


DM1374 Game Story Creation Assignment 1

SHIPWRECK

The Ravaged Island



Shipwreck ~The Ravaged Island~

Synopsis

Synopsis (1)

The Protagonist wakes up on an island with no memory of himself.

Suddenly, he is caught in the crossfire between pirates and the island's nomads, who are fighting for resources in the wake of a devastating kraken attack.

After being rescued and taken care of by a nomad named Aosath, the Protagonist spends a few days under his care, helping him gather food and herbs. They become good friends.

Synopsis (2)

However, it is revealed that the protagonist is actually the kraken's human form that ravaged the nomad's village due to the kraken's markings on his chest.

Shocked and saddened, the conflicted Aosath attempts to assassinate him.

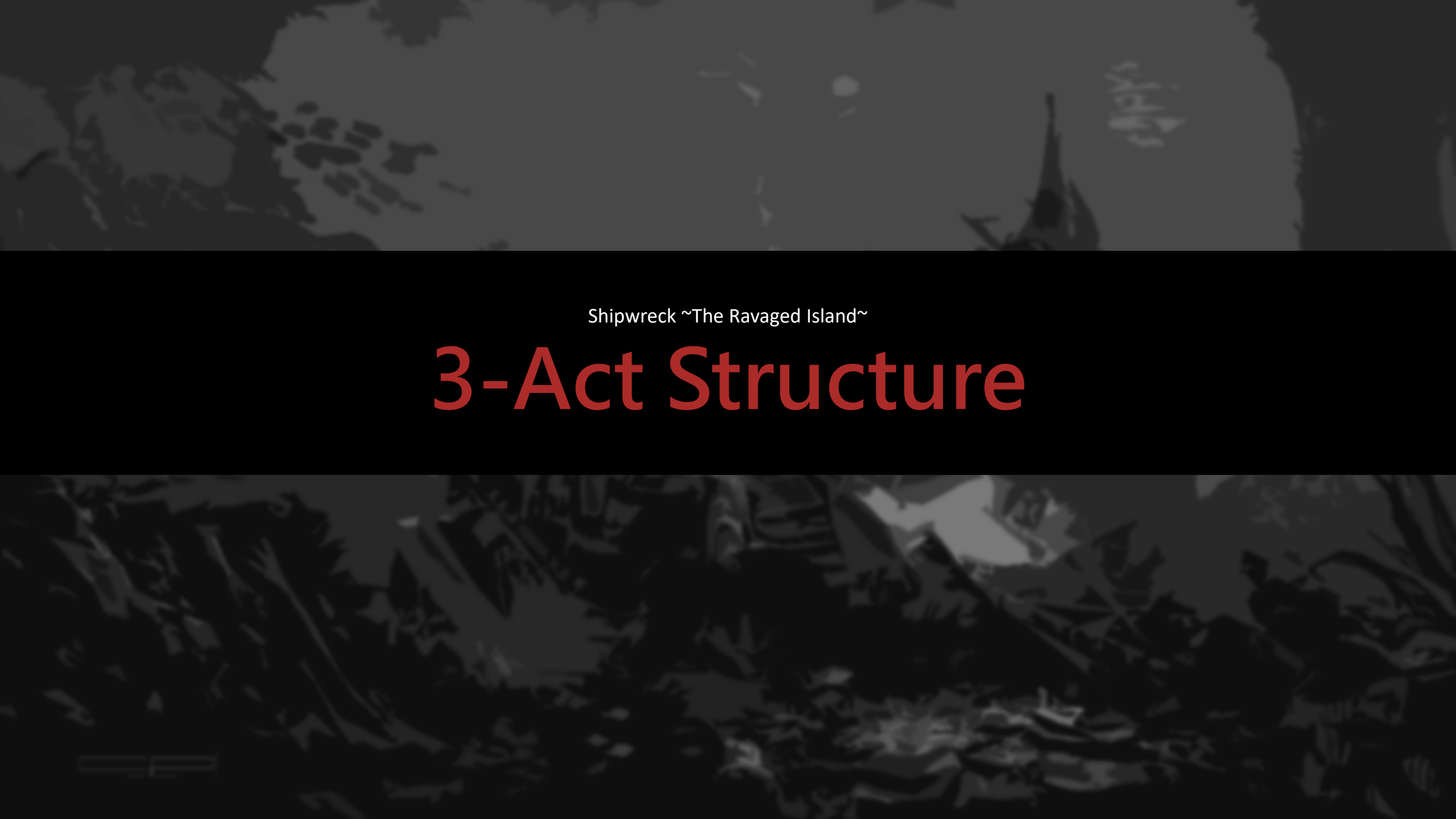
Wounded, the Protagonist faces the nomad in a heated battle, losing control and transforming into the kraken. He fatally wounds Aosath and almost kills him.

Synopsis (3)

Out of the blue, pirates ambush them. The Protagonist manages to regain control and defeat them in his new hybrid form.

The grateful nomad brings the Protagonist back to his village and trains him to control the kraken within him. The protagonist then becomes one of the nomads.

178 words



Shipwreck ~The Ravaged Island~

3-Act Structure

3-Act Structure

TITLE OF STORY

ShipWrecked: The Ravaged Island

3-Act Structure

Act One (SETUP)

1. Opening, Exposition (Background information)

Protagonist wakes up on an island with no memory.

2. Inciting Incident (Something out of ordinary happened)

Hears the sounds of battle between pirates and nomads, who fight for resources due to constant kraken attacks.

3. Introduce the Problem

Fails to escape the battle as the whole island is engulfed in it and it is difficult to navigate the foreign island.

3-Act Structure

Act Two (CONFRONTATION)

4. Pinch 1 (Sets the seriousness of the conflict)

Protagonist gets shot in the chest by stray gunfire and gets knocked out.

5. Midpoint (Character is close to solve the problem BUT...)

A man saves the Protagonist and retreats to his cave. He is revealed to be a nomad named Aosath.

6. Pinch 2 (Conflict that provokes and reverses midpoint)

His wounds glow weirdly and he is revealed to be the kraken that terrorized the island and killed many of the nomads.

7. Plot 2 (Start of final confrontation)

A conflicted Aosath attempts to assassinate the Protagonist

3-Act Structure


Act Three (RESOLUTION)

8. Climax

As a fight-or-flight response, Protagonist morphs into a kraken and almost kills the nomad, but pirates appear and start to attack both of them. Protagonist, in his new kraken hybrid form, defeats them and saves the nomad.

9. Resolution

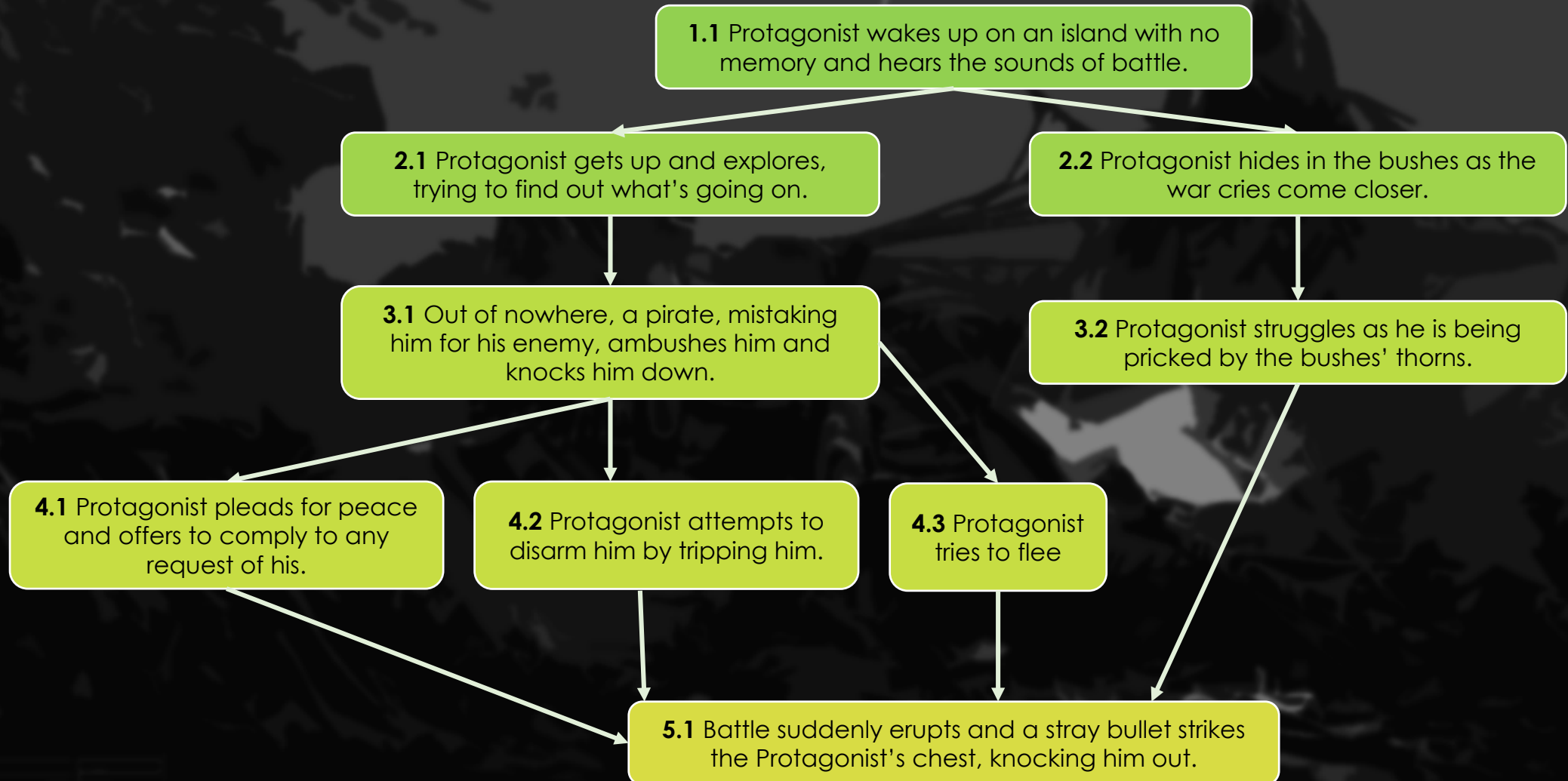
Protagonist is taken back to the nomad village by the nomad to train and becomes a member of their community.

The background of the slide is a grayscale image of a tropical island. In the upper half, there's a view of a beach with a shipwrecked boat and palm trees. The lower half shows dense jungle foliage. A dark horizontal band across the middle contains the text.

Shipwreck ~The Ravaged Island~

Event Flowchart

Event Flowchart (1)



Event Flowchart (2)

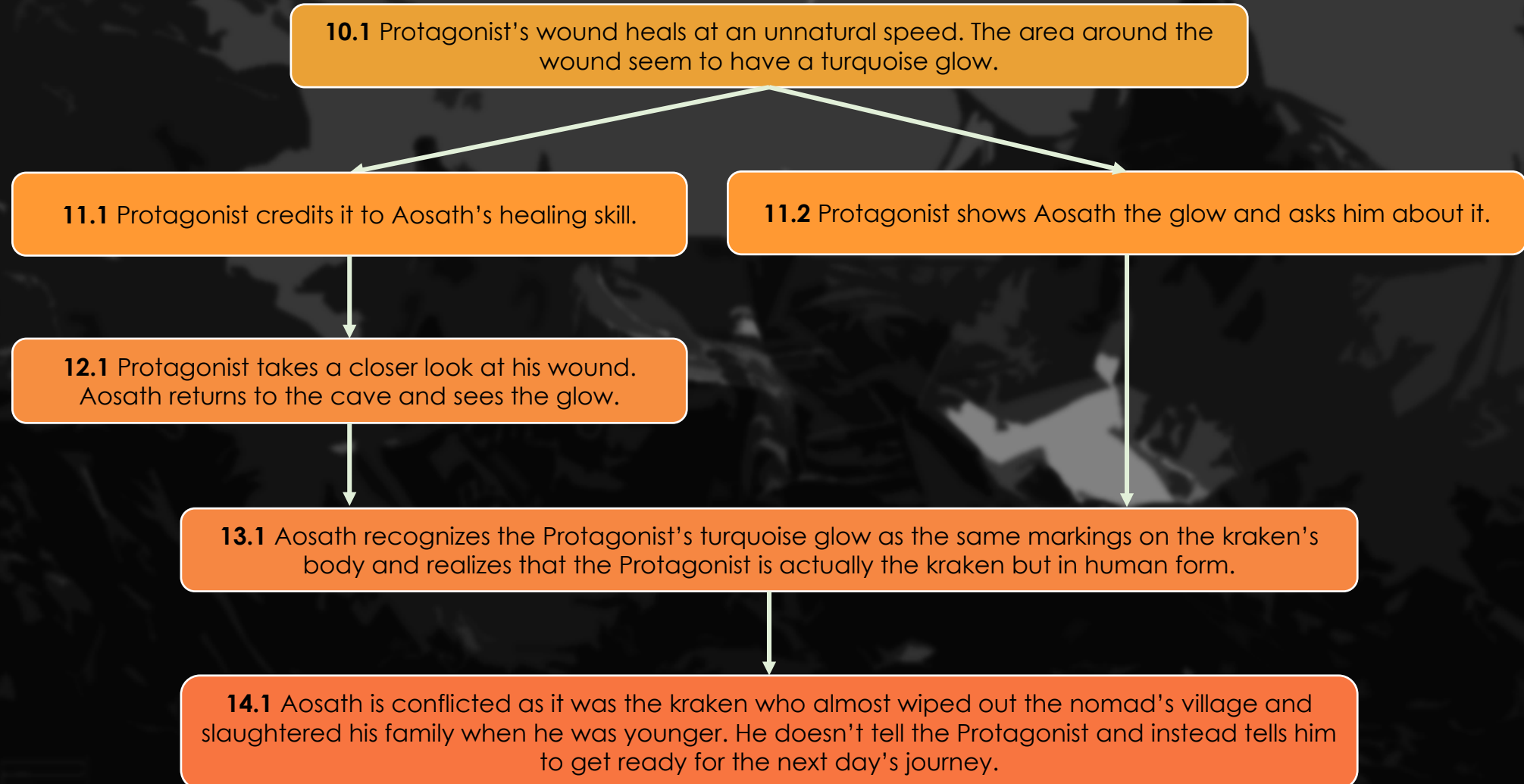
6.1 Protagonist finds himself in a cave, where a robed man is tending to his wounds.

7.1 The man introduces himself to be a named Aosath. Protagonist asks him about the battle.

8.1 Aosath explains that pirates and nomads constantly fight for resources due to the presence of a kraken that threatens the island.

9.1 The Protagonist rests for a few days in the cave. He begins to help Aosath with gathering supplies for his village. He learns more about the island and the mad kraken that ravages it.

Event Flowchart (3)



Event Flowchart (4)

15.1 Protagonist decides to call it a day and go to sleep.

15.2 Protagonist stays up to help Aosath sort out the herbs that they collected for the nomads.

16.1 Aosath places his knife at the Protagonist's neck, drawing blood. Aosath tells the Protagonist that he is the kraken he hates for making his life miserable and apologizes for having their friendship end this way.

17.1 Protagonist tries to reason with him.

17.2 Protagonist tries to free himself from his grip by taunting him.

18.1 Protagonist disarms Aosath. They argue over the fact that it doesn't matter whether he was the kraken or not. Both parties get extremely agitated and emotional.

Event Flowchart (5)

19.1 Protagonist starts to feel something monstrous and desperate taking over him.

20.1 Protagonist recognizes the kraken's presence in him and attempts to resist.

20.2 Protagonist embraces the anger and turns into a kraken-like state.

21.1 Aosath stabs the Protagonist in the chest, causing the kraken to take over him.

22.1 Protagonist-Monster attacks Aosath and completely overpowers him. Right before Protagonist-Monster gives a terrified Aosath the finishing blow, pirates ambush the cave and start to fire at both of you.

23.1 Taking out his rage at the pirates, Protagonist is shocked at Aosath's battered state. He slowly regains his consciousness and decides to defend Aosath from the pirates.

Event Flowchart (6)

