

# Game Treatment: Assignment 2 - Character & Function

## Detective Constable Robert Humphries

### *Backstory*

Robert Humphries was born on the 19th of October 1887 as the only child of his middle-class parents. His family lived in a quiet town in Kent, his father was a Captain in the Royal East Kent Regiment of the British Army. Whilst in his early teens, Humphries' father was sent to fight in the Second Boer War, where he would be Killed in Action after one year, leaving him and his mother on their own in a difficult financial situation. This was worsened when his mother caught Tuberculosis in and suffered long term health effects. As soon as Robert was able to work he got a job in a factory in London in order to support himself and his mother. Robert would care for her until she eventually died in the winter of 1913. At the outbreak of WW1 Robert Humphries volunteered and was sent to France, he was injured on 5 separate occasions, and served in some of the most infamous battles of the war such as the Somme, Cambrai and Ypres. Humphries was a tactical thinker and became much liked by his fellow soldiers due to his courage and selflessness. He quickly rose the



Robert Humphries (Concept)

ranks and by the time the war came to an end, he was made a Captain and had also won a selection of medals for bravery and gallantry. When he returned to England he left the army and began training as a police officer in the Metropolitan Police Service in London. He showed very promising skills of deduction and leadership as a new recruit, and therefore was offered the position of detective, he would continue training for 2 years and was given his first assignment in early 1921. During the 1920s Humphries became a well respected detective and also got married in 1925, whom with he would have 2 children. The game takes place in the early 1930s and it becomes a dark time for him and the world.

***Personality*** - Reserved, Stoic, Intuitive, Cunning, Astute.

***Abilities*** - Very perceptive and can solve complex problems, has potent deducing capabilities and strong emotional intelligence. Very perceptive when it comes to human behaviour.

***Weaknesses*** - Suffered through many traumatic experiences, has a manageable form of PTSD.

***Physical Design*** - Tall, severe, grave but attentive facial expression, straight, short, brown moustache. Brown overcoat and a vintage fedora hat.

***Tools and Weapons*** - Magnifying glass, Webley Mk. VI Revolver, Torch, Lock-pick kit, Notebook, Handcuffs.

***Visible Traits, quirks and mannerisms*** - Stern and Dutiful, very proactive but cautious.

***Character Role*** - Player Character

# Vittorino Armani

## ***Backstory***

Vittorino Armani was born on the 13th December 1891 in Sicily, Italy - he grew up in a family that was heavily involved in the Sicilian Mafia. From a very young age he was assisting his family in organised crime, and killed a grown man for the first time at only 10 years of age. As he grew older the charismatic and daring young Armani gained a sizeable following of other rogue Sicilians and he began to crave more power within the Mafia. He started to resist against his own community and family and eventually led an assassination against Leonardo Mancini a high standing crime lord in the area. With a Vendetta on his head, he fled to London with a number of his followers in 1912 and established the Armani Gang. He became a very successful criminal mostly through armed robberies and illegal gambling businesses. During the 1930s a gang war breaks out between the Sabini Mobsters and the Armani Gang leading to increased violence and crime within the city.



Vittorino Armani (Concept)

***Personality*** - Sly, Cunning, Malevolent.

***Abilities*** - Very difficult to track down, crimes leave very small traces.

***Weaknesses*** - Bad temper, Egocentric.

***Physical Design*** - Slim, tall. Sinister facial expression, twirled moustache, black shirt - dirty cream coloured overcoat.

***Tools and Weapons*** - Beretta M1915 Pistol, Stiletto Knife.

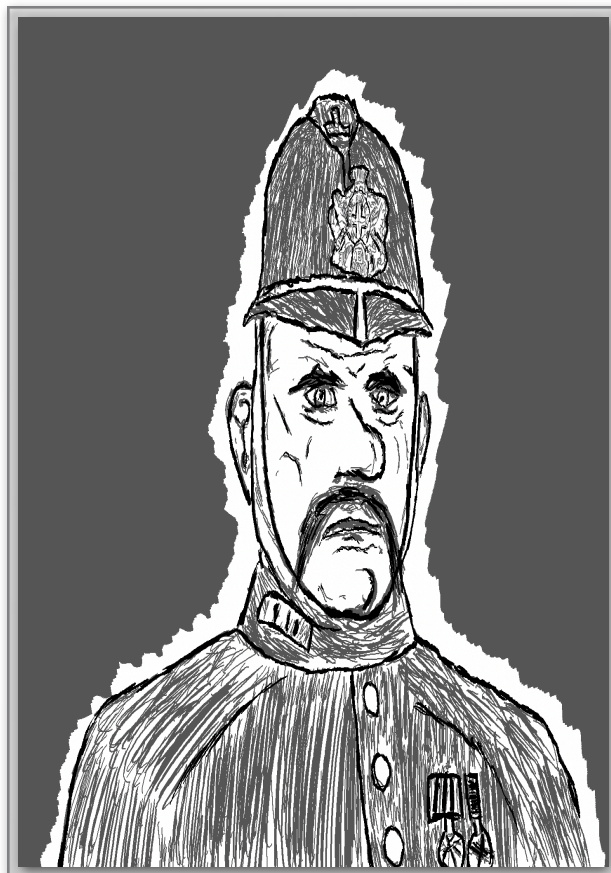
***Visible Traits, quirks and mannerisms*** - All of his crimes are related in a few subtle ways. Has an intermittent twitch in his left eye, smokes a cigar.

***Character Role*** - Non-Player Character (Antagonist)

# Chief Constable D. Simmons

## ***Backstory***

Darrell Simmons was born on the 16th March 1880. He became a Constable for the Metropolitan Police in 1903, and would be promoted to Superintendent just before 1914. He was a British Army Officer during the First World War and was involved in the Gallipoli Campaign for 8 months in 1915 and then served during the Mesopotamia Campaign and the capture of Baghdad in 1917. When he returned to England in 1918, he started work back at the Metropolitan Police. By the early 1930s he is a Chief Constable, responsible for organising criminal investigations.



Darrell Simmons (Concept)

***Personality*** - Pompous, Bold, Banterer.

***Abilities*** - Tells player of each new mission, gives hints and clues when necessary.

***Weaknesses*** - Not very intelligent

***Physical Design*** - Constable Uniform, long moustache, big black boots.

***Tools and Weapons*** - Webley Mk. VI Revolver, Police Baton, handcuffs.

***Visible Traits, quirks and mannerisms*** - Contrary to his dull nature, he can be quite a quipper

***Character Role*** - Non-player Character (Protagonist)



# Enid McCarthy

## ***Backstory***

Enid McCarthy was born on the 2nd February 1904. She is a well accomplished theatre actress and singer, she usually performs at local Jazz Clubs, theatres and Pubs.



Enid McCarthy (Concept)

***Personality*** - Lively, Friendly, Outgoing, Generous.

***Abilities*** - Knows many people within the area, information can be asked of her.

***Weaknesses*** - Naïve

***Physical Design*** - Short, Pretty, Make-up, Smart Clothes and Hat.

***Visible Traits, quirks and mannerisms*** - Eager to help when she can, will gossip given the chance.

***Character Role*** - Populations