**Kernel:**

The Shooter is about a man who is out to show everyone that he’s the best shot in the world.

**Quest ideas:**

* why? he wants to prove he is the best shot in the word because people think he is bad
* why? He failed an important shot
* why? His pistol was stuck and the bullet failed its target
* why was it important? His target of the commander of an enemy force and he was all that stood in between the bloodshed that followed.

**Protagonist idea:**

* the protagonist was a sharpshooter on a tactical infiltration team
* they were assigned the mission of intercepting the leading commander of an invading force
* they got to the commander, but he failed his shot, leading to the deaths or capture of most of his team.
* Failing to weaken the enemy forces, the war dragged and many people died.

**Antagonist ideas:**

* the antagonist was a colleague of the protagonist and part of his team.
* However, she was a spy for he enemy and jammed the protagonist pistol to prevent him from completing the missing.
* She lost her eye on a human enhancing program that made her shooting skills unparalleled but turned her against the use of technology
* so, she joined the rebels.

**Setting ideas:**

* the setting is a cyberpunk future where technology is deeply entrenched in society.
* Humans have brain/machine devices, which detect the small changing in and artificial magnetic field inducted by the brain natural electric stimulation, mapping these to brain centres and activity, effectively translating brain impulses into digital data that give humans mind control over machines and devices. It is all controlled over a layer of secure identification and access rights protocols.
* This has brought a great improvement into safety, live quality, communications and political development.
* However, the technical advances resulted in overpopulation and rise of criminality and discrimination against the few enhanced humans.
* The easy communication channels lead to the rise of racist rhetoric against the few enhanced humans and few armed skirmishes occurs, braking into a full-blown rebellion.

**Flesh out:**

The Shooter is about Jake, an ex-sharpshooter of a tactical intervention unit, who fell in disgrace after a fateful missed shot lead to the killing or capture of most of his unit. He was shot, but survived and was latter rescued. Now he blames himself for having escaped and for the lives of his companions, as well as for the fierce civil war that followed his failed mission. Falling into a depressive mood of substance abuse and wondering the undercity he witnesses another confrontation and is forced into action. Returned to the security forces, Jake now wants to prove to the world, and to himself, that he is still the best shot, and make up for his past mistake.

However, he finds out that his old companions, Dead-Eye Jane is behind the rebellions group that threatens the city. Happy with the news that she survived but surprised by her change of heart, Jake goes on to find evidence of how Dead-Eye Jane sabotaged his pistol all those years ago. By then, she had sided with the rebels and was working as a spy who had infiltrated his unit.

In the final confrontation, Dead-Eye Jane explains how the on-liners experimented with her, implanting an enhancement device, her eye, to make her the perfect sharpshooter. After things went wrong, she ended up killing everyone to escape and was forced to live in the poor and dark undercity, where some off-liner hacked her personal node and hid her from the others.

**Quest brief:**

The shooter is about Jake, a disgraced security sharpshooter whose past failure lead to the demise of his companions and his lover. Falling into depression and substance abuse, Jake has lost all touch with reality and living in a deep nostalgy of what he used to be. However, he is dragged down back to reality when he witnesses an explosion in a nearby warehouse and finds himself in the midst of a shoot-out. Jake has to identify friend from foe and help to extract the civilians and avoid further causalities. This experience reminds Jake of how he was, he was the best shot in the world and now, he knew he had to prove it, not only to regain the trust of his old companions, but also to regain his own confidence. Spurred into action he will confront the criminal gang all the while he will be confronted by the ghosts of his past.

**Protagonist Brief:**

1. *Who is he/she? Are they a primary or secondary character and how do they relate to the game story?*

Jake is a primary character and the protagonist of the story. Jake is a central piece in the plot, both past and present, having unknowingly being manipulated into a trap that sets up the current setting. He now returns to find the truth and find redemption for his past mistake.

1. *What do they look like? What are they wearing or carrying with them?*

Jake looks beaten up, much older than his actual age, with white hair and unkept beard, from all the year of negligence. He has a slim stature, which hides his strength and flexibility gaining from the continuous training, a routine he kept even during his darkest times. He wears a white shirt, darkened by the city smoke and old sport trousers. His pistol, his only possession from his past, is supported on a holster tied to his right leg.

1. *What is their personality like and how does that personality help fulfil their role in the game story?*

Even tough Jake has recovered somewhat, he is still a negative, depressed and guilt oppressed person. He tries to hide his doubts as much as possible, but he is haunted by his past, a feeling which resurfaces from time to time. However, his motivation and will to restore his former self will push him to his limits and drive him into confrontation with the criminal gang that escaped the security forces.

1. *How do they relate to other characters in the game?*

Jane was not just part of the tactical unit that Jake let down, she was his lover, and her perceived dead was the trigger of his mental downfall.

1. *What are their strengths and weaknesses, and how can that affect the game story?*

Jake is agile, quick and precise with any gun. He is a bit rusty from his dark days, but he still has what it takes to be the best shot. He is patient and can keep calm under great pressure. However, his confidence is shattered since his failed shot and he cannot stop fearing that another failure may cost someone else’s lives.

1. *What are the motivating character goals for this character?*

Jake spurred back into action and will prove that he still has what it takes, that he is still the best shot in the world. This is his overarching goal and all his actions and the dangers he facts are about proving this to himself. However, his immediate goal is to put an end to the criminals who have taken over the city and atone for all the pain he caused.

**Antagonist Brief:**

1. *Who is he/she? Are they a primary or secondary character and how do they relate to the game story?*

Dead Eye Jane is a primary character and the antagonist of the story. Jane is a bitter, vengeful member of a rebellious group who aims at putting an end to all transhumanism and artificial forms of intelligence. She is central both to the past and present of the plot, having manipulated and sabotaged Jake’s operation and contributing to his failure, thus allowing the rise of the rebellion. She is now responsible of the explosion of the secret laboratory that Jake witnessed and the head of the criminal gang he is in pursue of.

1. *What do they look like? What are they wearing or carrying with them?*

Dead Eye Jane looks like a middle-aged woman with serious and focused expression. Her deep black hair contrasts with her piercing cold blue eye. She wears her old tactical combat suit and carries an automatic rifle around her shoulder with a number of explosive and anti-magnetic devices tied to her belt.

1. *What is their personality like and how does that personality help fulfil their role in the game story?*

She is utterly serious and shows a calculated move that makes her group of one of the most dangerous criminals. Her unique and undivided focus on revenge is fundamental to archiving her goals, but it also isolates her and blinds her to some warning signs, sometimes putting herself in difficult situations.

1. *How do they relate to other characters in the game?*

Jane seduced Jake to get the opportunity to sabotage his weapon and destroy him and his unit. However, she felt comfortable around him and sometimes she looks back in regret of what happened to her lover.

1. *What are their strengths and weaknesses, and how can that affect the game story?*

Jane’s nickname is the results of the “dead eye” she possesses, an experimental implant that aimed at increasing her shooting abilities and turn her into the perfect security agent. However, something went wrong and the device made her unstable, turning her against those who would made her this “monster”. She lost most of her empathy and wishes for nothing else but revenge, which will drive her into continuous conflict with the security forces, putting her in harm’s way.

1. *What are the motivating character goals for this character?*

Jane wants revenge above all. In the long run, she wishes to use her enhancement to shoot down each and every one involved in her “creation”. For now, she gathers information on other experimental sites and robotics facilities in order to weaken the enemy and prevent the widespread rise of artificial intelligence and transhumanisation.

**Setting:**

1. *Where are we?*

We are in a huge, bright and wide city, sometime in the future when digital technology permeates all part of society, most human activities occurs through the cyberspace and the rise of bionic medicine and artificial intelligence is just a stone’s throw away.

1. *What does this place have to do with the game story?*

This city is where the plot occurs. It is the centre of transhumanisation research with the leading minds of medical thinking. It is also the centre of the human purists that actively attempt to sabotage what they see as human technological slavery.

1. How does this place relate to the characters?

This place is where Jack was born and raised. Even though he moved away for some time, he returned to join the security forces, knowing the city as the he knows the palm of his hands. Jane, on the other hand, came from a small farming village, where technology abruptly reduced the need for “manpower”, pushing a lot of workers to unemployment. The pressure on the society crashed the local economy and Jane was forced to move elsewhere looking for a better live. Once him this town, she was an ambitious, though bitter, person, who wanted to get as much as she could from technology, which ended up badly.

1. *Where did we come from and where does this place lead?*

The story starts in the city and ends in the city. There are three areas of the city of interest. We start around the main research centre area surrounded by pleasant gardens which are circled. Then we follow the criminal gang into an industrial area a storage area with plenty of warehouses, close by the y the clean waters of the main river that crosses the city. We enter one of the buildings and finally, we go into an underground passage and secret facility.

1. *What does this setting look like?*

The city looks like utopianly clean, with pure air, little artificial noise and just a sense of tranquillity. The industrial area is a bit noisier, even though well maintained and organised, with a lot of robots and mechanical devices operation automatically. The warehouse and the secret facility are both dark, cold and humid, having an oppressive feeling that symmetrically opposes of the city

**Synopsis:**

1. *where are we? Where does the story take place?*

The story takes place not too far in a futuristic city which is the reflection of a technological utopia

1. *who are we following? Who is the protagonist and why is it them?*

We follow the event surrounding Jake, an ex-security that fell out of grace and suffers from depression and alcoholism. He is the protagonist and he will be the key player into bringing down the criminal gang that threatens the city all the while fighting his past and finding atonement for his missed shot.

1. *who or what force is opposed to that protagonist? Who stands in the way of the hero? That's the antagonist, and, importantly, why? Why are they standing in the way?*

The protagonist is opposed by his on past, which is unknowingly related to the criminals he is following. The antagonist, Dead Eye Jane, stands in the way of the protagonist finding peace with himself. Even though she feels affection for Jake, her blind hatred blinds her and she will oppose him. They are brought into confrontation by chance, and stand at the opposite sides of the plot conflict.

1. *what do these characters what to accomplish? What's at stake for them?*

Jake wants to prove to himself that he still got it and that he can use his skills to protect the city and its citizens, despite his past mistakes. He is driven by his desire to be himself again and to stop the wave of criminality that has almost brought the previously peaceful city to the brink of an urban war. For him, it is between returning to his former self or continuing down the current path of self-destruction, it’s a fight for his own peace and for his last grip on his sanity. Jane, on the other hand, is already too involved with her criminal activities and she is aware she took it too far now. There is no redemption and no coming back for her. She wants to see society revert back to a purer state and be free from the shackles of technology, which she has only experience to bring misery and dehumanisation. It is her live and her ideals that are at stake and, ultimately, humankind.

1. *what's the ensuing conflict, and why does it exist?*

The ensuing conflict its three-fold: The conflict between the peacekeeping forces and the criminal gang is the main driver of the plot. This conflict has been going on since the incident, and has slowly exhausted the city and is pushing it into an urban war. It started when rumours of mind-hacking spread and violence erupted during protests, giving rise to a strong, militant anti-technology faction. The second conflict is between Dead Eye Jane, the most dangerous criminal known for her impossibly shooting skills and Jake’s ambition to prove he still got it, that he is still the best shot in the world. This brings about a conflict of skill, her Jake will want to challenge the mysterious criminal leader to prove who is the best. Finally, there is the conflict between Jake and his past, particularly has the tension rises and he meet former colleagues and his former lover, Jane, who he still loves and was the main reason for his depression. Find she is alive, and that she used him and betrayed him will crush him but simultaneous bring about a resolution for his past.

1. *how does the action rise? How do you keep things moving, and getting more tense as you go along?*

The action rises with the as Jake tries to keep up with the criminals. It is a count-down type setting, where Jake has to be quick or he risks losing the leads to the criminals and risk their escape. The tension starts with the explosion and the initial shoot how, where Jake recognises his old apprentice, Rudy running around. He joins up to find him with Emily on his arms. She has been shot by the leader of the gang, that inhumanly precise shooter, best of the best, and needs immediately medical assistance. Seeing the criminals may escape, Jake takes up the challenge and joins up with Rudy, who will guide him through the network as he tries to keep Emily alive. Jake is them involved in a second shoot out at the industrial area, losing the criminals and building up the pressure of moving forward. When it is finished, Jake does not know where to go, but he is contacted by Rudy, telling him to meet up with Phil’s forces, one of his old companions, at a warehouse where they need backup urgently. There, they fight off Patrick, a well-known anti-technology partisan and the one that shot Jake all the way back when he failed his missing. Being taunted, Jake manages an impossible shot and brings down Patrick, still alive. Phil stays to clean up the area and Jake moves on to a secret tunnel where he finds Jane, her lost lover. She does not recognise him at first and a shootout occurs. After a while, she recognises him and stops. She apologises from her betrayal and states that she still feels for him and she was why Patrick didn’t finish him off. She tries to get him to join her, she really does not want to see him hurt and she wants for them to have what they had before. Frustrated with his refusals, she is left with only one option and the final confrontation ensues. Defeated, Jane again apologises but reiterates that these new technologies will be the end of us. Jake points the pistol to her head and the player is given a choice of killing her, arresting her, or letting her go.

1. *what's the final crisis, and how does it play out?*

The final crisis is the confrontation with Jane and the realisation that she was the one who betrayed her. The climax is actually left for the player to choose.

1. *How do things resolve? How do they wrap up?*

Jake proved he got what he takes and will be accepted back to the security forces and will let the past behind him finally with the support of his old friends. If Jane lived, she will hide for a while and will be seem visiting Jake at his home. If she was arrested, she will be tried and convicted. She will be seen escaping prison and cursing Jake.

**Write the Spine (logline) of your version of The Shooter here**

“The Shooter” is about Jake, an ex-security sharpshooter whose past failure led to the demise of his companions and his lover. Having barely survived, Jake blames himself for that fateful mistake and he is slowly consumed by the guilt leading him into a long depression and alcohol abuse. Jake has isolated himself, still living in the past with a deep nostalgy for what he used to be. However, he is dragged back to reality by rapidly evolving events. Given the opportunity to find his old self, Jake joins the fight against the most wanted criminal gang lead by a ghost from his past, the dangerous Dead Eye Jane.

**Write the Synopsis of your version of The Shooter here (200-400 words). Try to hit all 8 points of a good synopsis.**

Jake, the protagonist of this game is an ex-security agent whose past failure led him into a deep depression. Beaten up by life, he hides himself behind uncountable bottles. Unable to move forward and longing for the person he used to be, Jake wanders the City, a technological utopian metropolis. One day, as he walks by the City gardens close to the Research Campus, the peaceful tweeting of the birds is abruptly interrupted by an explosion. Jake looks and sees the smoke rise from the University Research Facilities, noticing people running away from the explosion site. Among them, he recognises Rudy, his old student at the security forces. A shootout initiates, forcing Jake to act and protect the civilians caught up in the violent clash. This inciting incident ends up the setting act and initiates the first stage (level) of the game. Jake finds a dead security agent, takes his pistol and navigates through the paradisiac City gardens, finding and protecting civilians from the criminals.

At the end of this stage, Jake meets up with Rudy, who holds Emily on his arms. Emily was shot by the leader of the criminal group, Dead Eye J., a dangerous sharpshooter, said to be the best of the best. Rudy cannot continue the chase, as Emily requires immediate assistance so the criminals will escape. This sets up the initial tension. Jake offers to help and establish a node (futuristic communication device) connection with Rudy, who will explain the rules through narration and provide helpful hints and help driving the story forward. Two of the plot conflicts arise at this moment: Jake, now involved in the dispute, has to take down the criminals who threaten the peace of the City and, deep down, Jake has to challenge that mysterious Dead Eye J. and prove that he is still the best shot, that he is still the person used to be. Jake follows the criminals and catches up with them at an industrial site. Everything here is clean, bright and automated like clockwork. The soft breeze and the sound of the birds is replaced with the buzzing of machines going about their programmed roles. The second stage of the game starts with Jake fighting off more criminals, but this time in a more labyrinthic space with automatons complicating the fight. Some are indestructible, some explode and some malfunction once fired upon. The rules for these behaviours are learned in-game and can be used for Jake’s advantage, but can also make the criminals unpredictable. Once Jake fights off the criminals, he continues to follow the remaining gang members, but he has now lost their trail. The tension rises again as he realises that the criminals may get away and that he has to do something, remembering his past failure and starting to doubt himself, believing he is fated to fail. After some frustrating moments, during which Rudy tells Jake that Emily may just make it, says that it is good to have Jake back and generally tries to keep his spirit up, Rudy gets an emergency signal and tells Jake to join up with Phil’s forces at the given coordinates. Phil, one of the best members of the security forces and an old friend of Rudy, need back-up immediately. This initiates the third stage of the game, where Jake need to help Phil take down the criminals that took shelter in one of the warehouses. There, they are confronted with Patrick, a well-known anti-technology activist, who slowly takes down Phil’s forces one by one, as Jake and Phil fight off the other criminals. Patrick remains hidden and, after he notices Jake, he starts taunting him. Is starts with general comments about how the criminals got what they wanted and how they will escape, rising to personally playing down Jake’s abilities “You’re noting but a drunk”, “I’m impressed you can even hold that pistol”. As the end of the stage approaches, Patrick starts revealing information about Jake’s past “You remember last time we met, don’t you?” Patrick says laughing “I should have finished you off then”. All the while, Patrick reveals that “she” did not let him do it, as their plan had succeeded and that Jake was set up for failing that one shot that could have prevented the entire rebellion. His gun had been tempered with! At the moment of revelation, Phil sees Patrick and shoots him, forcing him to flee. Jake chases him resulting in a shootout between the two and Patrick’s death. Phil briefly discusses the implications of what Patrick revealed: there had to be a traitor in Jake’s unit with access to his weapon and someone with interest in starting a war. Jake looks back at his past with this new perspective, all this time thinking he failed that one fateful shot when in fact, someone had set him up for failing. His past was catching up with him now and he had to move on and find out more. He continues through and underground tunnel, which brings him to the fourth and final stage of the game, a secret facility where the final confrontation occurs with Dead Eye J., who he recognises has Jane, his lover he though was killed because of his mistake. Was she the one that betrayed him? She doesn’t recognise him at first and shots him, but he is saved by Phil. The first battle occurs until Jane recognises Jake. She is taken aback and immediately smiles and strikes conversation with him, starting the third plot conflict, that of Jake with his past. She admits she was a spy that infiltrated his unit, and apologises for all he went through. She also confesses she still has feeling for him. She tells him why she joined the rebellion and how she doesn’t want to hurt in, never wanted to. In fact, she was the one to keep Patrick from killing him before, saving his live. She again apologises as she didn’t want to make him suffer as he did. All seems sincere and Jake is left with doubts. She hopefully asks him to join her, so they can be together again. She knows that there is no redemption and no coming back for her, that she took it too far already. Frustrated with his refusal, “There is only one this left to do” she says before the final shootout. Defeated, Jane again apologises but reiterates that these new technologies will be the end of mankind, and society must revert to a purer state and free itself from the shackles of technology. At the height of tension, Jake points the pistol to her head and the player is given a choice: killing her and get revenge, arrest her and get justice, or let trust her feelings are true and her go. The plot resolve around this choice. Jake defeated the best of the best, proving to himself that he is the best shot in the world, and regaining his confidence. He is accepted back to the security forces and finally manages to let the past behind him with the support of his old friends. If Jane was killed, her dead triggers a strong retaliation by the anti-technology rebels and the final image is that of a shootout in a ruined neighbourhood. If Jane was arrested, she will be tried and convicted and the final image is Jane escaping prison looking for revenge. If Jane lived, she will lay low for a while and the last image will be of her visiting Jake at his home.

**Write a Character Brief for the protagonist of The Shooter (150-300 words). Try to hit all 6 points of what makes a good character description.**

Jake is the protagonist of the game and a central character both in the past and present event. Jake was born and raised in the City, knowing it as the he knows the palms of his hands. Even though he temporarily moved away for his training, he returned to join the security forces. He used to be known as the best shot of the security forces but when it mattered, when he had but one shot, he failed, condemning his tactical unit, his companions, his friends, and above all, losing his lover Jane. Barely surviving, his confidence was shattered and he was dragged into a deep depression by his guilt. Drowning his feeling with his alcohol addiction, Jake looks much older than his actual age, with white hair and unkept beard, from all the year of negligence. He has a slim stature, which hides his strength and flexibility gained from the continuous training, a routine he kept even during his darkest times, a memory from the past and from who he once was. He wears dirty white shirt and old sport trousers. His pistol, a trophy from his past glories, is supported on a holster tied to his right leg.

Jake has a deeply negative and depressed view of his own worth. He is oppressed by a constant feeling of guilt for the lives of his friends, and his lover Jane, and for his failure to prevent the rebellion. He tries to hide his doubts as much as possible, but he is haunted by his past, a feeling which resurfaces from time to time. However, his motivation and will to restore his former self, rekindled by his chance meeting with Rudy, will push him to his limits and drive him into confrontation with a criminal group that is trying to escape the security forces. He now returns to find the truth and find redemption for his past mistake. He must show to himself that he is the best shot in the world or be consumed by his depression. He is a bit rusty from his dark days, but he still has what it takes to be the best shot, with his unmatched agility and precision. He can keep calm under great pressure and patiently wait for the best shot. However, his lack of confidence and his fearing that another failure may cost someone else’s lives keeps him unfocused and hesitant.

**Write a Character Brief for the antagonist of The Shooter (150-300 words). Try to hit all 6 points of what makes a good character description.**

Dead Eye Jane is a primary antagonist of the game. Jane came from a small farming village, where technology abruptly pushed a lot of people to unemployment. The pressure of unemployment on the society, crashed the local economy and Jane was forced to move elsewhere looking for a better live. As an ambitious but naïve young woman in the City she wanted to profit as much as she could from her access to technology, which ended up badly, defining her views of technology as the catalyst of social disruption. A middle-aged woman with serious and focused expression. Her deep black hair contrasts with her piercing cold blue eye. She wears her old tactical combat suit and carries an automatic rifle around her shoulder with a number of explosive and anti-magnetic devices tied to her belt. Jane’s nickname is the results of the “dead eye” she possesses, an experimental implant that aimed at increasing her shooting abilities. However, something went wrong and the device made her unstable. She lost most of her empathy and wishes for nothing else but completely free humankind from transhumanising technologies. Jane is a bitter, vengeful member of a rebellious group who aims at putting an end to all transhumanism and artificial forms of intelligence. She was the one who manipulated and sabotaged Jake’s operation and contributing to his failure, and allowing the rise of the rebellion. She is now responsible of the explosion at the University Research Facilities and is trying to escape the security forces, knowing very well that she will not be given a second change if caught. She regrets the pain she caused Jake, and still harbours feelings for him, but in her eyes, her actions are fully justified as they will prevent mankind from destroying itself. Her unique and undivided focus on revenge is fundamental to archiving her goals, but it also isolates her and blinds her, sometimes putting herself in difficult situations.

**Write a Setting Description (100-300 words) that outlines the major locations/levels (2-3 maximum) and how a character would travel from place to place.**

At some undefined point in the future, the invention of the “nodes” brought mankind into a new age of communication. These little devices are able to “read minds” and translate them into the cyberspace, facilitating communication between humans and with machines. All this is controlled by a layer of secure identification and access protocols under heavy vigilance. A great improvement into safety, live quality and political development resulted from this singular invention, leading to the creation of a technical utopia, the City, which is the centre of the New Human Age. Technology permeates all part of society and the rise of bionic medicine and artificial intelligence is just a stone’s throw away. However, doubts have been cast on these and other types of human-enhancing and transhumanising since an unnamed event, becoming a divisive issue in society and the underlying conflict of the plot.

All the story occurs in the City, a huge, bright and wide space, where the greatest scientific minds are gathered at the University, a shining symbol of hope for humanity’s future for those who believe in transhumanism, but a brutal symbol of slavery for the human purists. The University Research Centre is surrounded by a paradisiac garden, a lush mixture of colours, sounds and smells. On the other side of the central garden, is the industrial zone, a still clean and bright areas, where the sounds of the birds are replaced by the sounds of automatons hurryingly working like clockwork. The industrial zone is dotted with warehouses, large empty and dark spaces that are used to store every kind of material, equipment and good required in the City. Finally, there is a secret network of underground tunnels that lead to a dark, humid and warm secret facility with a deafening silence and oppressive environment.

The game progressively moves between two places that are the symmetric opposite of each other. Stage one starts in a wide, bright, silent and peaceful place, replacing the silence for the bustling and noise at stage two and then moving into a dark space at the third stage. Even though the final stage is now again silent, it is in such a different setting that this silence becomes oppressing, a feeling reinforced by the narrow, dark and poorly ventilated underground passages.

**Write a statement that describes your approach to The Shooter. What did you change, and why?**

I found that the requirement to “be the best shot” was a bit limiting and kept me going back to the idea of defining “best” through a competition. As such, the main change I did was deciding to move away from the concept of competition (sports) and explore settings with a more abstract definition of “best”, where it was more about self-worth and overcoming difficulties (through shooting) than literary being about getting the “gold medal”. Initially I came across a cyberpunk setting, but decided to turn it around on itself. We have a conflict that arises from the threat of technology to society, but a predicted treat that has not materialised yet. This setting would allow me to make a shooting game with many different weapons (the idea of the game) while focusing on a different concept of “best shot”. From there I had to define what was the past accident for Jake (missing that one shot), what was the motivation for Jane (her past experiences with technology) and how these would tie with the setting.

I kept the four stages and the character names from the class’ game version. I maintained Jake’s past tragedy and designed him around a disgraced character. I also tied both Jake and Jane together by having Jane, once again, sabotaging Jake and being the primary culprit for his fall from grace. The rising action was also maintained by the interaction with the secondary characters, also using Patrick to provide the critical revelation and rise the action to the final confrontation. With a different setting, the story then grew around these fixed points. Finally, I moved the climax from the shootout with Jane to a player’s choice as I though it would bring an unexpected ending and engage the player further with the story.

**Review:**

1. *Who is he/she? Are they a primary or secondary character and how do they relate to the game story?*
2. *What do they look like? What are they wearing or carrying with them?*
3. *What is their personality like and how does that personality help fulfil their role in the game story?*
4. *How do they relate to other characters in the game?*
5. *What are their strengths and weaknesses, and how can that affect the game story?*
6. *What are the motivating character goals for this character?*
7. *Where are we?*
8. *What does this place have to do with the game story?*
9. *How does this place relate to the characters?*
10. *Where did we come from and where does this place lead?*
11. *What does this setting look like?*
12. *where are we? Where does the story take place?*
13. *who are we following? Who is the protagonist and why is it them?*
14. *who or what force is opposed to that protagonist? Who stands in the way of the hero? That's the antagonist, and, importantly, why? Why are they standing in the way?*
15. *what do these characters what to accomplish? What's at stake for them?*
16. *what's the ensuing conflict, and why does it exist?*
17. *how does the action rise? How do you keep things moving, and getting more tense as you go along?*
18. *what's the final crisis, and how does it play out?*
19. *How do things resolve? How do they wrap up?*
20. We begin with Act 1, which is called the set up. Here we introduce the major characters involved in the story, usually the protagonist and the antagonist forces. We also set up the world, or setting, in which the story takes place, or at least where it begins. Act 1 ends with what's called the inciting incident. This is the event in the beginning of a story that sets off the primary conflict between the protagonist and the antagonist. And it also defines and gets the hero's quest up and running.
21. Moving on to Act 2, often called the confrontation, this act is where all the action of the conflict plays out. And we see a rise in tensions. We see a rise in action as the obstacles facing the hero become more and more dire, until we get to the end of Act 2 where there's the final conflict, in which these two opposing forces finally begin to resolve that conflict. This Act 2 is usually the longest part of the story, and it's where the idea of rising action is most seen. Each event that happens in Act 2 should build upon the last and create more tension and more danger of the hero failing their quest. This keeps us engaged and always questioning, what's gonna happen? The final crisis, and this ends Act 2.
22. Finally, there's Act 3, often called the resolution. In this act, a good story will resolve the conflict in a super satisfying way for the audience. Usually this is when we see the hero vanquish the villain in this ultimate fight, and finally claim what is rightfully theirs. Justice.