Brainstorming some story ideas, I’m aware we probably won’t get a lot of this in the game.

1. Player hits new game
2. Transitions and Brawnley fades in from black, some interaction between him and Sass takes place and Brawnley is determined to save her.
3. Transitions to level introduction transition and says something like “Level 1 – The Boathouse” in big letters.
4. Transitions to Level 1 where the player doesn’t have control yet but sees Brawnley arriving on a boat to the boathouse
5. As Brawnley gets out at the boathouse, he notices monsters have taken over the surrounding area, possibly makes some comment or has some interaction with a frightened outside-of-town folk.
6. Brawnley makes some thought to himself like, “Well I suppose this just means I’ll have to kill everything in my way, I should find my way to the nearest town.” (He doesn’t even necessarily have to be a good person, we could have him be a murder machine if we wanted but I don’t think it would fit the trope as well.)
7. Brawnley fights his way through roads/forests? Towards the town, picking up a sword along the way somewhere outside of town.
8. Game transitions to some new interaction with Sass. Then displays Transition of “Level 2 – Town”
9. Game transitions to some new interaction with Sass. Then displays Transition of “Level 3 – Castle”
10. Need a boss battle at the end. I’m not sure about which the witch. It’s funny but I think it’s too confusing without being introduced properly. So if we do it would need to have some dialog introducing her.
11. Some really freaking gaudy “YOU WIN!” scene would be fun to do. Maybe with a completion time given.