Macbeth Creative Project

List of visions:

The dagger

Voices saying he killed Duncan

Banquo's ghost

List of scenes:

The Battle

The Witches

The Thane

The Dagger

The Voices

The Sea

The Ghost

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The Kings

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Descriptions:

The Battle

Time is frozen, you're on an open battlefield with many warriors

You can only interact with Macdonwald

Click to kill him and continue

"O valiant cousin! worthy gentleman!"

The Witches

"A drum, a drum! / Macbeth doth come."

The three witches stand in a line and speak as you pass

Fires light up on each side as you pass

Witch 1: "All hail, Macbeth! hail to thee, thane of Glamis!"

Witch 2: "All hail, Macbeth, hail to thee, thane of Cawdor!"

Witch 3: "All hail, Macbeth, thou shalt be king hereafter!"

As you pass the last witch, all three and the fires vanish

"Whither are they vanish'd?"

The Thane

Ross: "hail, most worthy thane!"

"Glamis, and thane of Cawdor! / The greatest is behind"

"murder yet is but fantastical"

A transparent vision of a dead Duncan

"that suggestion / Whose horrid image doth unfix my hair / And make my seated heart knock at my ribs"

"Let not light see my black and deep desires"

Screen fades to black

The Dagger

Screen fades into a castle

A hallway, then a large empty room

A transparent vision of a dagger in the middle

"Is this a dagger which I see before me, / The handle toward my hand?"

You grab the dagger, it is still dreamlike

"Thou marshall'st me the way that I was going; / And such an instrument I was to use"

There are two sleeping guards in a small room

There is a sleeping Duncan in another room

You click Duncan to kill him

When you do, blood goes everywhere and you leave a trail behind you.

The Voices

Voices: Laughter, "Murder", "God bless us", "Amen", "Sleep no more! / Macbeth does murder sleep" - some of these during the last scene?

Lady Macbeth: "My hands are of your colour; but I shame / To wear a heart so white."

Knocking sounds

"Wake Duncan with thy knocking, I would thou coust"

The Sea

The view fades into an open field

There is a large body of water

"Will all great Neptune's ocean wash this blood / Clean from my hand?"

You enter the water and it turns red

"No, this my hand will rather / The multitudinous seas in incarnadine, / Making the green one red."

"I am in blood / Stepp'd in so far that, should I wade no more, / Returning were as tedious as go o'er"

The sea ends at another open field/courtyard

The Ghost

There is a table with many nobles sitting around it and food on top

"Here is a place reserved, sir."

The ghost of Banquo appears in the empty chair

Food flies off of the table and the screen darkens

"never shake / Thy gory locks at me."

"Hence, horrible shadow! / Unreal mockery, hence!"

Banquo's ghost disappears

The Spirits

"Something wicked this way comes."

The three witches stand in a line and speak as you pass

Witch 1: "Speak"

Witch 2: "Demand"

Witch 3: "We'll answer"

Several spirits appear one by one

Armed Head: "Beware Macduff"

Bloody Child: "None of woman born shall harm Macbeth"

Crowned Child: "Macbeth shall never vanquish'd be until / Great Birnam wood to high Dunsinane hill / Shall come against him."

The Kings

The witches again stand in a line

"Seek to know no more."

"I will be satisfied"

The ghost of Banquo appears, wearing a crown

The background fades to a dreamlike castle

"Thy crown does sear mine eye-balls"

Many kings appear in a line

"What, will the line stretch out to the crack of doom?"

When you reach a point along the line, all vanish

The Nightmares

A vision of dead Lady Macduff appears

Your leave an even greater trail of blood

You see a Lady Macbeth walking back and forth with bloody hands

Lady Macbeth: "Out, damned spot! out, I say!"