Soganatsu Studios Scenes Descrptions

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From Soganatsu Studios Programmers Team

# REA.T.H Prologue Edition Story Line AND SCENES DESCRIPTIONS

## by

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**You have to know:**

* The player controls the main character, but WE must find him a name (why not Aaron?)   
  Names of MC’s family characters:   
  Wife: Fiona (why not? xD)  
  Daughter: MCD  
  Son: MCC
* The main character name is “MC” for the moment, before we find him a name
* The player knows what MC knows. Means: If MC doesn’t know who is calling him, the player doesn’t know who is calling MC.

Introduction

**Representation per section in time (with narrator’s dialogues)**:   
- Black Screen: My name is MC; I work at New-York police as inspector.  
- FPS\*, in the police station: [MC is walking in the police station (offices), going to leave offices. During flashes the narrator tell the player MC’s story (his family, his current investigation, etc.). Examples of flashes: “MC is walking in the PS”\_FLASH\_”MC is in the adcensor”\_FLASH\_”etc.”, in correlation with narrator discourse. We must give context to the player]. TODO(find the narration).

**Notes**: Every scene is First Personal Shooter (FPS).

Last Chapter

**What you have to know**: MC has a family: his wife, a daughter and a son. MC’s job is in the police of New York and his current police investigation speaks about “horrible” crimes in New York, in relation with other crimes in all the states of America, where children are kidnapped and parents killed. The beginning of the game is still in work…

**Final Scene**: MC is in a supermarket, buying something like a normal citizen, when he receives a call (mobile phone). The call comes from a man of the organization, which is at the origin of the murders, but MC doesn’t know who is it. The man tells MC he sees MC’s family

* The man: MC, you have a splendid daughter, do you know that?
* MC: who is calling??!!
* The man: Don’t lose time, MC, ahah, you should come back home quickly, I think your wife is impatient to find you.
* MC’s wife shouts: MC!! Help us!! (With sobs)
* MC: Fiona!!! I’m coming!

The organization wants to kill all the family, because MC knows much too on the investigation.

The scene his: MC is running very quickly at home (approximately less than 1 minutes when running). The job is to build this scene. Imagine the plans of the street, only a long street with a lot of citizen in this one. I want to make flashes to shorten the scene (because 1 minutes is long if you only run… The scene will be 30 seconds I think, not less, not more). When MC is running, the player is guided for the link he must take and the actions he must do. Once MC arrived in front of his home, he enters the home (apartment at the 3rd stage), this is the next step of the final scene. Do not forget the standard lamps, you’ll have to model also cars, the road, buildings, tables for the terraces, etc. Imagine a complete street like in the movies, but Low Poly.

**Notes**: During MC is running, the narrator is telling the player what MC is doing at the moment, what feels MC. The narrator tells a story. Example: “During I was running all the street, I could not prevent me from imagining the horrors which these people could make to my family…

We must create transitions between narrator and the scene, for example when MC is striking a citizen.