GAME: DR. HEIL: PRELUDE TO MADNESS

SEQUENCE

BOARD ID

SCENE 1

ARTIST
Max/Enzo/Yang/Chris

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DATE
09/05/2013

SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME
1		(Title Screen)	
		FADE IN (black/"Title Music")	0.5
		FX: START BUTTON light up	0.5

		[IF "Start"
		    THEN SFX: "Confirm"
		    -->#2(Game Narrative Screen), FX: "Blink"
		    FADE OUT (black/MUSIC)	

2		(Narrative Intro Screen)	
		FADE IN (black/"Narr. Music")	0.5
		TEXT: "The year is 1944. World War II. Terrible rumors begin to spread of a medical doctor in the Nazi ranks who is reanimating dead soldiers and turning them into armed automatons. No one believed that such a thing could be true, until the evidence surfaced..."	10

		FX: Still images
		    "Heil Notes 1"
		    "Heil Notes 2"
		    fall into view, as if being tossed onto a briefing room desk.
			5

		CONT'D NEXT PG	

SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME
		(Narrative Scene Cont'd)	
		TEXT: "As children, we are told by our loving parents that there is no such thing as the boogeyman.	3
		"It turns out that we were wrong. The boogeyman is real. And his name is...	3
		...Dr. Heil."	1
		FADE OUT (black/Music)	0.5
3		(Awaken in Cell)	
		SFX: "Door Slam"	0.1
		FADE IN (black/"Cell Music")	0.2
		CELL BACKGROUND, GUARD, and LOCK are all visible in this scene	
		NARR: "You awaken with a start as the guard slams the cold iron bars shut. He regards you with a look of pity and disgust."	2
		GUARD: "Don't move from that spot. If you do, you will regret it., I promise you that."	2
		GUARD walks away.	1
		>>BEGIN INTERACTIVE MODE	
		DESC "Cell Bars" (Lclick): "These bars seem surprisingly new considering the overall age of the castle. Lucky you..."	

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SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME

3 cont 'd		(Awaken in Cell cont'd)
		DESC "Lock" (Lclick):
		    "The keyhole of this lock is unusual in that it seems to aim both ways, inside and out. Why anyone would make a lock that allows the prisoner access to it is beyond you, but you are grateful for it. Perhaps if you could find something to pick the lock..."
		
		DESC "Mousehole" (Lclick):
		    "A small hole, barely large enough for you to fit three fingers in, is on the at the bottom of the Western wall."
		
		DESC "Rat" (Lclick):
		    "It seems that you aren't the only occupant of this cell. A small, somewhat emaciated rat occasionally pokes his head out of the hole."
		    [IF (CHOCOLATE not on floor)
		        THEN: "As soon as you notice the rat, it seems to notice you and it darts away in an instant."
		            RAT exits scene
		        ELSE
		            "The rat begins to hungrily devour the chocolate you have placed on the floor, and appears to be completely engrossed in the meal."
		            IF (CHOCOLATE on floor & STONE in INVENTORY)
		                THEN: "Stone firmly in hand, you lunge at the rat and manage to nail it in the neck, stifling any noises it would make otherwise. The rat stops moving."	

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SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME
3 cont'd		(Awaken in Cell cont'd) ACQUIRE RAT BONES NARR: "You recall from your extensive CIA training that you can utilize the bones of small creatures to pick locks. You immediately set to work picking the rat clean of its flesh. Satisfied that you have some long, sturdy rat ribs, you feel you can attempt picking the lock now." DESC "Stone" (Lclick): "Probing the wall with your hands, you happen upon a stone in the wall that seems to be loose. A few palm-pounds later and you manage to successfully dislodge the stone from the wall. You discover that it has a conveniently sharp point on the opposite end. This should come in handy somehow..." ACQUIRE STONE DESC "Guard" (Lclick): "The soldier appears to be in his mid-20's but despite his youth, you sense a coiled lethality. You judge rather early on that he will make good on his threats, and he is a competent soldier. You doubt it would be an easy one-on-one head on fight if you were to engage him."	

SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME
3 cont'd		[IF (GUARD is present AND CHOCOLATE is on floor OR PC is picking lock OR PC is inspecting STONE OR PC is killing RAT THEN:	
		GUARD: "HEY! WHAT ARE YOU DOING IN THERE?"	1
		SFX: "Cell Door"	0.2
		SFX: "Punch Noise"	0.1
		FADE OUT (black)	0.5
		STOP Music	
		NARR: "The guard wastes no time in administering his punishment. He advances on you and knocks you out with the butt of his rifle. You awaken again, this time chained to an operating table, with Dr. Heil standing above you, bone saw in hand and a twisted grin. Your life and mission end here."	5
		GAME OVER	
		--> #4(Game Over Screen)	

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SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME

3 cont'd		[IF (PC successfully picks LOCK using RAT BONES)
		
		   THEN: "You hear a satisfying click as you fiddle with the lock and the cell door swings slightly ajar. Despite the moderate whine of the iron hinges, you are relieved to find that it has not been noticed by the guards. Now is your chance to escape and find Dr. Heil!"
		
		   FADE OUT (black/Music)
		
		   GAME CLEAR
		
		   --> #5(Game Clear Screen)]
			5
			
			0.5

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SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME

4		(Game Over Screen)
		
		FADE IN (black/"Game Over Music"/GAME OVER TITLE)
		
		FX: "Try Again" Button APPEARS
		
		FX: "Try Again Button lights up
		
		[IF (Lclick "Try Again" Button)
		   THEN: -->#3(Awaken in Cell)
		 ELSE IF (no input for 10 seconds)
		   FADE OUT (black/Music)
		   -->#1(Title Screen)]
			0.5
			
			1
			
			0.2

SHOT	IMAGE	DESCRIPTION / INTERACTION	TIME
5		(Game Clear Screen)	
		FADE IN (black/Victory Music)	0.5
		Display End Title & Credits	0.5
		FADE IN "Thank you" Button	0.2
		[IF (Lclick "Thank you" Button) 　　SFX: "Confirm Sound" 　　FX: button blink 　　FADE OUT (black/Music) 　　-->#1(Title Screen) ELSE IF (no input for 20 seconds) 　　FADE OUT (black/Music) 　　-->#1(Title Screen)]	