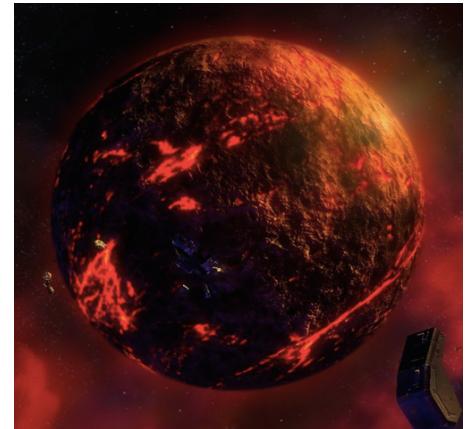
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## Char

Char is a primary planet for the Zerg, who have made it their main hive in the sector. It is a deeply inhospitable world, envied only for its incredibly rich source of minerals due to its frequent tectonic activity. Char has been a source of friction between the Terrans, who prized it for its mineral resources, and the Zerg, who captured it after they learned of the special power of Char's high levels of radiation.

Sarah Kerrigan, Jim Raynor's former romantic partner, was brought to this planet by the Zerg where they infested her into their hive mind, becoming their leader here on Char. For this reason, Char is a focal point for many characters and schemes in *Wings of Liberty*, and is where the game culminates in a series of final missions and battles.

Scarred and cratered, Char is replete with volcanic activity, with large swaths of land ablaze in glowing orange, steam, soot, and smoke rising and covering most of the atmosphere. The ground is dark with bursts of dark-orange glow emanating from streams of mineral-rich magma that have cracked through the charred, obsidian ground. Zerg colonies and structures dot the landscape and themselves take on the dark orange glow.



Jagged mountains pierce into the hazy, thick ashy atmosphere, furthering the feeling that Char is a form of hell. Frequent firestorms carve the landscape as they burn through the planet. The surface temperature is so intense on Char that areas of the planet liquefy for months at a time. No indigenous life exists here, only the Zerg who closely guard it for its minerals and strategic importance in the sector. This is a perfect home world for the Zerg breed and amplifies their truly terrifying nature in the game.

# Idea Sheet

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## The Shooter: Dead-Eye Jane (Antagonist)

- **Wears black, light colored skin, little makeup**
- **Gorgeous smile**, like Julia Roberts in Pretty Woman
- Beautiful looks, Norse or Swedish.
- Accent? English, German, Australian
- **Sharp eyes, blue, cold, squinty**
- **Eye patch**, too obvious?
  - Shot it out as a little girl
  - Accident in a competition or a car accident
  - Dead-Eye Jane nickname from her shooting skills in the Army
  - attacked in the Army by a fellow soldier and lost eye. Bent on revenge ever since. Now hates anyone from Army (Jake, Army)
  - **Nickname from losing her eye, to be ironic?**
- High heeled boots that click loud when she walks
- Leather jump suit with laces in the back like a corset
- Tight pony tail in back. Definitely **jet black hair**
- Bright red lipstick, grey-blue eye shadow
- **Tall**, thin and wiry, strong and fast moving
- Tough as nails, doesn't talk much, but **very charming**; she can sell ice to a penguin
- Polished knee-high boots, buckles in front
- Has a **pistol with her all the time**. Holster at hip or on **shoulder?**
- Has father issues. Keeps his picture, or his old pistol on her desk. Is trying to make him proud of her. Died when she was young
- Orphan, always on her own, needs to prove herself all the time; chip on her shoulder, very defensive and combative - picks a fight wherever she goes
- Smart, always reading a book
- Hates computers and TV. She once shot a tv in a restaurant because it was

too loud

- Spent time in prison? Learned to be a con and fool people from her cell mates
- Wears leather gloves with the fingers cut off
- **Doesn't care what she has to do to be #1 to prove she can still shoot even with just one eye**
- Gets extremely angry when someone stares at her eye patch
- Eye patch has a bullseye printed on the inside
- **Hates Jake** for beating her in competitions
- **Envious of Jake's family life and the fact that he is a good shooter; he "has it all" and it drives her envy to anger**
- Wants Jake out of the picture, out of the League of Shooters; **wants to kill Jake**
- Secretly in love with Jake. Too obvious?
- Tried to kill Jake, fails, **kills his family** instead/by accident. Drive by shooting? Make it look like they got robbed? Accident at shooting competition too obvious!
- Loves Jake, wants to kill family so she can have him herself
- No one likes her at the League, she has pissed everyone off
- She is on her way out, she is lashing out to keep control
- Drinking problem? Drugs?
- She has kicked out as many people as she can
- **Has some close comrades that are very loyal, and a few that think she's a corrupt**
- Wants to win at any cost, cheats. Rigs the game whenever she can
- League members have found out she cheats and are about to kick her out for stealing money from the League, Jake found out, and she tries to kill him

# Idea Sheet

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## The Shooter: Settings

- **Big warehouse - office up front - range in back - open range behind**
- At first, shooting stalls/aisles/lanes. **Like normal gun range**
- **Lots of concrete, big windows**
- Impressive place, grand, palatial
- Lots of people milling about
- Weapon closet where they choose weapons from - locker room?
- **Table with guns for each level for selection**
- Big marquee out front "League of Shooters"
- Statuary out front with statues of all the past Top League Shooters
- **Starts with simple shooting targets in front in lanes, turn front and back**
- Harder level smaller targets, longer distance
- **Next level are moving targets**, rotating, up, down, forward back
- Harder levels have open and closing windows in front of shooter so they have to time their shot when their window is open
- Lanes have video screens and speakers for info and chatting
- **Google-glass like eye goggles with game info and headphones for chat with other shooters**
  - Chats for story, talk to reveal story points?
  - Players chat and give directions and hints. **Hard levels can give bad advice!** Easy setting can have more hints from chats
  - **Players can taunt** and distract each other
- Weapons
  - **Level 1 - pistols**, paint guns? Pellet guns Tracer rounds?
  - Level 2 - better pistols? Auto pistols? Same pistols? Ammo??
  - L3 - rifles
  - **L4 - semi-auto**, submachine guns, assault rifles
- Over the shoulder shooting?

- **Shooting is 1<sup>st</sup> person** once they step into the lane
- Mouse controls target, keyboard controls character?
- Targets come in and go away faster to make it harder
- VR goggles, all shooting is done in VR
- Timed shooting tests, get as many as you can
- **Shoot a target and another comes in, hit as many as you can before time runs out**
- Straight shooting, fixed targets, points for where you hit them
- Individual shooting, one at a time, or all at once?
- Players watch others as they shoot
- Shooters are on moving platforms
- **Shoot from a vehicle**
  - Car/**truck**
  - Horseback
  - **motorcycle**
  - Running from being shot at with rubber bullets
- **Third person view when in vehicle**
  - Mouse on shooting, keyboard on vehicle?
  - Obstacle course for vehicle, ramps, bumps, etc
- Shooting while player is moving or running, also at moving targets
- Final level - trick shooting, blindfolds, trampoline
- Final - **targets shoot back**
- Final level - **Multiple shooters in arena**
- **Maze arena**, targets jump in and out on rollers or mechanized arms
- **Deathmatch! Jane rigs it to try to kill Jake**
- Western style shoot-out at end? Jake vs Jane - quickdraw?
- Robots shoot at you in L4 while you try to shoot them down, Jane rigs a robot with real bullets
- Targets all around you in upper levels, **must negotiate obstacles**
- Robots or other players sneak up on the shooter

# Story Synopsis: The Shooter

Jake is our hero, a rough man, unkempt and haggard walking into a clean new modernized sporting facility, the League of Shooters. Jake has a lot to prove to this assembly of the world's top shooters. He has been gone a long time, and, having once been crowned the top shooter in the league, Jake must start from the bottom to regain his esteemed position that he abandoned after his wife and daughter were killed in a tragic car accident.

Jake has spent years rebuilding himself physically after the accident. He dropped out of the competition circuit and cut himself off from all his old friends under the crushing weight of his guilt and misfortune. Finally trying to take back control in his life, he brings himself to the League of Shooters to sign up for the League competitions.

Jake starts the story by entering himself into the first level of the League's competition. At the League's office, he keeps to himself, avoiding the people milling about as they are all sign up as well. At the sign up table, however, he sees an old pal, Rudy. Rudy hasn't seen Jake since the accident.

"I'm finally back Rudy, and this time, I'm here to take it all," he tells his old friend.

With that, we begin the competition. Jake steps onto the range and faces the first round of shooting, shaking off the rust and winning fairly easily. At this point, he has no choice but to start acknowledging his old friends and fellow competitors as they welcome him back and remark on his shooting. This is amidst snickers of the nay-sayers that still don't think much of Jake, and how badly he has fallen.

The second round of shooting is a bit tougher for Jake to make through, but his mastery on the gun range is clearly evident. This is the one place Jake feels himself. He feels the rush and forgets his pain. Here, Jake sees Emily, another old shooting buddy. She is very happy to see Jake again, but a bit surprised at how he has let himself go. She was always on his side. We see Jake has a human side to him, as he relaxes a bit with her and talks about the past, how he "let them down" and how feels like the accident was his fault. He was the only one to walk away, and he hasn't been able to reconcile why he lived. But all he could do now, "is come back and shoot. They would've wanted me to shoot."



"You're gonna have a tough time," warns Emily as she fills him in on the new regime at the League of Shooters. There was a coup after Jake left, and a new group took control of the League, phasing in their own rules and slowly disbanding some of the old vanguard members. Now, not only does Jake need to defeat his competition in the arena, but he must also fight an uphill battle against the larger political mechanism working to keep him from emerging victorious once again.

The third, quarter-final round is much more difficult than Jake remembers it. We see how Dead-Eye Jane's influence has taken hold and how the new competition rounds tend to favor the new-school of shooters. During this round of the competition, Jake meets Phil, an old Army buddy and fellow League shooter. Phil is old school. He is not as good as he used to be, but still pushes himself. He has been cast aside, and is all but kicked out of the League by Dead-Eye Jane, the president of the League ever since Jake left.

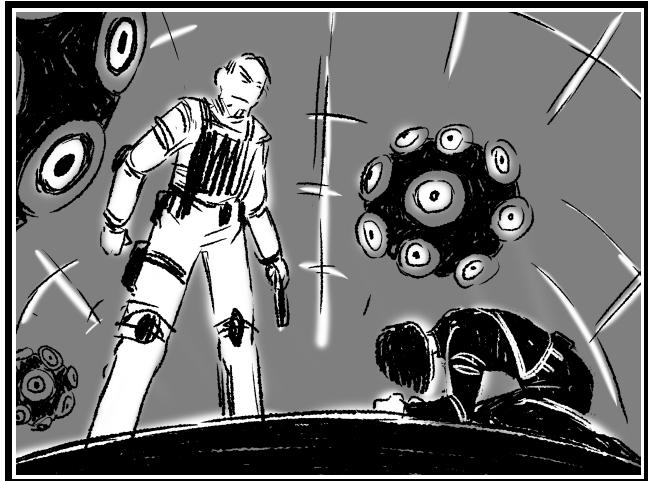
We find out from Phil how poorly Dead-Eye Jane has been treating the members as she has been scheming to secure her own power. Phil has a strong suspicion that Dead-Eye Jane has been rigging previous competitions at the League to benefit her and her cronies. "You gotta take her down a few notches, Jake. You've got to for us old timers," pleads Phil, "You're not the only one who's been knocked down." Jake struggles with the notion of taking on the League like this. All he wanted to do was come here and forget his past for as long as he could; pistol in hand, target out front.



Coming to the semi-finals, Jake now squares off with some of Dead-Eye's cohorts. Jake shoots against Dead-Eye's top lieutenant, Patrick. Patrick takes control of the round, edging out Jake in points. For the first time in the competition, it looks like Jake could lose. Then, Patrick plays mind games and taunts Jake to take advantage of his weakened position. He lets it slip that Dead-Eye was somehow involved in the car accident that killed Jake's family. And in his taunting, he tells Jake that even though Dead-Eye Jane didn't get Jake killed, she wound up crushing him, and that was even better to watch. "You're nothing, old man. Go lie down somewhere and die already so you can see your wife and kid in heaven. If they even let you in..."

Jake comes alive with anger. It's personal now. Jake must take out Dead-Eye Jane at all costs. With this as motivation, he makes a comeback and defeats Patrick in the last moments of the round.

We learn that Dead-Eye Jane has arranged for the final round to be a death match, knowing that Jake will be in the finals. In this round, shooters enter a large maze and shoot targets to knock them down as they negotiate obstacles. Since there are two players in the maze, the ammunition is set to be non-lethal rubber bullets.



Targets come in and get shot down, and as Jake comes around a corner, Jane creeps up on him to gun him down. Jake and Dead-Eye Jane finally have their moment of reckoning. They shoot it out in the middle of the maze, to the horror of the others in the League. Jake sees red and makes his move. However, once he begins firing, Jake finds that Jane has tampered with the weapons to fire live, lethal rounds as the competition progresses in the hopes of getting Jake in her sights and finishing him off for good. He shoots down Dead-Eye Jane in a hail of bullets. Jane is dead, and Jake is the victor. He stands over her, drops

his weapon, and the League celebrates as they crown him champion once more. They assure him that Jane's death is of her own making since she is the one who rigged live ammunition into this final round, a fitting end for a devious competitor. He remembers his family, whose death's he has avenged, and smiles as he lets go of the torment that has hung over him for so long.

# Character Brief

## Jake

Jake is a broken man on a mission to regain his life. He is our game's protagonist and the character through which we play the game. Jake was once a star in the League of Shooters, well on his way to becoming the Top Shooter in the League. He only had to defeat one other competitor, Dead-Eye Jane, the deadliest shot in the League and now it's President. But after a fatal car accident that injured Jake and took the lives of his wife and child, Jake walked away from it all, buried by the weight of his guilt.

Now, he is ready to show his face in the League of Shooters again, with a personal mission to prove he's still got it and to finally put the past behind him. His competitors, and even his friends, count him out. They believe he has been out of the game too long. Regardless, Jake's goal is to reclaim his rightful place.

Jake is a tall, broad-shouldered man with a rough face. He looks tired, years after his trauma, but holds a deep-seated motivation that no one else quite understands. He has perpetual stubble on his gruff face. His hair is short and scraggly. His constant squinting gaze hints at a deep concentration and intense focus. Jake is a lone wolf, living apart from the rest of the world.

The sleeves of his tan tactical shirt are always rolled up, and some of the young shooters make fun of his desert camo pants for being "old school" and "played out." Jake couldn't care less of what others think of him. He wears his belt from his Army days, a cargo vest and worn knee pads when he is shooting. He always uses his own side-weapon holster, a present from his late wife, which can be adjusted to fit any of the pistols in the competition. His broken-in, vintage, black combat boots finish off Jake's haggard look.

Our hero is an expert shot. He is however, haunted by the accident. He always has his late wife and daughter on his mind. When he relives the guilt, he becomes absorbed in the pain and tends to lose focus on what he is doing. But as broken as this man seems, when he steps into a shooting arena, he is focused and at home. Supremely confident and comfortable with a weapon in his hand, Jake is fearless and indomitable in competition.



# Character Brief

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## Dead-Eye Jane

Dead-Eye Jane is our game's antagonist and Jake's long-time nemesis. Ultimately responsible for Jake's car accident years ago, she sleeps well knowing she has gotten everything she has wanted up to this point. She is a strong woman, but dangerously power hungry. She has no regard for the effect of her actions on others, focused only on her own ambition. She has gathered a crowd of trusted allies that help her do her bidding.

Tall and strikingly thin, Jane keeps her jet-black hair cropped short. Her skin is fair, making her steel blue eyes even more piercing. Even with her slender frame, Dead-Eye Jane stands strong. She wears a tight black tactical shirt with long sleeves and pants. Her matte black boots with rubber soles keep her movements quiet. Jane wears a shoulder holster with her favorite side-arm, a small .38 automatic pistol she kept from her days in the Air Force, though she never uses it in competition. Her other favorite weapon is an old M1 rifle she inherited from her father that hangs in the League of Shooters main office next to her own portrait.

Dead-Eye Jane got her nickname not from her fierce shooting abilities, but from an accident in the Air Force that claimed her left eye, and almost killed her. Already having won many commendations in the military for her marksmanship before the accident, she vowed that losing her eye would never stop her from being the best shot in the world. She made sure nothing stood in her way in the League of Shooters, including Jake, no matter what it took.

Her distrustful and Machiavellian nature is well-hidden behind a stunning smile and winning charm. She can convince people of almost anything and is always prepared with just the right answer to almost any situation. Coupled with her shooting talent, her conniving charisma has brought her to the forefront of shooting competitions and allowed her to easily claim the title of President of the League of Shooters after Jake's accident.

But her devious ways have caused tension among some of the League members, who are questioning her actions and motives. Up until now, they have been too few and politically weak to depose her or her fiercely defensive cronies. Jane knows all through her cronies and is aware of her less-than-loyal members. With the help of her minions, she schemes of ways to get rid of them. Dead-Eye Jane is not someone you want to mess with.



# Sample Story Presentation Scheme

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## 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.

# Sample Story Presentation Scheme

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## Overview of Mission Play:

Wings of Liberty is based around a mission play style. Some of these missions need to be played in order, however many missions, once unlocked, may be selected by the player out of order, or even skipped altogether. For example, players may interplay missions from the Colonist, Artifact, Covert, and Rebellion missions (outlined below), provided the player has completed the pre-requisite missions. This allows the player to set their own trajectory in their quest to attain artifact pieces for money, resources for their rebellion, and save colonists from Zerg attack.

Most missions will give the player a new unit to deploy in future missions. Therefore, finding favorable orders in which to play missions can aid the player in gaining special units and having an expanded arsenal that will be helpful in completing other, more difficult missions. Players will have the chance to replay missions as well as cinematics through the game's interface, allowing them to master some missions as they prepare to play others.

Furthermore, the player has a chance to change Jim Raynor's character arc by choosing which missions to go on. Some of them can be skipped entirely. For example, the Colonist set of missions are more altruistic, while the Artifact missions are more rooted in gaining money to fund his rebellion and chance for revenge. In this way, the player can define Jim Raynor as a character as they guide him through the game story.

Each of these mission sets is usually championed by a secondary character, such as Dr. Hansen or Tychus Findlay. The player, therefore has a chance to alter the outcomes of some of these characters within the story, as well, by choosing to partake in certain missions that may help or hurt these secondary characters.

Completing missions will also give the player monetary credits and resources in the game to aid the player in outfitting him/herself for subsequent missions.

## Outline of Missions:

Here is an outline of the missions and their significance to the storyline. It should take the player an average of about 40 hours to complete. You can also refer to the game's flowchart for a more detailed look into the story progression.

**Mar Sara Missions** – introduce the characters and the conflict in the game. We further define goals for the hero of the game.

- Liberation Day
- The Outlaws
- Zero Hour

**Colonist Missions** – develop the main character and show his true honorable nature, contradicting the narrative created by his nemesis. These missions primarily have the player saving colonists from the Zerg and are considered as a branch coming off the main game line.

- The Evacuation
- Outbreak
- Safe Haven
- Haven's Fall

**Artifact Missions** – search for all the pieces of the artifact. Players learn more about the artifact's significance. We introduce a twist where we learn about Sarah Kerrigan and the Zerg's interest in finding the artifacts. In these missions and cut-scenes we discover that Valerian Mengsk, son of the Emperor, is behind the financing of the artifact missions and is an ally with Jim and Tychus against his own father.

- Smash and Grab
- The Dig
- The Moebius Factor
- Supernova
- Maw of the Void

**Covert Missions** – Jim hunts for resources as he builds toward revolution against Mengsk. These branch off from the main story line of the game but have influence on abilities and resources that can be useful in the primary arc.

- The Devil's Playground
- Welcome to the Jungle
- Breakout
- Ghost of a Chance

**Rebellion Missions** – set of tangent missions allowing Jim's forces to help fund their campaign against Mengsk

- The Great Train Robbery
- Cutthroat
- Engine of Destruction
- Media Blitz
- Piercing the Shroud

**Prophecy Missions** – mini-campaign allowing players to play from vantage point of Protoss rather than Terrans. Players earn benefits that may help them with more challenging missions in the regular campaign.

- Whispers of Doom
- A Sinister Turn
- Echoes of the Future
- In Utter Darkness

**Final Missions** – Jim and his men return to Char to free Sarah Kerrigan by pushing back the Zerg menace with the artifact. They build to the final crisis in the story and, after defeating the Zerg, lead to the revelation of Tychus Findlay's true, devious motivations. These mission end with Jim achieving his ultimate goal, finally saving Sarah Kerrigan.

- Gates of Hell
- Belly of the Beast
- Shatter the Sky
- All-In

# Gameplay Flowchart

## StarCraft II: Wings of Liberty

