

Bitten!

...

During a hunt, Thomas is **bitten by a werewolf** and inevitably becomes one himself. Eager to **find a cure**, he faces countless challenges and disappointments. But a **greater Devil** grows inside the human world and Thomas must **stay hopeful** and **keep control** to save his family!

Dark

The atmosphere is horrific and stressful

The story takes place during the **Late Middle Ages**, when the times were **hard** for the inhabitants.

The **Red Knights** is a fanatic cult of **bloodthirsty murderers**.

Werewolves are monsters who kill people like beasts.

Emotional

The journey has many ups and
downs

The journey of Thomas is full of
hopes and disappointments.

He never knows who would **die or
live**, who would **help him or betray
him.**

The main quest of Thomas is led by
his **love for his family** and his sense of
duty.

Fantastic

The story is about the myths of the werewolves and vampires

Even if the story is **anchored in the actual history**, it deals with **myths**, so many parts belong to the **fantasy**.

Thomas is **powerful** and his quest is **epic**.

The villains are the **archetypes of the Evil**.

The places are **magical** and serve the gameplay.

References (games - movies - books - series)

Diablo (*games/books*) - For the atmosphere and the theme

A Plague Tale: Innocence (*game*) - For the universe, atmosphere and gameplay

Vampyr (*game*) - For the gameplay and the theme

Underworld (*movie*) - For the theme

Harry Potter (*books/movies*) - For the universe and the magic

World of Warcraft (*game*) - For the fantasy world and the characters

Game of Throne (*serie*) - For the cruelty and the life during the Middle Ages

Village (*movie*) - For the atmosphere and the fear of the forest

Lord of Silence by Mark Chadbourne (*book*) - For the atmosphere, story and theme

Brother Bear (*movie*) - For the connection with the spirits (shamans)

Skyrim (*game*) - For the universe and their work on the werewolves and vampires

Story - Chapter 1: The Hunter

- The player **follows Thomas** through the tour of **Westwend** and the meeting of his family and friends
- Thomas leaves to **hunt** and is **bitten by a werewolf**
- When he comes back to Westwend, he notices the **village was attacked** and **people were killed**. He looks for his family
- The villages around were also destroyed by **beasts** and something else that lets bodies **drained of their blood** behind it
- While he arrives in **Frostford** where his **family had taken refuge**, Thomas **transforms into a werewolf** for the first time.

Story - Chapter 2: The Truth

- Thomas visits Frostford but **stays hidden** and eventually finds his **wife** and the **citizens of Westwend** who claimed they were attacked by werewolves. They all agree to **kill** those beasts at sight
- Thomas **meets Laurens in secret** and relates everything that had happened. The scholar explains the **myth of the werewolf** and speaks about the curative **Mercy Potion**. Laurens finally **betrays** his friend who has no choice but to kill him
- The **Red Knights** capture Thomas and keep him **imprisoned** until the following full moon to try a **transfusion** of blood to cure him
- After the complete failure of this attempt, Thomas **escapes** and goes back to the forest

Story - Chapter 3: The Hope

- Thomas decides to **craft a Mercy Potion** to remove his affliction. He **gathers** all the needed **ingredients**, visiting **ruins** and parts of the forest
- At the same time, he learns a lot about the **Red Knights** and understands they are **preparing something** big and bloody
- When the beverage is ready, Thomas **drinks it** and feels really weak. When he awakes the following morning, he **thinks he is cured**
- He celebrates that fact by **drinking and eating** in inn of the Hairy Bear but when the night falls, he **transforms into a werewolf**
- For the first time he manages **to control himself** a bit but still kills some humans and then escapes

Story - Chapter 4: The Faith

- **Desperate**, Thomas reaches the Angers Cathedral to **confess to God**
- He is welcomed and listened by Father Vincent who **prays to cure him**
- As the prayers does not work, Father Vincent calls Elizabeth De Saint Leu, a **young doctor** who tries **surgery** and **bloodletting** on Thomas
- The group is eventually found by the **Inquisition** and Thomas barely escapes.
- He is healed by the **clan of Druids** hidden in the **Enchanted Forest**. They accept him in their society and teach him **how to control his transformations**
- After another failure with an **ointment**, Thomas **gives up** to be cured and decides to **see his wife** one last time before leaving forever
- When he sees her, she was **tortured by the cult** and she is **pregnant**. Thomas burns to **kill** all the members of the Red Knights to **protect his family**

Story - Chapter 5: The Prey

- Thomas **investigates** to find the **leaders** of the Red Knights. He starts by a little monastery where he had seen a **hidden room**. Inside, he finds everything to **torture and kill children** and some clues about the **Bathory's residence**
- He reaches the places and discovers a terrific house of a **bloodthirsty mad woman**
- Then he **confronts Gilles de Rais** during a raid in **Riverstone**. He defeats him while in human form and delivers him to the **authorities**
- He is reached by the **messenger of Bathory** and invited to join her at the **Devil's Ashes**
- Here he finds his **wife and citizens of Westwend** as well as Bathory
- After defeating her, Thomas and his family agree to **live together with the Druids**

Check for consistency

Why the Late Middle Ages? - To keep the dark atmosphere and the beliefs in the myths

Why 1439? - This is one year before the trial of Gilles de Rais, and the beginning of an actual fear of the werewolves in France

Why Thomas tries so hard to cure himself? - He wants to be with his family

Why Thomas tries to control himself? - First, as he waits for a cure he does not want to hurt people, and then he wants to be powerful to kill the Red Knights

Why Thomas wants to defeat the Red Knights? - He is family-driven and the cult represents a threat to his wife and newborn daughter

Why the Druids? - At this time in history, the abnormality was feared in France. But it was welcomed by the populations of the North and the Druids were seen as wise people. Also, in some legends they can shapeshift

Story - Locations

Westwend is the small medieval **village** where the story takes place. It is located in the region of **Anjou in France**.

It is globally a **peaceful place** where people know each other for a long time and are kind to help.

However, since few months, a lot of **attacks of beasts** were reported and few **children** had been **kidnapped**.

The **forest** that surrounds Westwend is very thick and full of **wild animals, dark creatures** and **ill-intentioned people**.

The citizens often **fear the forest**, at least at night, but they accept to cross it during daylight for trading, hunting or travelling.

This is the main area of the action as Thomas would **hide** and **hunt** inside it.

Story - Werewolves / Vampires / Druids

The **werewolves** are **not well known** yet, but with the repeated attacks of the beast, they would become the **centre of the worries** for the citizens.

They are described as **half-wolf, half-man** creatures, very **aggressive** and far **stronger** than humans.

People know they usually transform **at night**.

Citizens fear the **vampires** a lot. They believe they **do really exist** and often check if there are ones among them.

They are seen as **bloodthirsty undead**, very **pale** and wandering at night as they **fear the sun**.

In the story, the vampires are actually **represented by the cult of the Red Knights** who are fully human.

The Druids are the **less known** individuals of the game. Only **scholars** have heard of them and believe they are **wise sorcerers**.

In the game they form a **clan**, living hidden in the **Enchanted Forest** and are able to **transform into the animal** of their choice.

They help Thomas to **control himself** while in a wolf form.

Story - Characters

Thomas Dauvers is the **playable** character of the game. He is a 28-year-old **hunter** and is **bitten by a werewolf**.

He is **family-driven** and does his best to protect the ones he loves.

He desperately tries to **find a cure** to his affliction as well as a way to **control himself** while in wolf form.

His worst enemies are the Red Knights.

Bathory is the **actual leader** of the Red Knight and a **bloodthirsty mad woman**. She is the **wife of Gilles de Rais**, the founder of the fanatic cult.

She is fully **devoted to the cult** and brings them a **lot of children and blood**.

She enjoys torturing and draining blood of **virgin women** to **bathe** in their vital fluid.

Mug is the **spiritual leader** of the clan of Druids hidden in the Enchanted Forest.

He is **huge**, **blind**, **very wise** and exceptionally **slow**.

He becomes **Thomas's mentor** and accepts him as he is, helping him to **find peace** with his very nature.

Player's emotional journey

- **Peaceful and involved:** Thomas goes through Westwend (onboarding)
- **Afraid and wondering:** Thomas is bitten and the villages were destroyed
- **Surprised and disgusted:** Thomas transforms into a werewolf and kills
- **Hopeful:** he sees Ysabel and Laurens, he hears about a cure
- **Disappointed:** he is betrayed by Laurens
- **Sad and disgusted:** Thomas is captured by the Red Knights, tortured and transforms again
- **Hopeful and curious:** he tries the Mercy Potion and hunts the Red Knights
- **Furious, disappointed and desperate:** the potion did not work
- **Resigned and weak:** prayers and medicine
- **Peaceful and combative:** Thomas lives with the Druids and learns to control himself
- **Full of rage:** He sees his wife was tortured and he was not here to protect her
- **Vengeful:** he hunts the members of the Red Knights
- **Relieved:** Thomas is accepted by his wife and they are reunited once again

Game Design Ideas

Hunting system: the player can see tracks of animals, beasts and humans and recognizes their nature. He can also notice other elements left behind (such as hair, scratches, clothes, etc.)

Transformations: when the player is in wolf form, he has new temporary quests representing the bestial instincts (such as killing or destroying). When Thomas would gain more control over himself, the player would have additional choices, more humans (as escaping, sparing life, hiding)

Fighting system: while in human form, the player has a weapon and armour to fight. While in wolf form he gets animal attacks and abilities he can choose (scratching, biting, jumping, eating to restore life, etc.)

With more time and a team

- More **historical research** (and more **accurate** with books, movies, playing games, etc.) to make the story more **consistent** and to add **details from the real life**
- Check if the story is well adapted for the **player's experience**
- Find an **efficient narrative flow** with pleasant changes in the **emotional journey**
- Create more characters for **more interactions and complexity**
- Add **more depth** to the Red Knights members to make interesting enemies
- Work on how the **information is displayed** to the player by realizing testing sessions and analysing existing games
- In a professional project, I would have included the **different constraints** (as the lifetime of the game, budget, number of characters, technical possibilities, etc.)
- Inclusion of **pictures and diagrams** in the documents