**Narrative Design Document for:**

*Eagle Eye*

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# Version History

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| --- | --- |
| Version | Description |
| 1.0 | Initial document |
| 1.1 | Moral argument and premise 22/7/22 |
| 1.2 | Character development and plot 28/7/22 – 30/7/22 |
| 1.3 | Feedback 17/8/22 – 19/8/22 |
| 1.4 | Spelling check 26/8/22 |

# Moral Argument

*“Sometimes we need to put others first, sometimes we need to put ourselves first”.*

# Design Principle

**Told through the perspectives of Antonio, a selfless and responsible brother.**

**Method:**

Perspective change

* The story is told mostly through the perspective of Antonio however some scenes offer a different perspective to gain context behind the motives of some characters involved within the story.

# Premise

**When** a selfless brother (Antonio) is offered to work for a drug ring to pay for his brother’s (Thomas) school expenses, he **must** make enough money to support both him and his brother **and** determine if Thomas is holding him back from success and character development **Until** Thomas drains the savings of the business to pay for his drug addiction. This **leads to** Antonio having to make an important decision, to either leave Thomas to deal with the consequences of his actions and focus on himself or help Thomas through his hardships and hopefully develop his character in a more mature way. **Proving** Sometimes we need to put others first and sometimes we need to put ourselves first.

# Setting

**Axiell Strip** is a rundown low-income district predominantly occupied by working-class individuals trying to make an honest living. The **Centurions** Have run their operations through this district for decades however, they have started to get overrun by the local opposition. This encourages the **Centurions** to expand their business to politics so that they can identify incoming threats and control the local market. The district encourages individuals to understand the moral argument, that Sometimes we need to put others first, sometimes we need to put ourselves first.

# A person in a suit and tie Description automatically generated with low confidenceCharacters

Thomas - Antagonist

**Likeness**

**A person standing in front of a rock wall

Description automatically generated with low confidence**Personality – Tony Stark

* Narcissistic and cares mostly about his impact on the world
* Has materialistic tendencies

Personality – Dylan Chutsky

* Arrogant and rude
* Unstable
* Does not deal with his emotions in the most efficient way

**Ghost Event**

Thomas’s childhood was riddled with neglect and abuse as both of his parents were addicts**.** From an early age Thomas struggled to fit inwith his peers and constantly searched for validation. This brings Thomas to care about how he is perceived by others and will go to extreme lengths to fit the criteria society has set. Thomas in his early teens mixes with the wrong crowd and is subjected to substance abuse.

**Weakness**

Internal – Character care too much of how he is perceived and if he is appealing to a certain group of people

External – Character is prone to peer pressure due to him needing the validation of others to have peace of mind

**Desire**

The hero desires to have a relationship where he is nurtured, this is seen in the relationship he has with Antonio**.** Thomas truly desires to be liked and accepted by everyone he interacts with.

**Want**

Thomas wants a relationship with an individual where he is loved regardless of his natural character

**Need**

Thomas needs a role model to guide him through his life that tells him what is right or wrong, basically someone that will validate his choices.

**Learn**

Thomas learns that he has had someone that genuinely cares for his wellbeing which is his big brother. He also learns that he is self-absorbed and cares mostly about himself rather than others, more specifically his brother and his successes.

A person wearing a helmet

Description automatically generated with medium confidence

Antonio - Protagonist

A person in a blue shirt

Description automatically generated with low confidence

**Likeness**

Personality – Captain Miller

* Always trying to take care of his platoon/family
* Putting the needs of others before his own

Personality – John Nolan

* Actively tries to do good in the community
* Puts himself in danger to save members in his squad

**Ghost Event**

Antonio shares the same traumatic experience as his brother however Antonio took initiative to be the designated breadwinner and role model for his brother. Antonio worked 2 jobs from the age of 16 to help put food on the table for his brother and his abusive parents. Antonio would often support the whole family while no one was supporting him.

**Weakness**

Internal – Antonio feels truly alone and depressed as he has no one that cares about his wellbeing. Antonio also puts everyone is needs before his own making it easier for him to be exploited and taken advantage of.

External – Antonio tends to put on a face persona when he is around his brother due to him being the father figure towards his brother, this causes him to suppress his problems and focus on his brother’s needs.

**Desire**

Antonio wishes to Live in peace where he does not have to worry about money and focus on living his life.

**Want**

Antonio wants a relationship where the other person puts the same amount of effort and time that he does.

**Need**

Antonio needs to put his needs and wants first in some situations as he has been selfless his whole life.

**Learn**

Antonio needs to realise that caring for people that do not support you or tend to your needs will have a negative impact down the road and may lead you to do things that you don’t wish to do. Antonio also needs to understand that the value of friendship and brotherhood.

A person in a suit

Description automatically generated with medium confidence**Matteo – Organisation leader (Centurions)**

**Likeness**

A person in a suit

Description automatically generated with medium confidencePersonality – Harvey Specter

* Talented in his craft
* Always thinks ahead

Personality – Frank

* Will go to extreme lengths for the good of the business

**Ghost Event**

From a young age Matteo has always been doubted by others, this led to him being very self-conscious about his ability to complete any task. This leads him to relate to Antonio as he knows what it feels like to be on a grind to prove a point.

**Weakness**

Internal – Cold hearted and prone to cutting people off

External – does not believe in second chances

**Desire**

To completely control the market and create his own empire

**Want**

Someone that will remind him of himself, mostly someone that can relate to the situations he faced when he was young.

**Need**

Someone to take initiative to do more in his business so he can promote them to a business partner

**Learn**

To not make decisions based on perception of people’s moral compass until you fully understand what they go through.

# Plot

**Opening image**

The scene starts with a flashback to the childhood of Thomas and Antonio, showing the audience that both parents were extremely toxic and abusive towards their children. This scene also highlights the brother’s personality traits which will become more apparent later in the story. The flashback focuses on Thomas as his personality has a significant impact on his brother in the future.

**Setup**

The opening scene after the flashback takes place 5 years later and shows Antonio working hard at his job to provide for him and his brother. Antonio is then approached by a man with a familiar face on his way home from work. Antonio has seen him before while he was working and knows that he is involved with shady people.

**Theme Stated**

The man is later recognised as Matteo the boss head of the centurions, a smart and calculated drug ring that has been controlling the local area for decades. Matteo offers Antonio with an opportunity to work for the centurions which he will have the chance to work in a workplace that will appreciate and award his determination. This would help him pay for his brother’s school expenses and could lead to buying a better place to live. However, Antonio rejects his offer as he does not want to get involved with an illegal business.

**Catalyst**

Matteo then reassures Antonio that he will not be directly involved with any illegal activities. Matteo explains that his job will entail him creating strategies to analyse the current market which will allow for the centurion representative to be elected as the mayor of the district. Matteo sees Antonio as a younger version of himself and knows that he can provide the results that he is looking for regarding his business.

**Debate**

Antonio then weighs the odds of this opportunity that has been presented to him, it would be a great chance to make money that will allow for Thomas to go to college and for him to hopefully experience a better end of his childhood. Although this is an attractive offer, Antonio knows that there is an underlying problem that Matteo isn't telling him that could possibly land him in trouble.

**Break into Two**

Antonio later decides to take the job opportunity to work as a part of the centurion’s market analysis team to identify ways to get them into local politics. Antonio starts to work within the team but priorities his brother’s health and wellbeing over providing results for the business.

**B-story**

Antonio has always proven to be the most responsible person out of the duo while Thomas thinks about himself. This can be seen once Antonio is telling his brother how he is working at a new job. Thomas looks unbothered and bored when Antonio talks about Antonio's career change, until Antonio mentioned the pay increase. Thomas demeanour changed from unbothered to invested into what Antonio had to say. This is the first time where Antonio realises that Thomas only cares about things that could benefit him.

**Fun and Games**

Antonio finds a way to influence the votes of the public in the favour of the centurions. The plan was to target the local working class in their campaign, this will allow the public to relate to their political stance and vote for them rather than the political opposition. Votes for the centurion representative skyrocket to where he has a genuine chance of becoming mayor of the district. This is the closest the drug ring has gotten to achieving their long-term plan.

**Midpoint**

Antonio has successfully obtained a large majority of votes for the centurion representative. This is a big moment as the drug ring will be able to complete their goal of total market control. As a reward Antonio was compensated for his efforts and then offered a promotion which involved him taking charge of the political business and their affairs. His new job involved him keeping track of the treasury and deciding the direction the representative must go to maintain trust of the people.

**Bad Guys Close In**

one month after Antonio's promotion, Thomas used up all his money he was gifted from his brother. This leads him to steal an access key to the treasury and take the money Antonio and his team had accumulated from the business. This causes multiple ramifications as Antonio had only just been promoted, if any issues arise revolving around the treasury, Antonio may lose his job and be forced to pay off the debt.

**All Is Lost**

Antonio is confronted with this issue and falls into a state of panic. If the centurions find out a large sum of cash is missing, he is going to be the first person they blame. This could lead to serious consequences as the centurions have proven to get rid of staff that don’t perform or take advantage of their business.

**Dark Night of the Soul**

Antonio calms himself down through this state of panic and tries to find a solution to this problem before the centurions find out money is missing. Antonio finds out a way to gain back the money he lost and save himself and his brother.

**Break into Three**

Antonio goes to his brother to present his plan to get the money back. When Antonio arrives home to tell Thomas he sees that Thomas has fallen back to his old ways and is abusing substances again. Antonio loses his composure of the situation and lets out all his frustration while confronting his brother.

**Finale**

Within this argument Antonio realises Thomas does not care if he inconveniences him or the business at all, this leads Antonio to realise that he has been taking care of his brother for years without anything in return. This argument was vital because Antonio is faced with a decision he must make, He either tries and help his brother through his addiction or he focuses on bettering himself as a man.

**Final Image 1**

Antonio decides to leave Thomas to make decisions for himself as he will not be helping Thomas anymore. Antonio is finally thinking for himself and puts his interest and needs first. This helps him realise the moral argument and finally be at peace with himself. 2 months after Antonio left Thomas to focus on himself, he finally takes charge of his own life. The ending image shows that Antonio is tremendously successful in his position at work, and he has started a new relationship with an old friend, finally letting himself be able to be vulnerable. Thomas is seen struggling through life as he lost the only person that really cared for him and now, he is truly alone. Thomas finally feels guilty of how he treated his brother and took him for granted.

**Final Image 2**

Antonio decides to focus on helping his brother through his addiction, this affects his attitude towards work and how he is perceived within the workplace. Antonio is later fired from his job due to his lack of drive and performance; this upsets Matteo because he wanted Antonio to become his business partner. Antonio realises how he made a poor judgement of character towards his brother and finally comes to terms that Thomas will never change his ways. This upsets Antonio because of how he decided in good faith to try and help his brother, but that decision has now cost him his job and his own character development.

# Feedback

## Plot Feedback:

### Feedback 1 – Tim

1. ***B-plot was talking more in general rather than a certain point in time\****
   * The B-plot was referencing different points in the story where Antonio is taken advantage of by his brother rather than the Antonio noticing the B-plot and start to make a change
2. ***Setup did not make sense due to not referencing time change\****
   * I did not reference that there was a huge time gap between opening image and set up, this caused confusion to the audience as that is key information not common knowledge and should be documented.
3. ***Discrepancies between the ending that was displayed and the ending that I intended\****
   * What was displayed in twine was not worded correctly where it posed a different ending that was not intended. When told the actual ending, the audience understood the plot better as a whole.
4. ***Grammatical errors \****
   * Minor issues involving misplacement of commas

### Feedback 2 - Lachlan

1. ***Problems with communication in Debate \****
   1. Need to clarify the underlying problem with Matteo’s offer
2. ***Minor changes to Break into two \**** 
   1. Market analysis to political analysis
3. ***Communicate the Centurions Long term plan to total market control \****
   1. Drug cartel wants to control the market of politics which will lead them to total control over the solicitation of substances in their area
4. **Thomas stealing the access key** \*
   1. make it clearer that Antonio does not know it was his brother who stole the money until a bit later

## Storyboard feedback:

### Scene 1 – Informal Presentation

* Fix placement of Matteo so it looks more natural
* Fix action and dialogue summary due to it being similar

### Scene 2 – Informal Presentation

* Fix placement of Matteo so it looks more natural

### Scene 3 – Monty

* Make opening shot more clear

### Scene 4 – Monty

* Make a bubble on top of Thomas’ head to signify he is thinking back to the flashback

### Scene 4 – Tyler

* Scene 4 is useless because of how it proves the same point as scene 3
* It also seems out of place due to how it is not in the perspective of the protagonist

## Premise feedback:

**Tim – Premise**

* What is the sub plot and how does the brother distance himself? Does he stop making effort to involve with him, does he actually do something to avoid him (kick him out of a shared house, block on Facebook, etc.).

**Yash – Premise**

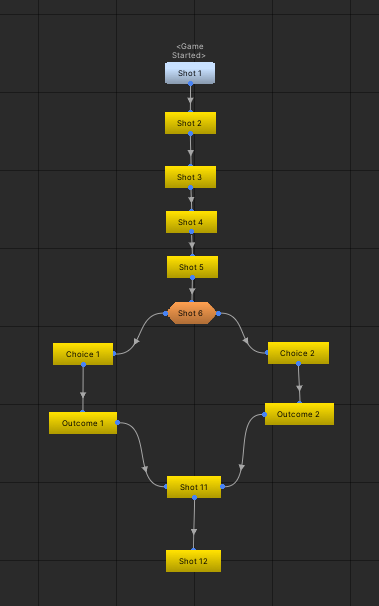
* Make points clearer as to what happens, what does the company decide to do in the end?

# Scene Construction

# Branching Structure

The branching structure I will be using is known as the diamond branch. This structure allows for the player to think that they have a say in how the story will play out. This branching structure is great for letting the player interact with certain parts in the story while still being able to end the same way the developer imagined.

**Diamond Branching Structure**

*A picture containing text, wall

Description automatically generated*

# Post-Mortem

***High Level Plan***

The start of the high-level planning phase was relatively fast paced compared to previous projects. I understood the scope of the project and created a rough plan for my high-level story. During this phase I would encounter a problem with the plot of the story and the premise not aligning multiple times. This could have been handled better if I had gotten more feedback of the whole high-level plan as it would allow me to understand how people would perceive the story for the first time.

***Storyboarding***

After the high-level plan had been properly planned out, I moved onto storyboarding my scenes. At first, this process was daunting, as I had envisioned how my scenes would play out but had trouble showcasing it in detail. This issue was rectified later down the line but me being stuck influenced the otherwise smooth sailing process.

***Implementation***

Implementing started off a tricky situation based on my plans for the overall game. I had planned to have character assets and an interactive environment at the start of the implementation process. Cutting this vision turned out to work in my favour as I only had one week to implement my story into engine. Doing this allowed me to focus on working towards passing and learning new skills rather than stressing about the deadline.

***Result***

Overall, I feel that I have created a decent story that is cohesive and consistent, however I do feel that if I had more time to play around with the software used to create this vertical slice of a game, the result would be different. More feedback could’ve helped in the production of the storyboards, but most problems were rectified after a self-assessment.

# References

1. **Euphoria**

[Hyperlink](https://www.youtube.com/watch?v=TuEAaODnK98&ab_channel=butareyouok%3F)

This scene complements the relationship Thomas and Antonio have perfectly. In this scene, the little brother (Ash) acted with no regard for how it would impact his brother (Fez) which ultimately put Fez at risk. Fez then had to cover up his brother’s mess in hopes that would save them both.

1. **Saving private Ryan**

[Hyperlink](https://www.youtube.com/watch?v=OWXz3ldXlXY&ab_channel=Love_VP_1985)

This scene relates to the protagonist in my story as captain miller is finally reaping the consequences of his actions relating to his lost men. This shows a sense of responsibility between the two characters.