**Dagger in the dark**

**Game Treatment**

**CS4075 Computer Games Programming – Tools & Techniques**

**02/10/2014**

**Group 5**

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Contents

[Abstract 1](#_Toc400015657)

[Background 1](#_Toc400015658)

[Game Play 2](#_Toc400015659)

[Target Audience 2](#_Toc400015660)

[Game Specification 2](#_Toc400015661)

[NPCs 3](#_Toc400015662)

# Abstract

A wizard named Ragnar Lothbrok that has returned to his childhood village awakes to people arguing loudly outside the room of the lodge that he stayed in for the night. A body has been found in the middle of the village stabbed to death. The people in the village are suspicious about the visitor in the town but at the same time start questioning who they can trust around them.

Ragnar, being connected to the small village by a mysterious incident in which his family was killed, soon finds a connection between the recent murder and his past.

It turns out there is a secret cult living among the villagers that is connected to both incidents.

Starting with investigating the dead body Ragnar picks up clues and tries solving the case by interacting with the local villagers and searching evidence. Eventually he learns about the truth about his past and the danger he is in.

# Background

Located in a little village called Tulach Sheasta the villagers find a whole family stabbed to death one morning with the youngest boy, named Ragnar Lothbrok missing. There seems to be no evidence of a struggle and the victims are all lying in their beds. Nobody knows what happened to the little boy and in the following years the incident grows to be a legend. The family’s home is left abandoned and stays as a reminder of the incident.

Young Ragnar has always been disappointed that he didn’t have a proper bedroom like his siblings did. Since every other room was full he usually ended up sleeping in the attic. One night he thought he heard people walking around the house downstairs but he convinced himself it was his imagination. When Ragnar wakes up in the morning he finds his family dead, gets scared and flees into the woods and stays by himself struggling with his past living in the forest outside the village.

After years have passed by, Ragnar sees an old man walking on a path while hunting and decides to rob him. When he jumps up with a knife in his hand the old man casts a spell that holds his body in place and starts talking to him. It turns out the old man is a wizard, named Odming Brandrel. Odming senses his strong anger and decides to take him under his wing, transforming the anger into magical power.

They live together for years without Ragnar telling Odming about the incident and his past. When Odming gets sick and lies on his deathbed they finally discuss the incident. Odming convinces him to face his past and to go back to the village.

When Odming died, Ragnar decides to return to the village trying to find peace during his remaining years. After arriving in Tulach Sheasta he books a room for the night in the old Sheasta Lodge that his father used to work at. The next morning he wakes up to loud noises and people arguing in the Lodge.

# Game Play

The game is based in a fantasy medieval surrounding and will use a standard RPG interface, with initial prototypes being built using the Oblivion game engine. The whole game takes place in a single village (Tulach Sheasta) containing multiple houses (including the abandoned house of the Lothbrok family), a lodge/inn, a black smith, a store and a chapel. There are various NPCs living in the village but only a couple important characters that are in-depth.

# Target Audience

The target audience is 16+. The game does not contain a lot of fighting or violence, the most violent part is the murder of the villager in the beginning of the game.

# Game Specification

The main purpose of the game is to investigate and solve the murder as well as the incident from the past. Starting with the murder of the villager the player collects information from conversations with villagers, searches evidence and houses and observes other villagers. The main game-play is conversation-based and depending on the decisions the player makes, it changes the course of the game.

## NPCs

There are various NPCs in the village. Some of the main characters will be suspicious and the player has to decide whether to trust them or not during the game.

* **Arthur Bryce** (male – middle-aged): leader of the secret cult (other cult members that are shallow characters or you just know that the cult contains more members but you don’t get to know them). Might try to influence you, will not reveal himself as a cult member and will try to trick you into believing he is innocent and eventually would end up killing you if you don’t solve the case.
* **Josef Doran** (male – around 30): A guy you can vaguely talk about the cult with after learning about it and he tells you to meet him somewhere to talk more about it – during the game (in the beginning) you are suspicious whether he is a member of the cult as well
* **Gloriana Brom** (female): Lodge/inn keeper that has information about the village itself and different characters, also tells you something about the incident -> information character that you can go to, to get stuff explained (especially in the beginning)
* **Donald** (male – around 40): Town drunk that reveals information but in a more cryptic way, you might try to buy him beer or do him a favour or get him water that will clear him. If you get him to like you he might talk about stuff that no one else would talk about – Not to deep character maybe
* **Thomas Leofrick** (male, guard, around 30): A guard that also investigates the murder and is very serious about the investigation and does not want you to interfere with his investigation. You have to try to pry information out of him. He will try to stop you from investigating on your own i.e. when you search a house for evidence and leave you might run into him and he will ask you what you were up to and be suspicious about you
* **William Cornwallis** (male, old, white beard): The town elder (unofficial leader, everyone trusts him and he is well-known by everyone), trustworthy: Suspicious about new people in the first conversation especially since the murder and he does not trust you in the first place (grumpy with you, but generally a nice character). You need to earn his trust by helping him out in a mini-quest. Then he will help you out and might identify you as the little boy that ran away into the woods decades ago.