Characters: Sam the Samurai, Evil rich guy with an awesome sword

STORY IN GENERAL

* CUTSCENE OPENER: Bar
  + Sam is chubby, down on his luck, failed samurai
    - Motivation: to become great, strong
    - Hears IN A BAR that rich guy who is most popular, best ninja in the land gets all his power from the sword… the “Placebo Sword”
    - Comes to in a tower, sword in hand, being chased… GAME STARTS
* GAME (platformer, escaping while killing guards, bosses, etc.)
* CUTSCENE CLIMAX
  + Final climax, rich guy monologue: “the sword is a PLACEBO! I’m starting to think you never went to samurai school - the first lesson is on western medicine! And in economics, you would’ve learned that true power is owning the means of production!”

SPRINT 2

* Draw a bar scene
* Write out that story
* Design first level (inside castle, learning how to run around, jump, and slash)
  + Platforms

STORY:

Enter Sam, a chubby, down-on-his-luck, failed samurai, flunked out of samurai school. Jobless and weak, Sam seeks out his only comfort. Alcohol. At the bar, Sam downs his sixth sake, and overhears a conversation about a super powerful sword owned by one of the wealthiest man in the country. Sam imagines the sword in his possession.

“Hit me”, said Sam.

“You sure, that’s your 6th one”, said the bartender.

“Just do it”, said Sam, annoyingly.

Sam downs his 7th sake, and the night slowly becomes a blur…

Hours later, Sam wakes up in a strange place after his blackout...