

Where's my Dog?: Story

Characters:

Sound effects - Rubber the duck
Sound effects - Chad the dog
Sound effects - Markus the antagonist (cat)
Sound effects - Willy the cat assistant
(Not yet cast) - Mallerde the Duck God/Tutorial

Story:

The day begins as normal and the player (rubber) is playing with his friend Chad the dog, but suddenly they are interrupted by an evil cat named Markus who kidnaps the player and brings them to the festival of Cats but luckily the player manages to escape into the world and the game begins. They are greeted by Mallerde (who can talk) who serves as the game's tutorial. Through the tutorial the player is introduced to various mechanics such as jumping, jetpacks, basic movement and basic attacking/enemy targeting. When the player makes it to the end of the story it's introduced that many other ducks have lost their owners and it's their job to collect all of the dogs and bring them to their owners in order to complete the game. Later in the game, (once the player has collected at least 25 dogs) the story continues with Markust revealing that they have taken Chad the dog and has them in an undisclosed location, this will come back later in the game and the finale will be Rubber finding Chad and reuniting with him. This newfound information motivates the player to find more and more dogs and reunite them with their owners. Later, (When 50 dogs have been found and returned) more information is uncovered and it is revealed that Mallerde has bestowed a jetpack upon Rubber to complete his mission and rescue Chad. At the 75 mark Rubber is greeted by the final 25 remaining dogs that are located in the middle of the festival, the most dangerous area of the game, which only unlocks at this point. The player waddles into the festival and attempts to rescue the last 25 dogs, of course it won't be easy. The last 25 dogs all require skill to collect and once it's finished the game Mallerde appears one last time and brings you to the final boss, Markus. Markus attacks the player and once he is defeated Chad and Rubber reunite and the game ends.

Additional notes:

All dogs will have a basic thank you conversation with the player.
The jetpack/health/stamina etc. etc. will be upgraded every time the player saves 25 dogs (Only starting at the 50 dogs saved mark).
Mallerde is the only character who will have voice acting.
Cutscenes will be included every time the player saves 25 dogs and at the end and beginning.
Willy will be included in every cutscene involving Markus