

Red's Video Game Plot Structure

Intro:

- Population live in some form of gated society where people don't know about what lies beyond(everyone under 18)
- Monsters periodically attack population to steal them and slink away
- Main character's sister gets kidnapped when he's like 7

Act 1:

- Main character trains to fight the demons and is now 16-17
- Power system revealed where the population essentially have the power to morph their body into weapons of destruction
- Main character fends off next monster invasion
- World building stuff with character learning about the societal political structure inside the gated community
- Finds oddities in the way community's religious institution acts and investigates
- Plot twist about how the sister is still alive based on some memorabilia she is wearing but is now a demon(part of pack of the next demon invasion) and the main character leaves the community to venture into the unknown

Act 2:

- As the main character travels, lore reveal on how the demons are actually the people inside the society at an advanced age.
- Demons basically mindless and trained to kidnap their younger selves and eat them
- When the demon dies, it transforms back into its younger self and the shady religious institution places them back into society
- Memory wipe each time this happens, so it's a continual cycle of life and death with none aware for the better besides shady religious institution
- Main character showing signs of transforming into a primal demon, so he goes back to the society to put an end to the shady religious institution

Act 3:

- Whole Act 3 is main character invading the church and learning the secrets
- The real truth is that eons ago, due to human avarice and greed, humans got cursed to suffer forever
- The church, not wanting for the people to know the truth, created the current social structure and wiped the memories of the people inside in a continual cycle of eternal suffering in the hopes of salvation one day
- Main character rejects this nihilism and says how people have the right to choose how they live
- Main character kills the boss and collapses the society's "bubble"
- Environment suddenly shifts to apocalyptic wasteland with creatures amok, sulfuric atmosphere, etc
- The "church" the main character defeated is just one of 100s setting up potential sequel bait
- Ending message of how they may no longer be safe, but now they finally have a chance to forge their own path

THE END

