**Narrative Design Document for:**

**Eyes of the Watcher**

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# 1.0 Version History

|  |  |
| --- | --- |
| Version | Description |
| 0.0 | Initial document. |
| 0.01 | Pasting Story title, Moral Argument, design principles, and synopsis draft. |
| 0.1 | Rewrote premise to current version of the story, plot A, and plot B and implemented into document. |
| 0.2 | Finished writing the essential parts of the Setting. Finished writing Deacon’s character section. |
| 0.7 | Finished up to Scene-Level Structure (Scene 3) |
| 1.0 | Finished Scene-Level Structure. |

# 2.0 Moral Argument

**“What makes someone a hero?”**

This will be highlighted throughout the story in each event that includes some kind of choice that acts as the story asking the Player “What would a hero do in this situation?”

# 3.0 Premise

You play as Deacon, a 16-year-old who is the newest in a lineage of mutated vigilantes known as the Watchers in the semi futuristic city of Merivion City. The story starts with Deacon as a Watcher trainee, you see him attempt to fight some criminals with what he has learnt from his mentor, the current Watcher known as Edward; unless the Player chooses to kill the criminals, Deacon is eventually overpowered by the criminals and must be saved by Edward who kills them.

The next day, Deacon learns from the Doctor (an associate of the Watcher lineage) that Edward has been killed meaning that Deacon must now accept the mutations and become the new Watcher, this is troubling as Deacon is only 16 (normally trainees become Watchers at around 18-20) meaning he is not mentally developed enough to fully grasp the situation he’s putting himself into, only really thinking about being able save people and fight evil rather than the constant threat of death and sacrifices that must be made. After becoming a Watcher and fighting some criminals, Deacon comes across a young girl named Eveline who he decides to take in as his trainee.

The end of the story involves Deacon learning that Edward is alive and is running a gang filled with criminals mutated with the Watcher Formula to fight against the government (with no care for civilian casualties). While trying to defeat him, Edward forces Deacon into reality by kidnapping and killing Deacon’s family. The Player’s past choices all culminate into deciding how Deacon react to this; Deacon can either maintain his honour and continue fighting for greater good while being a good example to the city or lose himself and become violent and uncaring.

**A-Plot:** Deacon trying to stop his past mentor Edward and his gang.

**B-Plot:** Deacon teaching Eveline what it means to be a Watcher.

# 4.0 Design Principle

* The story structure follows the Save the Cat format with a couple modifications/additions to the following beats:
  + Theme Stated.
    - The theme is stated before the Set-up in to establish the mindset that the Player should be in, especially since the theme is in the form of a question.
  + Opening Image/Set-up.
    - Mixed for simplicity as both points establish similar details when it comes to the style and tone.
  + Underestimating the call to action.
    - Rather than Debating, the main character underestimates the call to action to fit better in a game format and to establish an important aspect of the main character and plot.
  + Fun & Games 1.
    - Fun & games have been multiplied and placed into multiple sections in Act 2. These mainly act as points where the main story/plot has been paused to force the Player into experiencing the world and how it’s changing while also building up the characters. A similar structure can be seen in the new Spider-Man games.
  + Introduction of B plot.
    - This is done after the first fun & games so that the Player can get used to the new situation of the protagonist before being thrown into the B plot.
  + Fun & Games 2.
    - An additional fun & games to develop the B plot and reestablish the A plot while also containing most of the world building.
  + Midpoint/Closing in on the Bad Guy.
    - Combined for simplicity as they occur at the same time.
      * Bad Guys Close In is also replaced with Closing in on the Bad Guy to better describe the scenes it shows.
  + Fun & Games 3.
    - Additional fun & games to showcase the state of the world and protagonist before the 3rd act.
* The story will be delivered through the text-based engine “twine” using text to tell the story and hyperlinks for Player choice and telling the lore.
  + Handling lore this way maintains the pace of story for Players who don’t care about lore while still providing options for Players who do. Similar to the books in RPGs like The Elder Scrolls.
* Themes and morals are indirectly told to the Player through Deacon teaching Eveline.
  + These morals can manipulated by the Player’s past choices.
* The impact of Player choice on the story and world starts off subtle only to culminate in certain moments (e.g. the ending and fun & game sections).
  + This is done by modifying one of two groups of variables (sometimes both), either unique variables that are specific to that choice (usually used for character development based on specific interactions) or ‘generic’ variables which include the following:
    - Brutality: Determines how brutal Deacon has been; if Deacon decides to beat criminals senselessly, then brutality increases, if Deacon focuses on just subduing criminals, then brutality decreases. Brutality starts at 0 and can go up to 20 as the story goes on.
    - Effectiveness/Efficiency: Determines how good Deacon is at keeping people safe and alive, also determines how the city feels about Deacon. If Deacon saves people’s lives, then effectiveness increases. If Deacon fails to save people, then effectiveness decreases. Only changes in scenes where people have the possibility to die. Starts at 0 and has a range of -25 to 25.
    - Violence: Determines how willing Deacon has been with killing. If Deacon kills someone, violence increases, there is no way to decrease violence. Starts at 0 and can go up to 20. While not necessarily tied to it, having a high violence usually comes with at least moderate brutality.
    - (person) Relationship: Determines how close Deacon is to the person. Is only placed on people who Deacon interacts with often in the story (e.g. Eveline), it also only changes through Player specific choices. Usually starts at 0 and can go up to any range necessary.
* Fun & game sections consist of a random series of minor events that focus on Player choice and consequences (both short-term and long-term), and character development.
  + Multiple fun & game sections during Act 2 after major beats.

# 5.0 Setting

## Location

The game takes place in the fictional city, Merivion City (Mer-iv-ion), based on a more sleezy and corrupt version of real-life Los Angelos and its nearby areas.

## Time

The story takes place in the summer of 2044 during a sort of transitional period between the current modern age and the cyberpunk age.

### History

The world follows a similar history to our own up until the space race where instead of reducing the budget of organizations like NASA, their budgets were instead either maintained or even increased allowing for more technological and scientific advancements compared to the real world. The attitude with these advancements is also vastly different compared to the real world with overall reception being more positive and accepting, the most obvious example is nuclear power which now provides energy to most of the world despite events like Chernobyl showing the dangers of the power source.

On the federal scale, the Red Scare caused many local and reginal governments in the US to lobby for more control over their regions as the local and reginal governments wanted more aggressive approaches for stopping the rise of communism and they felt the federal’s solutions were too passive. Thanks to public fear and amble amounts of propaganda, when a vote was made live, the ballet was unanimously in agreement. This ended with a new constitution that allowed every state and even individual cities to govern themselves with all higher levels of government having restricted control over lower levels.

This new constitution was used for good in some cities, Merivion City was not one of them. Since its creation, the city has always had a massive crime rate, especially compared to the other cities, gangs are always warring against each other for more territory, control and money. By abusing the power from the constitution, the local government decided to establish greater control over the entire city and those living in it under the guise of dealing with criminals. While originally the people were accepting of the change, they quickly realised the true reason for this change as the government tried to enforce how people live their lives. The mixture of corruption within the government and chaos from the criminals lead to the mysterious creation of the Watchers. Seemingly coming out of nowhere, the first Watcher was able push back against the government hard enough to make them almost fully retract from their takeover while also keeping the criminal organisations in check. By the time the first Watcher died and the second Watcher was chosen, many of the people in Merivion City chose to trust the Watchers more than their own government.

## Society and Culture

### Culture

The culture of Merivion City is made of a variety of from all around the real world. While the city’s foundations and major demographic is American, it is also filled with mainly Japanese, Chinese, Italian, and Eastern European culture.

### Society

The Society of Merivion City can be boiled down to the following major factions:

* The Government.
  + More local and reginal then federal as they have limited control over the city. Despite their American origins, they tend to act more authoritarian as technology improves.
  + Utilises a police force made up of clones of their most loyal officers. Police force tends to focus on aiding the government and their affairs more so than aiding the innocents of the city.
* The corporates.
  + While some corporations act in good faith with the innocent people in mind, every other corporation focuses more on lobbying and abusing current law to further their own gain.
* Street gangs/crime families
  + Made up of people who actively abuse innocents to further their own gain.
  + Every family and gang are in active warfare against each other for more territory with little care for casualties.
* Civilians
  + The regular people of the city.
  + Most have a small amount of power over the city.
* The Watchers
  + Lineage of mutated vigilantes with the only goal of protecting the civilians of Merivion City.
  + Each Watcher is responsible for their own actions and choices with the main goal being to protect the innocent in any way they deem fit with whatever tools they deem necessary.
  + The mutations of a Watcher are focused around physically enhancing in nearly way possible including reduced myostatin, increased adrenaline production, improved heart pumps, increased stem cell production, among other mutations. While these massively benefit the Watchers in fighting crime, they also come with a major downside, since a Watcher’s body is producing much more than any normal body, their life expectancy is more than halved from 65 down to around 28 (though most Watchers are lucky if they live passed 25).
  + To become a Watcher, one must first show themselves as having immense courage and honour, if the current Watcher deems it good enough, they will take you in as a trainee and prepare you for being Watcher as much as they can until they die which then leads to you receiving the necessary mutations and becoming the new Watcher.
    - On average, a new Watcher is usually around 18 after training for about 3-4 years.

## Technology

Technology is in a sort of catalyst state between modern tech and cyberpunk like tech. While there is much more advanced technology available like teleportation of nonliving objects, genetic manipulation and controlled mutation, and human cloning, it’s not all readily available to the common person. It takes a lot of money or power to get the latest in tech, the only real technological advancement that the common person can utilize is the embracement and expansion of nuclear power.

### Watcher Technology

Watchers are one of the few who have access to the more advanced tech especially with genetic mutations and teleportation, they also utilize more extreme tech since their bodies tend to be more durable and capable; some of this tech includes high-powered underarm grappling hooks, high caliber small arms, melee weapon made from denser materials, among others.

# 6.0 Characters

## 6.1 Deacon Kelly (Protagonist)

Overview/Backstory:

Deacon is a 16-year-old high school kid who also fights criminals and corruption as the Watcher. His past is very basic to allow the Player to fill in the gaps with their own choices throughout the story. He was born into a lower middle-class family and grew up with his childhood friend Veronica, after accidentally proving himself to the Watcher at the time, Edward, Deacon is taken in as the new Watcher trainee at the age of 14.

Strengths:

* Immensely brave with a lack of self-preservation.
* Very physically capable though not very mentally capable.
* Extremely ambitious for better or for worse.

Weakness:

* Often naïve about his own situation.
* Often acts without considering consequences (especially consequences that affect himself).

Ghost Event:

Deacon’s ghost event is that he does not have one, being born and raised in a middle class with at least some friends has made him unprepared with dealing with major roadblocks and grief. How Deacon handles death is very much unknown to even himself and is mostly up to the Player to decide.

Desire:

Deacon wants to save people and fight evil.

Want:

Deacon’s main goal is to become a Watcher.

Need:

Deacon learns of the sacrifice and responsibility that comes with being a Watcher.

Learn:

Deacon learns that to live a second life as a hero requires sacrifices to your normal life, in both a literal and metaphorical sense, but no matter what kind of suffering a hero’s going through, the hero must remain as a paragon and example or else fall into corruption.

## 6.2 Eveline

Overview/Backstory:

Eveline is a 14-year-old orphan girl who is trained by Deacon to become a Watcher. She was left on the doorstep of an orphanage when she was born, meaning she never knew who her parents were; since than she has always felt out of place with every group she tries to join. This changed when she decided to try and protect a young boy from a group of thugs, although she couldn’t defeat them, it did grab the attention of Deacon who after dealing with the thugs, took Eveline in as trainee.

Strengths:

* Very brave.
* Extremely righteous and always willing to speak out and fight for the sake of others (even if there are a ton of disadvantages against her).
* Looks up to Deacon and is always willing to learn from him, even if what Deacon is teaching isn’t good.

Weakness:

* Struggles with finding their belonging in life.
* Is neither physically nor mentally capable of being a vigilante.

Ghost Event:

Eveline was dropped off at an orphanage from birth with no indication of who her parents are, limited funds also meant that getting a DNA test was out the question. Since then, she has always struggled with finding the purpose of her life and where she belongs.

Desire:

To become strong enough to save people on her own.

Want:

Eveline wants to feel accepted and liked by others.

Need:

To learn from the actions and mistakes of Deacon and Edward.

Learn:

What it truly means to be Watcher, and if that life is truly what she wants.

## 6.3 Edward (Antagonist)

Overview/Backstory:

Edward is a 22 year old man who was once the Watcher of Merivion City and the mentor of Deacon until he presumed dead after falling into a trap from the government. Edward became a Watcher at 18 and has already gone through 2 other trainees by the time he took in Deacon. A man with a difficult past, Edward was born an orphan before being adopted by a couple at around 4 years of age. Never really feeling like he belonged anyway, he eventually found his way into becoming a Watcher trainee and after only 2 years of training, was fully transformed into a Watcher at 18. Despite being very dedicated to his duties, Edward’s inability to keep the people around him alive greatly demoralized him, first was when his original trainee was killed, then when someone learnt his identity and revealed by murdering his adopted family, and by the time his second trainee died, his will, dedication, and ethics have been completely shattered; embracing a more cynical philosophy and moral code, he started killing more often and treating his duties as a Watcher as more of a formality then a responsibility. He was uninterested in getting another trainee, but after a lot pestering from the Doctor, Edward eventually took in Deacon and started training for around 2 years before the start of the story, many of teachings being more focused on installing Edward’s cynical philosophy into Deacon.

Strengths:

* Impeccable at hand-to-hand combat.
* Years of experience as a Watcher.
* Surprising intelligence with STEM subjects though not very emotionally intelligent.

Weaknesses:

* Very cynical with a broken moral compass.
* Mentally unwell.
* Struggles with grief and loss.

Ghost Event:

The deaths of Edward’s first two trainees and adopted family. The event broke him down in a way he wasn’t prepared for, slowly turning him into unemotional, and unethical moral nihilist.

Desire:

Take down the government of Merivion City.

Want:

To break and corrupt Deacon into accepting Edward’s philosophy and prove it right.

Need:

To see the hypocrisy and insanity of his philosophy and methods.

Learn:

That a true hero is incorruptible and stays by their morals no matter what.

## 6.4 The Doctor

Overview:

The Doctor is a mysterious associate of the Watchers, he’s been aiding them for as long as most remember. It’s his duty to create and inject the formulas that grant the Watchers their mutations, this is where his name comes from as his actual name is a complete mystery despite his face being bare to all; he’s also tasked with gathering or creating the tools and technology that the Watchers use. While his intelligence isn’t fully known, he has shown exceptional knowledge and skill in wide range of subjects (mainly STEM related) including all forms of medical science, mechanical, electrical, robotic and software engineering, economics, politics, among many others. Just as important is his experience with the Watchers that helps guide the newcomers through their life as a Watcher, especially Deacon, though he tends to be more logical and unforgiving when it comes to how situations should be handled.

## 6.5 Veronica

Overview/Backstory:

Veronica is Deacon’s childhood friend and one of the only people outside of the Watcher circle who knows Deacon’s vigilante lifestyle. Acting as an emotional anchor for Deacon, most of the time she spends with Deacon, she acts more like a therapist then a friend, always listening his issues and providing advice wherever she can. It is partly because of her advice that Edward’s lessons never really stuck with Deacon. Recently however, Deacon has been slow pulling himself away from Veronica, although Veronica respects Deacon’s choice, she is skeptical of the specific reason for this happening. Advice given by Veronica tend to more emotional and caring, she tends to believe that all people can be talked down if done correctly; no matter how monstrous they are, she believes everyone deserves a second chance.

## 6.6 Deacon’s father

Overview:

Deacon’s father is much more carefree compared to most other parents, he sees Deacon as capable enough to care for himself despite his young age, although he will still worry about him if he went missing for too long. Right now, his main focus is to work his job as a manager of an auto shop.

## 6.7 Deacon’s Mother

Overview:

Although a lot stricter and more protective compared to his father, Deacon’s mother is still under the mindset of letting Deacon care for himself (as long as he provides constant updates about his current state). For the most part, Deacon’s mother is more focused on caring for the house and Charlie.

## 6.8 Charles Kelly

Overview:

Charles (often referred to as Charlie) is Deacon’s younger brother of 7 years (making him 9 years old at the start of the story). Always looking up to his older brother, Charlie has been living a very easy life (even compared to Deacon); being the younger brother, he’s always gotten what he wanted when wanted it, despite this, he’s grown to be very shy and reclusive to most people and clingy to the few he trusts, main one being his brother. He also tends to be the only one in the family to really care about Deacon, always asking about any injuries to his body and always so happy to see him home when he’s late.

# 7.0 Plot

**Plot Structure:**

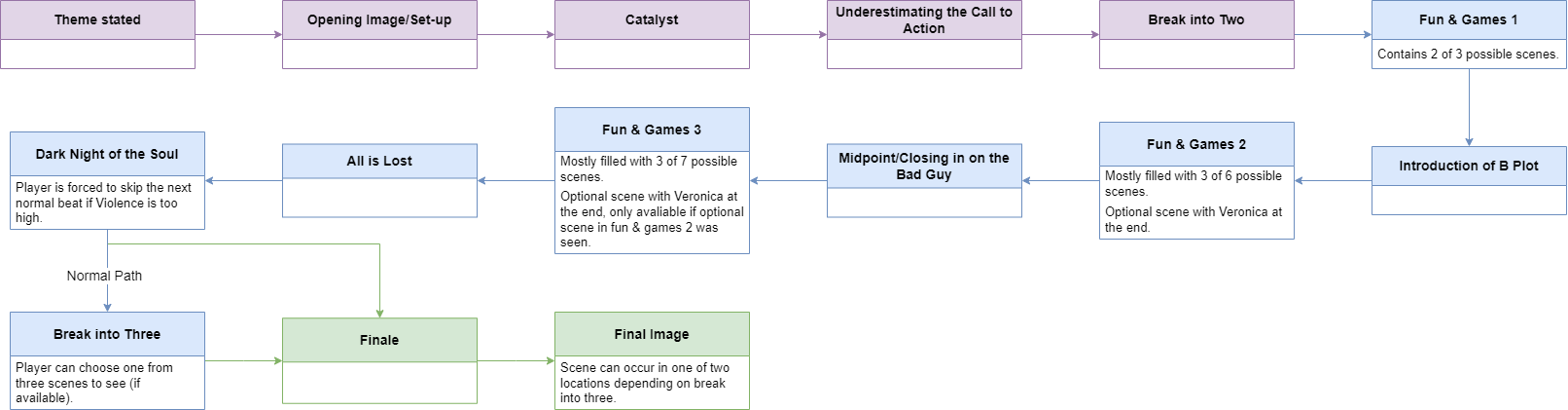
* Act 1
  + Theme Stated.
  + Opening Image/Set-up.
  + Catalyst.
  + Underestimating the call to action.
  + Break into Two.
* Act 2
  + Fun & Games 1.
  + Introduction of B plot.
  + Fun & Games 2.
  + Midpoint/Closing in on the Bad Guy.
  + Fun & Games 3.
  + All is Lost.
  + Dark Night of the Soul.
  + Break into Three.
* Act 3
  + Finale.
  + Final Image.

## 7.1 Beats & Plot Events

|  |  |
| --- | --- |
| **BEAT** | **PLOT EVENTS** |
| Theme Stated | * Start with a line from Deacon post-story "What makes someone a hero?” * Follow up with “If you asked me when I first became a Watcher, I probably would’ve said some bullshit about how it’s all about saving good and fighting evil. How fucking naïve I was.” |
| Opening Image/Set-Up | * Show Deacon in class as it’s about to end into summer holidays. * As Deacon leaves class, he runs into Veronica and chats with her on the way out of the school. * Outside, Veronica asks if Deacon wants to hang out, Deacon declines leading to Veronica blaming it on his Watcher life. * Upon leaving Veronica and entering an alley ensuring it’s empty, Deacon teleports his Watcher gear onto his body. * Deacon then finds and fights a group of thugs who were harassing a woman.   + While the woman always lives, how Deacon performs is up to how willing the Player is with killing. * Either when Deacon is overpowered by the gang or if he kills the gang, Edward will come into the scene and save Deacon if needed.   + Edward will also comment on if Deacon has killed anyone and how many they killed. * Deacon is then told by Edward to take the night off, which Deacon reluctantly agrees to. * Deacon then returns home to his family and goes to bed. |
| Catalyst | * Deacon is woken up by a call from the Doctor who tells Deacon to come to the headquarters immediately. * Upon arriving, the Doctor tells Deacon that Edward has been killed and now Deacon must take the mutations and become the new Watcher. |
| Underestimating the Call to Action | * Hearing the news made Deacon ecstatic leading to him telling the Doctor to go through the process now; the Doctor acts hesitant at first mention the irreversible side effects of the process but eventually caved in as Deacon wouldn’t back down. |
| Break into Two | * Deacon is then turned into a Watcher and is ran through the different changes that have been made. * The Doctor then equips Deacon with the appropriate Watcher gear (with some optional options available) and instructs him on how to use them before sending him off on his first patrol. |
| Fun and Games 1 | * Deacon goes on his first patrol and encounters 2 of the following random events:   1. An ATM is being broken into by armed robbers (can be ignored). Deacon comes in and defeats the robbers (possibly killing them) and can decide what to do with the stolen money.   2. Deacon spots a couple getting harassed by a group of thugs. Deacon saves the couple and deals with the thugs in whatever way was necessary.   3. A convenience store is being robbed, the Robbers are armed and have hostages. Deacon stops the robbery and saves as many hostages as he could. |
| Introduction of B plot | * Near the end of Deacon’s patrol, he finds a teenage girl named Eveline who is trying to fight a group of thugs harassing a young boy. * Deacon swoops in to deal with the group and talks to Eveline. * Being impressed by Eveline bravery, Deacon decides to bring her in as his trainee. |
| Fun & Games 2 | * After initiating Eveline, Deacon spends a couple days training her in combat, mainly focused around defense especially against multiple targets. * After extensive training, Deacon decides to bring Eveline along for the next patrol. * The two will encounter 3 of the following events:   1. If Deacon has been nonviolent up until this point, the remaining events from the previous fun & games can be encountered (with the main difference of Eveline being with Deacon).   2. If Deacon has only been somewhat violent, the pair can come across a building on fire; after learning that there are still people trapped in the building, Deacon rushes in to save as many as he can with Eveline securing the perimeter.   3. If Deacon has been decently effective, the pair will come across an argument between a shop owner and a group of pretend Watchers; the pretenders decided spray the Watcher’s symbol across multiple different locations with owner’s shop being one of them. The owner emphasizes that he has nothing against the Watchers but still doesn’t graffiti on his store. Deacon can then decide how best to deal with the situation.   4. The pair can receive a call from the Doctor saying that he has reports of a triad drug farm nearby that the pair could clear out.   5. If Deacon has been extremely brutal but is still very effective, the pair will come across a group of pretend Watchers killing a group of mafia thugs who were harassing a guy. Deacon can either condemn or approve the pretend Watchers.   6. The pair can come across a woman being robbed at gunpoint, this prompts Deacon to come and aid the women. * After the 3 encounters, the pair will then come across a bank robbery in progress. Deacon and Eveline must deal with the robbers and save as many hostages as possible. While doing so Deacon discovers that one of the robbers has nearly the same physical capabilities as Deacon. After defeating him, Eveline realises that the robbers seem to be a part of some gang she recognizes despite her ample knowledge of the gangs in the city. Deacon instructs Eveline to look further into it as he takes a break to rest and hang out with Veronica. * During the hang out, Deacon can choose to talk with Veronica about recent choices and events since he became a Watcher. Depending on what’s told, Veronica will provide insight into Deacon’s current psyche and what he should do about it. * Deacon then returns home to his family and sleeps to the next day. |
| Midpoint/Closing in on the Bad Guy | * After waking up from strange nightmare and returning to the headquarters, Deacon is told by the Doctor that Eveline has found the leader of the bank robbery gang who is hiding out in an abandoned chemical factory, Deacon is then told to meet Eveline near the factory. * When Deacon catches up Eveline, she reveals that she tried to investigate further but was caught and had to escape but was fine. Deacon can then decide to either have Eveline stay behind or still bring her with him. Deacon must then break into the factory and search for the gang leader. * After searching, Deacon eventually finds the leader who reveals himself to be Deacon’s mentor Edward. Edward also reveals that he’s been mutating many of his gang members with the Watcher mutations. * After a fight, Deacon is eventually overpowered by Edward, Eveline tries to help Deacon but is told by him to escape without him, which she reluctantly agrees to. * Despite Edward having the upper-hand and being moments away from killing Deacon, he lets Deacon go while warning him to stop going after Edward to which Deacon refuses leading to Edward stating that he isn’t surprised before leaving. * Deacon then searches through the entire factory again in search for some kind of clue of where Edward was going, while he did discover how many criminals Edward had mutated, he couldn’t anything related to where Edward could be. * Deacon then decides to return to the headquarters and regroup with Eveline and the Doctor. |
| Fun & Games 3 | * After a small break to recover and recap what happened to Eveline and the Doctor. Deacon decides to go on another patrol while the Doctor searches for more leads on Edward. Deacon can choose to either bring Eveline with him or go on his own. * Deacon (with or without Eveline) will then encounter 3 of the following events:   1. If the conditions are still valid and it hasn’t found yet, Deacon can still come across one of the encounters in the 2nd fun & Games (Lower chance compared to other encounters available)   2. Deacon can come across a family getting robbed. When coming to help, the robbers may act confident or afraid depending on Deacon’s brutality and effectiveness. Dealing with them is up to Deacon (though some options may be locked out depending on previous choices). The family’s reaction can also change depending on choices.   3. If Deacon has been very effective up until this point, he will encounter a group of pretend Watchers instigating a fight with a small gang who seems to be doing nothing. Deacon can either ignore it or intervene.   4. Deacon can come across a shootout between Edward’s gang and the Merivion police. Edward’s gang seem to have killed many civilians and have taken more hostage while killing any police who’ve come close. Deacon can either let the police deal with the shootout, try to work with the police to stop the gang and free the hostages or deal with the situation himself. * Before the end of the patrol, Deacon gets the option to visit to Veronica (only if he was open to her at the end of fun & games 2) and talk to her about what has been happening and whether Deacon is doing good. |
| All is Lost | * After the patrol and a short chat with Eveline (if she was brought along), Deacon returns home only to find that the lock on the front door is broken, the inside is completely trashed, and Deacon’s family is nowhere to be found. * After searching the rooms, Deacon eventually comes across a note in the Kitchen from Edward revealing that he kidnapped Deacon’s family and if he wants to see how they die then come to the abandoned power plant. |
| Dark Night of the Soul | * Deacon starts having a mental breakdown, severity of which being determined by brutality and violence. * If the severity is high enough, Deacon will travel directly to the power plant on his own (and subsequently skip the Break into Three); otherwise, he will instead decide to seek guidance from either the Doctor (guaranteed to be available), Eveline or Veronica (both only available depending on their respective relationship). |
| Break into Three | * Deacon will talk to one of the following characters and receive the related advice:   + The Doctor: The Doctor will give Deacon more objective advice, Edward has killed people and as a Watcher, Deacon must stop him in whatever way is necessary.   + Veronica: Veronica will give Deacon more emotional advice saying that Edward must have had some reason to do this and could possibly be talked down if shown the insanity of his actions.   + Eveline: Eveline will give Deacon different advice depending on what kind of person Deacon is.     - A very violent Deacon will be told that killing Edward to a good thing and must be done.     - A very brutal but less violent Deacon would be told that Edward should be beaten but spared if possible.     - A more neutral Deacon (who has killed) would be told to focus on saving his family and deal with Edward as needed.     - A more pacifist Deacon would be told to try to talk down Edward, if failed then focus on subduing him. * Afterwards, Deacon can then decide to go to the power plant either with or without Eveline (forced alone if Eveline’s relationship is low). |
| Finale | * After arriving at the power plant, Deacon tries to scout out it’s perimeter only to find that Edward has blocked off all the entrances except the main entrance. * Upon entering, Deacon is blocked off by two dozen gangsters from Edwards gang. If Eveline is with Deacon, she may offer to handle deal with the gangsters her own if her relationship is high enough, Otherwise Deacon must either defeat/kill all the gangsters or scare off them off (depends on brutality and violence). * Progressing further, Deacon is then ambushed by two gangsters who have been given the Watcher mutations. Despite the difficult fight, Deacon eventually defeats them. * Upon reaching Edward, Deacon notices the corpses of his family next to him, this can cause him to lose control and attack Edward depending on violence and prior choices (mainly in the break into three).   + If not attacked immediately, Edward will perform a speech about how Deacon now knows what Edward has gone through as a Watcher and how being hero isn’t worth the sacrifice. * After the speech, Edward will taunt Deacon into fighting him to which Deacon can either accept or try to talk him down (only available if Deacon has been a pacifist and has talked to either Veronica or Eveline). Both options result in Edward dying, the exact circumstances depending on the current stats:   + Fighting Edward will lead to either Deacon killing him (if violence or brutality is too high and Eveline wasn’t brought along), Eveline killing him (Either violence or brutality is too high and Eveline was brought along), or him dying on accident (both violence and brutality has been at least somewhat maintained).   + Talking to Edward will lead to always lead to him killing himself. * After Edward’s death, Deacon removes all of the Watcher symbols on Edward’s clothes before escaping as the police arrive. |
| Final Image | * Depending on if Deacon brought Eveline along, the Final Image will occur either near the power plant or back at the headquarters. Eveline talks Deacon about what happened and if this is what Watchers do, Deacon almost always responds with yes with his reasoning changing depending on the ending:   + If Deacon has been a pacifist while still being effective, he will say that Watchers are the examples, the ones who people look up to, the ones who never throw out their morals while still fighting for what’s good.   + If Deacon’s brutality is high but violence is low or nonexistent while still being effective, he will say that Watchers are the brave few willing to take sacrifices and actions that others wouldn’t.   + If Deacon’s brutality and violence is high while still being effective, he will say that Watchers are the judge, jury, and executioners of Merivion City, the true maintainers of law and order.   + If Deacon’s effectiveness is low but brutality and/or violence is moderate or high, he will say that Watchers like hide behind moral codes and law but at the end of the day, they’re just trying to survive, like everyone else.   + If Deacon didn’t achieve the other endings, then instead of saying yes, Deacon will say that he doesn’t know and that despite being trained to be Watcher for most of his life, he ended up being unprepared. * Depending on Eveline’s relationship, she will either respond by giving up with being a Watcher leaving Deacon on his own or by stating that she is still dedicated to being a Watcher and the two go out for another patrol. |

# 8.0 Branching Structure

## 8.1. High-Level Structure

The plot of the narrative at a high level can be seen as linear for the most part, a majority of the scenes play out in the same order with the main changes going to the flavour text more then anything. However, there are exceptions to this as seen in the graph below where some of beats have scenes that are either skipped or have to option to be skipped, this is especially the case with the Break into Three beat that can be completely skipped depending on the Player’s Violence in the previous beat.

## 8.1. Scene-Level Structure

### Scene 1 (A Foreboding Nightmare)

Summary:

This scene shows Deacon in a strange abstract nightmare that hints towards the villain of the story and warns Deacon about his actions by comparing it to the villains.

### Scene 2 (Leaving for the Headquarters)

Summary:

This scene is about showing Deacon waking up from the previous patrol and talking to his family before leaving for the headquarters, after arriving the Doctor tells Deacon to meet Eveline near the abandoned chemical factory since the bank robbery gang are using it as their main base.

### Scene 3 (Planning the Mission)

Summary:

Once with Eveline, she tells Deacon that she has already tried to break into the factory on her own but was spotted and had to escape, likely meaning that the gang is on high alert. Disappointed by this, Deacon must decide if he wants to perform the mission himself or keep Eveline with him before planning out a method of breaking into the factory (the outcome of which determines the branch of the next scene).

### Scene 4.1 (Through the Front Door)

Summary:

This scene shows Deacon breaking into the factory through the front door. He gets immediately spotted and must fight his way through multiple gangsters. During the fight, Deacon can get opportunities to either subdue or kill those in his way (most of the time, it will be determined by violence).

Additional Choices/Branches:

Each of the previous branches also have additional branches for if Eveline was brought along.

### Scene 4.2 (Through the Garage)

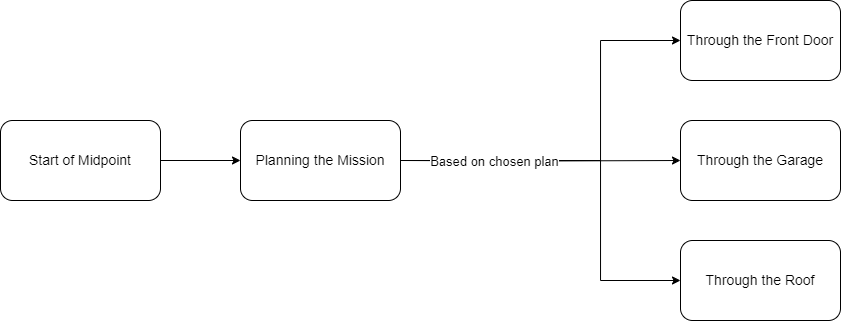
Summary:

This scene shows Deacon breaking into the factory through the garage door. As soon as he enters, he spots the leader of gang telling off his thugs for failing to stop Eveline before leaving for the factory office. Deacon is then able to silently progresses through the factory while taking down any criminals in his way by either killing them or knocking them out. If violence is high enough, Deacon will automatically kill every thug in his way, subsequently getting spotted by the gang forcing Deacon into a fight.

### Scene 4.3 (Through the Roof)

This scene shows Deacon breaking into the factory through the roof. As soon as he enters, he spots the leader of gang telling off his thugs for failing to stop Eveline before leaving for the factory office. Deacon is then able to silently sneak through the factory towards the office, thanks to his position, he is able to just sneak past most of the gangsters without to much but can either subdue or kill them if chosen. If Deacon’s violence is too high, he will be forced to kill every criminal in his way.

### Scene Diagram:



# 9.0 References

1. **The Witcher**

The creation of the Witchers and their role.

[Witcher Overview](https://witcher.fandom.com/wiki/Witcher#Overview:~:text=A%20witcher%20(Polish,slayer%20for%20hire.)

1. **Cyberpunk 2077**

The location, technology, and time period of the game.

[Cyberpunk 2077 world overview](https://cyberpunk2077.wiki.fextralife.com/Story#:~:text=CYBERPUNK%202077%20STORY%20%26%20SETTING%20OVERVIEW)

1. **Dishonored series**

The Chaos system; how the world and people of Dishonored change based on choices and actions performed by the Player.

[Dishonored Chaos system](https://dishonored.fandom.com/wiki/Chaos#:~:text=Acting%20as%20a,for%20the%20protagonist.)

1. **Spider-Man (2018)**

The story structure (mainly with how the main story is put on hold for the sake of side content).

[How does Spider-Man’s mission structure work?](https://www.eurogamer.net/spider-man-walkthrough-guide-5014#:~:text=Spider%2DMan%27s%20structure,Mission%20pops%20up.)

1. **Batman Arkham Knight**

The theme of sacrificing oneself for the greater good.

[Batman Arkham Knight Knightfall Protocal](https://youtu.be/zQVgLvYIG_Y?t=449)