

Trailer script

The trailer contains three sections. The first section shows the story of the game in approx. 30 seconds. The second parts shows about a minute gameplay in a custom level, where the most important game mechanics are shown. Lastly there is a section which Shows some text overlaid on footage of people playing the game.

Story

Screen 1:

“A game by MIGI 2”

Screen 2:

An image is shown which shows a war between two castles. A narrative subtitle is shown with the text:

“A long time ago, the kingdom of Camelot was threatened by numerous wars.”

Screen 3:

Shows an image of a wall being built.

“King Drump gave the order to build a great wall that would protect the country from its intruders.”

Screen 4:

Shows an image of the king ordering the knight to find the treasure. In the background an empty chest is shown that once contained the kingdoms funds.

“Building the wall depleted all the kingdoms funds.”

“In a final attempt to save the kingdom from an economic crisis, king Drump ordered his best knight to retrieve the mythical treasure from the cave of Caerbannog.”

Screen 5:

Shows an image of the knight on his journey through the woods. He is halfway joined by some elves. The image is laid out as a treasure map where the castle and the cave are connected with a line.

“The knight of Camelot started its great journey through the forests.” “In these forests he met some elves that would protect him for the dwarfs living in the cave, for a small share of the treasure.”

Gameplay

The gameplay section is composed of fragments of gameplay as it is seen by one of the three teams. A textual overlay is displayed that shows some speech fragments with a text color corresponding to the user that says this.

Screen 1:

[Knight view]

The Knight is placed in a small room with a key and a door.

The knight picks up the key, opens the door and runs into the cave behind it.

When the knight goes around a corner and is stopped by a great hole in the ground.

"Help!"

Screen 2:

[Elf view]

The elf places places a platform

Screen 3:

[Knight view]

The platform appears and the knight traverses the hole.

"There you go!"

A bomb appears in front of the knight.

"Get out! This is our cave!"

The knight goes left to avoid the bomb.

Screen 4:

[Elf view]

You see the knight walking towards a landmine

Screen 5:

[Knight view]

"Look out there is a mine!"

The knight steps on the mine and it explodes, damaging the player.

Screen 6:

[dwarf view]

Another mine is placed in the cave

Screen 7:

[knight view]

"Stop!"

The knight stops

"There is another mine in front of you. Use this"

A crate is dropped and the player uses it to defuse the mine.

The knight walks into a new corridor and sees a bunny.

"Hey a bunny!"

"Go right it is the mythical killer bunny!"

The player goes to the right and finds the treasure

The screen fades to black.

Texts and external footage

Footage is shown from five players playing the game. This footage is slightly blurred/darkened. A text will be shown on top of the footage.

Text 1 - n:

- Some quotes that we have not decided on yet.

Text n:

Now on github
(Github logo here)

Text n + 1:

The logo

Black fade to end the trailer.

Examples

Gameplay part:

https://www.youtube.com/watch?v=4rL5weHrYvQ&ab_channel=TeamFuture

Text and external footage part:

http://store.steampowered.com/app/341800/?snr=1_7_15_13 (at the end)