**Coda**

**Chapter 0**

Intro

Screen fades in from black on an unknown village (Coda’s Village). Camera centered on a particular home and fades into the home. On screen you see what looks like a mother and a boy (coda). The mother is telling the boy a story. [Insert background story info here]. As the mother finishes the book, she has Coda go fetch her some minerals from a nearby cave. This mineral is part of what makes Coda’s favorite meal for dinner. Coda, excited and without saying a word, runs for the door as his mother advises him to not speak to the weird old man near the cave (Coda’s grandfather). [This is a perfect time for a tutorial because it’s right before the initial story begins and allows you to get a feel for the game before throwing you in.]

Cave

Coda arrives at the cave and enters in as if he’s done so a million times. Coda walks further into the cave and finds the mineral. Suddenly he gets tackled by what looks like a white blur and is brought behind a stalagmite. A large flash enters the cave and all that can be heard is one singular tone. After the flash fades you see the cave that the boy was in. It looks as if the cave on the inside has been shaved flat in certain parts. As Coda opens his eyes to reveal that the white blur was the crazy old man his mother warned him of. [insert interaction of Coda and old man here]. As Coda and the old man walk out of the cave, the old man catches Coda before he slides down the edge of the cave. As their eyes adjust the outside, they see that they are no longer just in a cave, they are on a mountain. What used to be the top of the cave is now carved down a considerable amount and the ground is about 100 feet (size debatable) below them.

Village

[insert way for Coda and old man to get down mountain and form a plan]. As Coda and the old man walk in the direction of Coda’s village, Coda begins to cry. Coda stops walking and drops to his knees. The old man asks him what’s wrong. Coda tells him that they already passed where the village would’ve been, he just didn’t want to believe it. [Story development for Coda and his grandfather]

Years Later (5-6 as Coda is now 10-11)

Coda and his grandfather have now built a settlement elsewhere with new villagers that have also survived. The entity has setup base nearby this village. As the planet that was closest to The Great Cascade, was visited last as it was seen as a hazardous zone.

Villagers are plucked at random to test out new devices that nobody really knows about, but nobody comes back. Coda is eventually plucked in the middle of the night. The room coda is in looks like a padded cell from an insane asylum. There are no windows as far as Coda knows, but on one wall there is no padding. The mirror wall seems to have a door shaped outline in it, but no door knob. That entire wall is a one-way mirror. As Coda comes to, he notices a device in the room.

He is instructed to get up and test it out. [Insert system for determining Coda’s worth, Coda seems to be performing exceptionally well]. After the trials, Coda gets knocked out by gas funneled into his holding cell. The next time Coda wakes up there is another device in the room, but nobody is speaking to him, so he is presumed to be alone and nobody is watching him. Coda then puts on the device and (ask question about where the music comes from because that will determine how he blasts out of the room). Coda blasts through the room and starts to go throughout the facility.

As he’s leaving he comes across plenty of empty rooms, but one of them has a girl with goggles on (YMG\_Idle). He blasts through the door and the girl comes with him. [finding enemies, minigames, etc to further introduce the game] As they head towards the only available direction to them, they come across one of the cult members.

This is a mysterious interaction, they don’t reveal anything about themselves except that maybe they may be of benefit to each other in the future. Coda and the girl eventually come across an exit. The second they step outside, they are spotted by the main villain who was just about to enter into the ship from the same passage.

Being carried by the main village is the village leader [establish character before Coda is kidnapped]. The village leader seems pretty beat up and unconscious. Main villain sees which device Coda has, which you find out is deemed worthless because it hasn’t worked with anyone since. The main villain feels comfortable enough to swing at Coda since he believes this device is useless.

Coda defends himself by striking at the same time to deflect his reach. Shocked, the main villain tosses the village elder to the side as if he was just a sack of grain that was being transported. \*initiates battle for end of demo, not decided, but Coda loses the battle\*.

After Battle

Coda loses the battle and the main villain is now about to recapture Coda. Right when this is about to happen, a crew member runs opens the passage where Coda came from and starts to scream how they’re being attacked. As he’s talking, he gets killed (if rating doesn’t matter then as the crew member is talking, his head slowly starts to slide off his body and the words become less and less understandable. The head falls off his body to reveal a cult member standing behind him. The cult member tosses the crewmember aside and lunges at the main villain. Almost instantly, before the cult member reaches the main villain, he overhead smashes the cult member into the dirt and he’s out. The main villain sprints to the door, looks back at Coda and delivers his line (to be determined once character is established) and the main villain disappears through the passage. (This indicates that there is something of importance in the facility that the main villain cares for, to be determined). Having not had time to react throughout the whole ordeal, goggles girl begins to cry manically, once Coda sees this, he does the same. Having a little more sense, since this isn’t his first painful event, he starts tugging on the village leader dragging him through the dirt. Coda is still sobbing through this, but he instructs the girl to help him. \*Screen pans up and away from Coda to reveal what the planet looks like from a larger perspective, the first time that the player sees how empty and damaged the great cascade left Cadenza.\* \*Title card\*