

# Assassinate – Sample Plot Chart ver 1.2

Merged Plot Points		Sub Plot A: Betryal	Primary Plot: Loyalty	Sub Plot B: Letters	Notes
TUTORIAL		TUTORIAL – TRAINING ROOM			
We are introduced to Erica, a highly trained assassin, who is being given <i>The Exodus Blade</i> by her mentor Selaine.			We are introduced to Erica, a highly trained assassin, who is being given <i>The Exodus Blade</i> by her mentor Selaine.		Cutscene
The player (playing Erica) then begins a small tutorial, guided by Selaine, showing controls for combat using magic and the Exodus Blade.			The player (playing Erica) then begins a small tutorial, guided by Selaine, showing controls for combat using magic and the Exodus Blade.		Play
Selaine finishes the training session to tell Erica of a job she would like her to complete; there is a group that is trying to smuggle weaponry to the outskirts of the city. She believes they are doing this to reinforce their military efforts that aim to take over Nevvaa (the city). Selaine wants Erica to stop them.			Selaine finishes the training session to tell Erica of a job she would like her to complete; there is a group that is trying to smuggle weaponry to the outskirts of the city. She believes they are doing this to reinforce their military efforts that aim to take over Nevvaa (the city). Selaine wants Erica to stop them.		Cutscene
Erica can continue her training and/or walk around the training room. They can find a letter hidden within the room.			Erica can continue her training and/or walk around the training room. They can find a letter hidden within the room.		Play
Erica finds a letter from 12 years earlier. Someone has written to Selanie, detailing how they would see each other again. They mention hiding from guards and meeting at night. They sign off the letter with the initial “A”.				Erica finds a letter from 12 years earlier. Someone has written to Selanie, detailing how they would see each other again. They mention hiding from guards and meeting at night. They sign off the letter with the initial “A”.	Play
Erica walks towards the door.			Erica walks towards the door.		Play
Erica takes her equipment, says goodbye to Selaine and heads towards the target.			Erica takes her equipment, says goodbye to Selaine and heads towards the target.		Brief Cutscene
PORT OF NEVVAA		PORT OF NEVVA			
There is a small group of rats fighting over a rotten fish. They disperse as a few horse and carriages charge through.			There is a small group of rats fighting over a rotten fish. They disperse as a few horse and carriages charge through.		Ambient Scene
A group of masked soldiers come out of the carriages and start unloading them. We focus on the leader who			A group of masked soldiers come out of the carriages and start unloading them. We focus on the leader who		

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is directing them, telling them to work quickly. We see them load large wooden crates into a small sloop (boat). It then pans to Erica, waiting in the shadows.			is directing them, telling them to work quickly. We see them load large wooden crates into a small sloop (boat). It then pans to Erica, waiting in the shadows.		Cutscene
Erica gets close to the sloop and kills the guards.			Erica gets close to the sloop and kills the guards.		Play
Erica begins to look through crates, finding a huge amount of magical explosives and fire-arms.			Erica begins to look through crates, finding a huge amount of magical explosives and fire-arms.		Cutscene
She then opens the final crate to find a young girl (similar to Erica's age), tied up and asleep in the crate. Erica is shocked, she checks to find that she <i>is</i> still breathing and tries to wake her up, she can't.		She then opens the final crate to find a girl (similar to Erica's age), tied up and asleep in the crate. Erica is shocked, she checks to find that she <i>is</i> still breathing and tries to wake her up, she can't.			Cutscene
Erica can find a letter written orders from the Duke of Nevva to reinforce their military efforts mainly around the royal centre of the city. He details heightened crime and revolutionists as the reason for the reinforcement. There is also a dark mark in the top right hand corner of the letter, looking similar to an large "X".				Erica can find a letter detailing written orders from the Duke of Nevva to reinforce their military efforts mainly around the royal centre of the city. He details heightened crime and revolutionists as the reason for the reinforcement. There is also a dark mark in the top right hand corner of the letter, looking similar to an large "S".	Play
Erica unloads the crates back into one of the carriages. She then lifts the girl carefully and puts her in the front.			Erica unloads the crates back into one of the carriages. She then lifts the girl carefully and puts her in the front.		Play
Erica climbs into the front next to her, investigates and sees a pearl necklace around the young girl's neck.		Erica climbs into the front next to her, investigates and sees a pearl necklace around the young girl's neck.			Brief Cutscene
Erica rides the carriage towards Selaine's home.			Erica rides the carriage towards Selaine's home.		Brief Cutscene
SELAINE'S HOME		SELAINE'S HOME			
Erica arrives and a group of Selaine's followers start to unload the crates. This includes Jackson, a friend of Erica's. Selaine starts to look through the crates when Erica shows her the sleeping girl behind her.			Erica arrives and a group of Selaine's followers start to unload the crates. This includes Jackson, a friend of Erica's. Selaine starts to look through the crates when Erica shows her the sleeping girl behind her.		Cutscene