**Characters**

Story focuses on two siblings.

**Antagonist/Sidekick:** One is sick and in need of a kidney donation, but refuses to allow their sibling to donate. This character is experiencing a change arc and going through the heros journey. Self deprecating humour? Slapstick? Wordplay humour (puns)?(Type of humour) ENFP – Enthusiastic, creative, spontaneous, optimistic, supportive, playful. Value inspiration, enjoy starting new prokects, see the potential in others. (Myers-Briggs personality test). Name: Ember?

**Protgaonist/Player:** The other sibling is the donor, who is trying to prove they are strong enough to give the kidney. They go through a flat character arc. Observational humour. Dark humour.(Type of humour) ISTJ – Responsible, sincere, analytical, reserved, realistic, systematic. Hardworking and trustworthy with sound and practical judgement. (Myers-Briggs personality test). Name Jelle (Yelle prononcuiation).

**Plot Points**



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| --- | --- | --- | --- | --- |
| **Act One** | Jelle and Ember in the hospital, in Embers hospital room. Ember asks Jelle to play the game again, they settle down around the table and they begin to play a board game (then the Aztec part of the game begins). | Jelle/Aztec priest is offered the chance to host the Fire ceremony, overjoyed he accepts. The ceremony takes place and the priest walks the sacrifice up the temple steps to the altar. | However once there the Fire God refuses the sacrifice, causing the apocalypse to happen. The Fire God doesn’t think the Priest is capable/the Chosen one and refuses the sacrifice. The Priest grabs the last Light (sacrifice) runs into temple to escape onslaught of darkness, and chasing the Fire God. | The Fire god teaches the Priest how to avoid the darkness, how to use the Light to get past obstacles. The God offers one chance to follow him and prove the Priests worthiness by succeeding in the trials of the dead (Journey unworthy souls take into the afterlife). If the gods of death deem you worthy, the Fire god will take your sacrifice. |
|  | **Ordinary World** | **Call To Adventure** | **Refusal Of The Call** | **Meeting with the Mentor.** |
| **Act Two** | The fire god leads you through the “magic door” into the underworld through the temple. The fire god leaves you here, temporarily. | LPM the new worlds mechanics/dynamics.  Allies: Fire God.  Enemies. Fire God, Gods of Death, Darkness.  Need more here, TBC. | The Preist comes across a small gathering of souls and tries to save them using Light to send them to heaven? The Light sacrifice fails, and instead of saving the souls they are sucked into the Light and absorbed. Fire God and self fear you cant save the world. Prieist rejects this, believes wholly he is the chosen one. Unfortunately the darkness is now close behind and Preist must run, he and God get separated by ruined temple. | Following the Gods trail and sounds of distress. The Preist saves the God from the darkness by trapping it in the nick of time. (Melt ice to illimunate room?). Learns to Push the darkness back. |
|  | **Crossing the Threshold** | **Test, Allies, Enemies** | **Approach Innermost Cave** | **Ordeal** |
| **Act Three** | Preist now has a weapon against the darkness and can fight back. | The environment betrays the pair, collapsing and dropping them into a completely dark room. Light up the room and complete the puzzle to get out(Mastery of Mechanics). Now face gods of death who also agree that the Priest is not the chosen one. Priest rejects this idea, again, and decides to ignore them. | After trapping the Gods of Death in the Light the Fire God is mortally wounded. She is now so weak and sick she cannot move. You drag her body to the sacrifice chamber and revive her using the Light. Fire god is reborn. | PReist has given God the Light, and the God is now lighting up the whole world and pushing back the darkness. The game of D&D is over, Embers fears settled just as they are being wheeled into surgery. Bright Light to end. |
|  | **Reward** | **Road Back** | **Ressurection** | **Return with the Elixar** |

**Scenes**

1. **Ordinary World**
   1. Jelle and Ember in the hospital, in Embers room. A nurse comes for pre-op checks, Ember is afraid and the nurse leaves. As the door opens the pair can hear their parents arguing outside “I don’t think he should do this, what if hes not strong enough to survive?”
   2. Ember asks Jelle to play the game again, they settle down around the table and they begin to play a board game (then the Aztec part of the game begins).
2. **Call To Adventure**
   1. Jelle/Aztec priest is offered the chance to host the Fire ceremony, overjoyed he accepts but the Fire God isn’t happy with the idea. Scene in village below temple.
   2. The ceremony takes place and the priest walks the sacrifice up the temple steps to the altar. The ceremony begins, once the preist has taken the Light from the sacrifice, and handed it to the God. Scene is at the base of the temple, walking up the steps then at the top of the temple by a sacrificial alter.
3. **Refusal Of The Call**
   1. the Fire God refuses the sacrifice, causing the apocalypse to happen. The Fire God doesn’t think the Priest is capable/the Chosen one and refuses the sacrifice. “You cant be the One. I don’t want you to sacrifice your Light, your not the One.” At the sacrificial alter on top of the temple.
   2. The Priest grabs the last Light (sacrifice) runs into temple to escape onslaught of darkness, and chasing the Fire God to force him to accept the sacrafice. Top floor of the temple. Can see the darkness and hear monsters attacking people.
4. **Meeting With Mentor**
   1. Once inside the Preist chases the Fire God for a while. (LPM Lantern). They arrive at the first series of puzzle rooms. Exasperated with Preists perserverence - The God of Fire declares that if the Preist can solve the puzzles the God will help him. Preist says all he wants is to give the God the Light. God says only the chosen one can give him the light. Preist solves puzzles and meets Fire God on other side.
   2. Grudgingly, The Fire god teaches the Priest how to avoid the darkness, how to use the Light to get past obstacles. The God offers one chance to follow him and prove the Priests worthiness by succeeding in the trials of the dead (Journey unworthy souls take into the afterlife). If the gods of death deem you worthy, the Fire god will take your sacrifice.
5. **Cross The Threshold**
   1. The fire god leads you through the “magic door” into the underworld through the temple. Shows you how to light up a room. The fire god leaves you here, temporarily, to find something he lost. Preist acclimatises to underworld.
6. **Tests, Allies, Enemies**
   1. Meets souls of those who refuse to move on. Also will get hints about the Gods of Death, who will impede progress. Enemies.
   2. Must learn to deal with darkness, tretcherous terrain, and puzzles. Inner journey the Preist must learn to convince the Fire God he is the chosen One. Tests.
   3. Fire God will be the Preists only ally. He gives you the Upgrades (which is what he went to find). However is weaker now than before, and cannot help.
7. **Approach The Innermost Cave**
   1. The Preist comes across a small gathering of souls and tries to save them using Light to send them to heaven? The Light sacrifice fails, and instead of saving the souls they are sucked into the Light and absorbed.
   2. Fire God sees the end of the exchange, he and self fear you cant save the world. Prieist rejects this, believes wholly he is the chosen one. Unfortunately the darkness is now close behind and Preist must run, he and God get separated by ruined temple.
8. **Ordeal**
   1. Following the Gods trail and sounds of distress.
   2. The Preist saves the God from the darkness by trapping it in the nick of time. (Melt ice to illimunate room?). Learns to Push the darkness back from God.
   3. The Gods of Death are actively trying to make you fail at this point, which is when the Fire God becomes an full ally. They force the ground to break beneath you in the Innermost Cave. They also make the darkness worse by whispering to the God of Fire. However the player doesn’t know this until later, they just hear the whispering.
9. **Reward**
   1. Push/Burn mechanic to reward player. Preist now has a weapon against the darkness and can fight back
10. **Road Back**
    1. The Gods of Death betrays the pair, collapsing and dropping them into a completely dark room. Fire God is useless, hysterical in the corner. Its all up to the Preist now.
    2. Light up the room and complete the puzzle to get out(Mastery of Mechanics).
    3. Now face gods of death who also agree that the Priest is not the chosen one. Priest rejects this idea, again, and decides to ignore them. He must defeat the Gods, and it looks like hes going to fail but the Fire God saves him at last moment.
11. **Ressurection**
    1. After trapping the Gods of Death in the Light the Fire God is mortally wounded. She is now so weak and sick she cannot move.
    2. You drag her body to the sacrifice chamber and revive her using the Light. Fire god is reborn.
12. **Return With The Elixar**
    1. PReist has given God the Light, and the God is now lighting up the whole world and pushing back the darkness. The bright light fills the screen and pulls back to reveal:
    2. The game of D&D is over, Embers fears settled just as they are being wheeled into surgery. Bright light to end.

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