

- Yasuo is sparring with his older brother Yone
- Yasuo becomes the pupil and bodyguard of a legendary swordmaster who uses wind technique
- The village is invaded by the Noxians
- Instead of staying back to defend the village as he was ordered, he goes off to fight in the battle
- Upon his return, he finds his master has been killed, and Yasuo is accused of his murder
- Yasuo leaves the village, fighting his way out, knowing that it's the only way to catch the true murderer of his master
- Now a fugitive, Yasuo is hunted down by the other villagers, and eventually his brother, Yone, tracks him down
- With no other choice, they fight. Yasuo's wind technique is too much for Yone's dual blades, and Yasuo cuts Yone down

I imagine this being adapted as an open-world JRPG. The player would walk through the world, controlling their camera, and interacting with the world around them.

Scene 1: Yasuo and Yone sparring

The scene begins in Yasuo and Yone's home. It is a simple, traditional Japanese-style home. It is located within a small village at the top of a hill. Next is the village itself. Yasuo runs through the streets which are simple dirt roads, with small stands and vendors located within the town. At the other side of town, in the middle of a field, is a big cherry blossom tree, under which Yone is meditating. He has two wooden swords next to him.

Scene 2: Yasuo catches the master's attention

This scene takes place inside the school. It seems like a normal dojo. The students are all sitting in a circle, around a mat. They are all wearing martial arts uniforms, and all have long hair, tied up in the back. Yasuo spars another student in the middle of the mat. He is the youngest, so naturally he is smaller than most of his peers.

Scene 3: Rumors of War

All the students are sitting inside the dojo when a letter arrives. One of the instructors reads the letter, then shares it with the other instructor and the old master Elder Souma. The students are all anxious, but sitting in a circle with their wooden swords. Later at night, it is dark and stormy. There are sounds of war drums in the distance. Yasuo leaves in the pouring rain.

Scene 4: Accused of murder

Yasuo enters the village. It's quiet. It is just before sunrise. Everyone is inside their homes. All the doors and windows are shut. He enters the dojo. On the mat is the dead boy of Elder Souma. The floor is full of blood. Surrounding his body are all the other students. When Yasuo enters, they all draw their swords and point them at Yasuo.

Scene 5: Brothers

It is a dark and rainy night. Yasuo is sitting under a tree. He hears someone approaching and draws his sword. It is Yone. They stand across from each other in an open field, reminiscent of their duel in scene 1. There are flashes of steel as their swords clash.

Inference	Evidence
Yasuo and Yone is inspired by Japanese samurai	<ul style="list-style-type: none">● Japanese style home● Tatami mats● Uchigatana at Yasuo's side● Cherry blossom tree on a hill● Shiba Inu in the village
Yasuo is haunted by his past	<ul style="list-style-type: none">● Scar on Yasuo's face● Broken mirror that Yasuo carries with him● Crows in the trees

	<ul style="list-style-type: none">● A statue of a Grim Reaper
Yasuo and Yone had a close bond	<ul style="list-style-type: none">● Painting of Yasuo and Yone in the home● 2 clouds floating together across the sky● Yone fights with two swords, one for him and the other for his brother