Storyline for “A Tale of Lucifer’s Own: The Bounty Hunter”(Working title) (Bounty Hunter does not talk at all during game)

The game will open up with the infamous battle between the Bounty Hunter(you), and the Jameson Brothers at the OK Nightclub (Text before the opening battle will explain all of this. Lines such as “You ain’t got a chance, boy!” will be said by the brothers). The player will have fully upgraded revolvers during this battle, to make a point as of how powerful you once were. After the defeat of the gang, you return to the Deputy Sheriff to be paid.

Once in the lawmen’s office, not only are you knocked out and rid of weapons, you aren’t paid. After this cutscene in the office, you awaken to find everyone who was once there has left. You find 1 of your guns, which is just a regular, non-upgraded six -shooter. After retrieving your weapon, you set out on the city streets to chase after the Deputy Sheriff and his men who screwed you over. The Bounty Hunter doesn’t take kindly to broken deals.

The streets are full of crooked lawmen to hold you back. At the end of your gunslinging endeavors on the night streets, you come across the Marshal. You will be entered into a boss battle with the Marshal, and upon completion of the battle, a cutscene will start. The Deputy marshal is weak and cannot move. You don’t say a word, but the Marshall knows what you came for and he tells you where the Deputy Sheriff is headed. You take the Marshal’s star badge and can either take it and leave him to die, or cut his throat with it and take it anyway. There is no consequence for either choice.

You make your way to the building where the Deputy Sheriff and his men are holed up. There is no gameplay nor cutscene that directs you to the building. Instead, after the Marshal cutscene, the next level will start you at the building door. In this level, you will climb 10 stories to reach the roof where the final boss battle will be. Along the way, you will fight a horde of crooked lawmen, who will carry a six-shooter or a rifle. There will be two different kinds of enemies included in the game. The one with the revolver will be easier to kill and will move about, while the riflemen will be static and take more damage to kill. Another important note is that these enemies will be half human and half robot, therefore being a cyborg. They will have half the appearance of a wild west cowboy, and half of a machine. So, saying this, they will explode upon death.

There will also be upgrades and health to pick up along the way throughout all levels. Also, there will be star badges that can be picked up from fallen enemies that can be thrown as a weapon. Your first revolver upgrade will be two six-shooters instead of one. The next and last will be golden bullets which are stronger. A rifle may be included in the game as a usable weapon too, but this is still being debated. Last note about weapons, is that each of your six-shooters will obviously hold 6 rounds. You will have to tap “R” twice to fully reload both weapons. There WILL be reload time after tapping”R” twice.

Once you reach the rooftop, you will confront the Deputy Sheriff who reveals that he has your younger brother(also a bounty hunter) with him. The Sheriff says “Don’t you get it, boy? This city doesn’t need your kind anymore. Besides....you currently have a hefty price on your head WANTED: DEAD!”. The Sheriff puts a gun to your brother’s head and shoots him. After your brother falls to the ground, the battle with the Sheriff starts. He stands behind a sandbag bunker with a gatling gun. There will be 3 different items to hide behind during the battle. They will become destroyed if they take enough damage, though. The Sheriff will fire his gatling gun in bursts that you will either have to dodge, or hide from if you have barriers left. The method to killing him is to shoot him when he is reloading the gatling gun. There will be 5 seconds in between each burst of bullets from him. Upon his death, a cutscene will start and you will shoot him in the head once and take his badge from his lifeless body. The game will fade to a black screen as the credits role.

The End.