

Blade of Oneiros

By (Team Name?)

Screenplay by

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CHAPTER 0

TITLE SCREEN

The title screen of the game is shown to the player, however we expect it to look. The music is booming, enough to hype the player to play.

In the background, you can faintly hear a fan and typing on the keyboard. Not audible during the high parts of the song, but if you listen closely during the low parts, you can hear it.

The player presses play on the game.

A realistic Godot error shows upon pressing, enough to make the player believe something is wrong.

INT. STUDENT'S BEDROOM - NIGHT

Style Choice:

This particular cutscene/all real life instances are all real pictures with a filter.

This whole scene is taken like a graphic novel.

The camera zooms out to a shot of a monitor with an error. There is a person in between the camera and the monitor, we only see the back of their head.



_:

-sigh- *Another runtime error...?I swear I checked everything this time...*

The camera cuts to a shot with the time shown on the person's monitor, indicating that it is 4:22AM, the due date of this project.



_:

Jeez, and it's already 4AM... At this rate, I'm not going to get anything done tonight...

The camera cuts to the person's hand, setting a timer on their phone for 15 minutes



Unless I take a quick nap, that should help me feel better, right?

The camera cuts a shot of the person laying their head on their desk, their phone next to them



Just 15 minutes...I'll feel better when I wake up...

The camera focuses on the phone, with the 15 minute timer set up, but hasn't been started.



-FADE TO BLACK, BACKGROUND AUDIO FADES TO SILENCE-

REFERENCES:



THE DIALOGUE USED IN THE CUTSCENES AT THE START/END WILL BE DIFFERENT FROM INGAME

The error screen will be added in post, with an actual screenshot

The timer can/could be edited in in post with an actual screenshot/pixel art (whichever afifa is okay with)

The style of the cutscenes at the start and end will be comic book style, as shown in the reference above (Either pixelated or not, leaning towards not pixelated, more kinda like the above)

CHAPTER 1

Pre-Tutorial Cutscene

INT. DUNGEON - PRISON CELL

__: ...

__: ...

???:

What about that one?

Really..? That's just a stick...I think

We've gone through like twenty cells, and we haven't found a single one wit-

???:

Wait, check it out, there's someone here!

Are they dead?

Hey, you, wake up!

The player fades into the scene. Awakens in a prison cell, unsure of where they are. The scenery is similar to the image below

REFERENCE: [The Screen Fade-In technique in SMW](#) | [The Illusion of Gaia Dungeon Level](#)



__:

Wha- who...? Where...?

Mysterious Figure:

Alright, like we rehearsed, ahem

Mysterious Figure (Smile):

Hello there, traveller! I can't help but notice you're stuck down here all by yourself.
Why is that?

__ (Confused):

H-hu-

Mysterious Figure (Pensive):

I see! I see! What a shame! The world just doesn't understand you! So sad!

Mysterious Figure (Neutral):

I know that you don't want to be in there, and I need your help. So why don't we do each other a favor, hmm?

Mysterious Figure (Smile):

Do you see that sink back there? Go ahead and give it a light push, go, go!

The player fumbles around for a bit, and based on what they interact with in the cell, maybe the trio gets more irritated

Eventually the player interacts with the sink/object and it pushes to reveal an exit

Mysterious Figure (Smile):

Good, Good! Now you can escape! Please make your way through the tunnels, I'll see you on the other side!

The mysterious figure walks away, leaving the player by themselves

IDEA

The tutorial could include a section that needs a sword to be passed through; maybe cobwebs are in the way. The player finds another hole in the wall, and goes to the cell next door, where they find a pen on the ground. When picked up, upon closer inspection, it's a sword!

Sword Description: A blade found in the cell next to yours.

Player's Description: I swear this was a pen from far away..

Player gets a message in the bottom of the screen, Press (attack key) to slice

The player walks through the backrooms of the cells, learning the mechanics, and attacking some slimes along the way.

The player stumbles onto a room where the door closes behind them.

The walls are open, indicating cells on the other side.

Slimes come out of each of them in an orderly fashion.

The player has to slay them all in order to progress.

REFERENCE: This part of the tutorial is similar to [the Chapel of the Wanderer in Silksong](#).

Once the challenge ends, the player can choose to go into each room, and pick up items/health

ITEM

Health Pops

Item Description: Little pellets found throughout the dungeon that regenerate your health
(Medicing will keep you alive here longer).

Taking too many will have adverse effects.

Player's Description: Tastes like grape!

During this, the player could interact with a wall in one of the rooms:

???:

This is perfect, it's all going according to plan!

He looks weak, but he has the potential of growing stronger, I can tell...

I hope he didn't get lost

CHAPTER 2

Post-Tutorial Cutscene

INT. DUNGEON - PROCESSING ROOM

The player makes it to a room with the masked figure. They are separated by bars, and a cell door activated by a switch, learned earlier in the tutorial

Mysterious Figure (Smile)):

You made it, I knew you could do it!

__ (Agitated):

I-I'm still trapped in here

Mysterious Figure (Neutral/Shock)):

Oh my apologies, traveller!

The masked figure goes over the switch, and the player walks towards the masked figure

Mysterious Figure (Smile):

There we go, now you're free! And since you are free, and we *backtrack* I helped you, you can help me in return!

__ (Neutral):

I don't even know your name, who are you?

Mysterious Figure (Smile):

Ah yes yes, of course you'd want to know my name traveler, after all, it's only fair! My name is-

Mysterious Figure? (Smile):

Semil, The Old!

Smiles, The Great!

Bob.

All eyes on the mysterious figure look at each other

Mysterious Figure? (Plotting):

...
...
...

Old Man Smiles (Smile):

Old Man Smiles!

aww...

The player looks suspicious at the mysterious figure, still distrustful

__ (Suspicious):

...

Old Man Smiles (Neutral):

Now since we're getting acquainted with each other, let me ask you traveller, what's your name?

Peter (Suspicious):

...Peter.

Old Man Smiles (Smile):

Peter! Nice to meet you Peter! Now I need your help, and you're going to help me, alright?

Old Man Smiles (Pensive):

You see, Peter, I've been living in this place for a very very long time, and there's always been something that bothered me...

Old Man Smiles (Angry):

There's too many damn slimes! Way too many of them, I can't stand them at all!

Old Man Smiles (Neutral):

So your job is simple, alright Patrick?

Peter (Agitated):

Peter. And what if I choose not to?

Old Man Smiles (Sad/Tearful):

Would you really do that Pete? To your new friend, to me? How mean...You're very cruel...

Old Man Smiles (Smile):

Even if you didn't want to, you have no choice! You see, this dungeon only opens certain doors to those with enough power. And you get power by killing things, like slimes!

Old Man Smiles (Neutral):

So here's the deal, traveller.

YOU will kill all the slimes in this dungeon, I will be happy, and the dungeon will let you free! What do you say?

Peter (Confused):

I mean, i-

Old Man Smiles (Smile):

Perfect answer, Pete! Very very perfect indeed! I will see you around now, goodbye!

Old Man Smiles goes between a crevice and doesn't come back. Control shifts to the player

Peter (Agitated):

I don't even know where to go...

The endings you can get are inspired from [The Simpsons: Bart's Nightmare](#)

CHAPTER END

Ending Cutscene

INT. STUDENT'S BEDROOM - MORNING

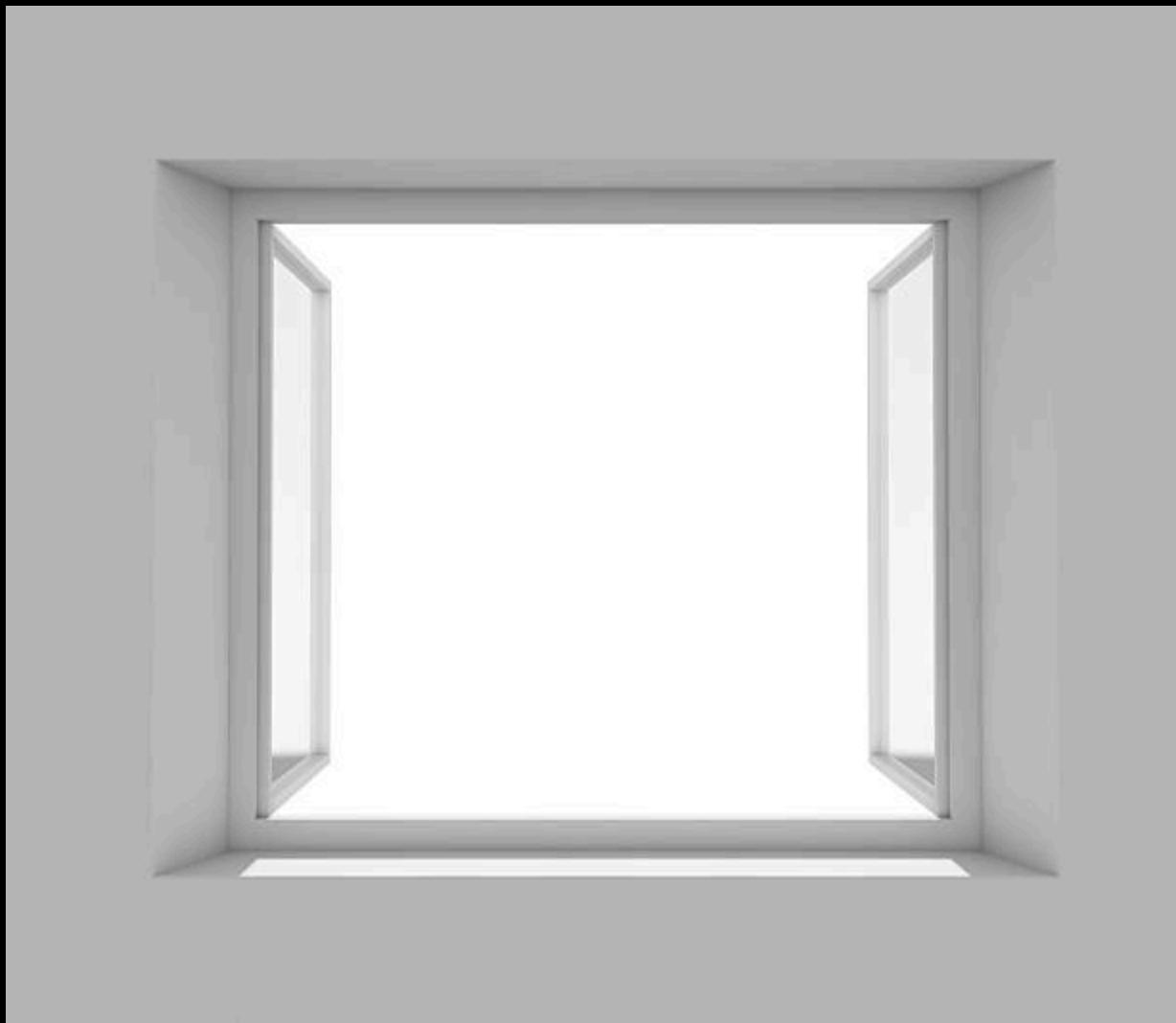
The screen fades from black to the image of an alarm clock on a bedside table blaring. The time shown is 12:42 PM



__:

Huh..? What...?

The camera shifts to the window, showing that it is currently morning



__:

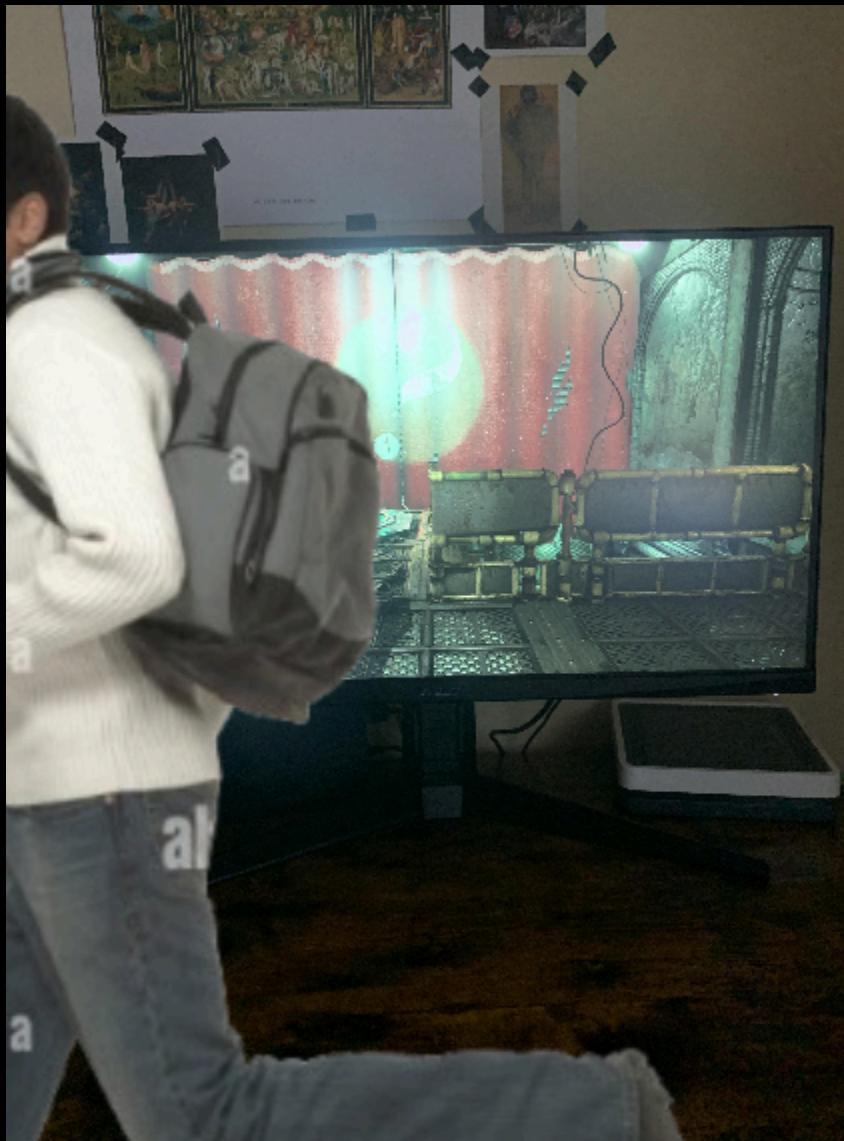
Oh shit, I overslept! Fuck, my project It's-

The camera shifts to the screen, just the screen, (currently a green screen, we can change it in post)



—:
It's....compiling..? When did I...?

The camera shifts to, player heading out the door, putting on their backpack



—:
I don't have time to think about it. I gotta get to class!