

- Yasuo is Elder Souma's apprentice, from whom he learns the wind technique
- Yasuo's village is invaded by the Noxians
- Instead of staying back to defend the village, 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 fights his way out of the village
- Yasuo is hunted down by the other swordsmen, and eventually his brother, Yone, tracks him down
- 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 is in his room after training. He has a scroll of his master's teachings. There is a painting of him and his master when he was younger. There is a kanji written on a banner that reads "wind". His sword, gifted to him by his brother, sits on a rack.

Scene 2:

There is smoke and fire visible in the sky. The villagers are fortifying their homes and boarding their windows. The swordsmen of the village are training. They are preparing for the coming war.

Scene 3:

It is a rainy night. Yasuo is in his room. The sound of war drums can be heard in the distance. Frustrated about staying behind, he decides to leave the dojo to aid in the fight. Yasuo disappears into the rainy night. Back in his room, his sword is gone.

Scene 4:

Yasuo returns to the dojo. Everyone in the village is hiding in their homes. The streets are empty.

Scene 5:

Having escaped the village, Yasuo is now a fugitive. He travels along a road where he finds a wanted poster. He decides to avoid attention and sets up camp in the woods. He builds a small shelter and has a small sleeping bag. He keeps his sword next to him at night. No fire to avoid smoke.

Inference	Evidence
Yasuo trained with the sword master Elder Souma	<ul style="list-style-type: none"> ● Scroll of teachings in room ● Painting of Younger Yasuo with Souma ● Banner with kanji for “Wind” on the wall
War is approaching	<ul style="list-style-type: none"> ● Sounds of war drums in the distance ● Distant fires and smoke ● Houses are boarded up ● Town fortifications ● The able bodied are training
Elder Souma was murdered	<ul style="list-style-type: none"> ● Body in the dojo ● Blood everywhere ● Dojo is trashed; signs of a struggle ● Everyone locked away and scared in their homes
Yasuo is accused as the murderer	<ul style="list-style-type: none"> ● Evidence of wind-technique used to kill him ● All the students standing around the body ● Swords all drawn pointed at Yasuo
Yasuo is now a fugitive	<ul style="list-style-type: none"> ● Camp setup in forest, away from civilization ● Wanted posters along the road ● Sword laying by his sleeping bag ● No one else around ● No fire