Game Narrative for art class

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Johnathan Brandis is a sixteen-year-old genius orphan that will go on his biggest adventure. In January of 1975, an orphanage was attacked, plundered and several orphans were kidnapped as punishment for the owner’s massive drug debt. The culprits were Chris Styles, Jared Olsen, Ricky Jackson, Garett Langford, and Eric Jones. This was done on orders from a violent drug dealer known as Evan Archer, the Cold One. Archer was known for supplying cocaine and marijuana to the New Jersey and New York areas and one thing he hated was outstanding debts. The entire tri-state area knew that the bigger the debt the worse the punishment. Johnathan had heard stories of what happened to people who couldn’t pay Archer on time but hadn’t known that his own caretaker was the one using. Johnathan was one of the only orphans that avoided being kidnapped or harmed by Archer’s crew. With an assortment of strange gadgets and weaponry, he now becomes the ultimate unlikely hero Aceman. As Aceman, he must navigate unfamiliar bases and city landscapes across the state of New Jersey. It is up to him to rescue the hostages and take out Evan Archer and his crew once and for all.