**Skinrender**

This document outlines the basic story and narrative of Skinrender, as well as detailing some important design notes regarding gameplay elements.

**Story**

It is March, 1793 and France is at war. King Louis XVI has been executed and the Republicans hold power over the country. Unrest is growing as people are conscripted into the Republican armies and the people revolt. The Vendéan counter-revolutionary army quickly takes many parts of Vendée, including Cholet. However, by Autumn the Republicans have unified and retake Cholet, scattering the Vendéan army and causing further upheaval to the townsfolk.

The player takes on the role of Jean Letort, the owner of an Inn on the outskirts of Cholet. Suspected of having Royalist sympathies, Jean is flayed alive outside his home. His broken body is abandoned and he succumbs to hypothermia, dying. Meanwhile, the Republican soldiers take full advantage of his stocked Inn, and force the townsfolk to celebrate the Republican success.

Jean rises from the grave as a monstrous creature, capable of wearing the skins of others. His intention is to kill the military leaders who hurt him and his family, ultimately killing Jean-Baptiste Carrier himself and driving the murderers away from his home.

**Progression**

1. Player awakes outside his home, the Inn. Jean is aware of his monstrosity and feels overwhelmingly cold.
2. As Jean approaches the inviting light and warmth of the Inn, he realises his desire for warmth goes so far as to wish to tear the skin off the Republican soldiers patrolling outside and wear it.
3. Player discovers that the soldiers are afraid and will readily attempt to kill Jean, and that he must use stealth to survive.
4. When the player wears the first skin, he will get the ability to temporarily mimic some part of the ‘donor’ – in the case of the first guards it’s plot information.
5. The player uses the ability to read the simple plot information – the guard knows that the officers of the army are celebrating within the Inn. This establishes the use of the mimic abilities button, as well as gives the player a more concrete goal.
6. The skin falls off after a pre-determined amount of time, establishing that skins don’t stay on forever, the ability also disappears with the skin.
7. The player makes his way to the first part of the Inn, where he observes a simple NPC patrol path.
8. The player makes his way through the Inn, working his way through puzzles and being rewarded with snippets of story through absorbing memories whilst wearing NPC skins (such as the officers, who will gives information relevant to killing the goal NPC – Jean-Baptiste Carrier).
9. The player will be rewarded for killing Blue NPCs (that is, Republicans), and encouraged to kill as few (or for a perfect score, none at all) White NPCs (White being the colour of the Royalists).
10. The player may travel the Inn however they wish, although many areas (which act as puzzle hubs) will be locked off until each section’s Officer is killed, thereby containing the plot to a linear progression (while also allowing the player to move onto a different puzzle in their area if temporarily stuck).