Prologue

$gamename is a game that tells the story of a brutal murder in the futuristic $cityname city's $districtname district.

- Opening 'cutscene'
- Atmosphere: The city is grimey and brown and grey, with a SciFi undertone. Floating structures / Neon lighting

Gameplay

You are $malename, an businessman with a workaholic attitude, but a dark past. This is the day your past catches up to you. There is someone in your apartment. You try to run and escape from the madness that is now your reality. But it is to no avail. BAM DEAD.

- Gameplay Mechanic: Evasion and speed
- Atmosphere: Lot's of green and blue. Scary sharp shaped objects

You are $malename. A policeman, as clean as they come these days. There's been a suicide, probably another overworked and coked up businessman again. It's happening more often these days, since the economy went mad. It's not been a happy couple of years, with your wife leaving and these suicides taking away all the joy. You go to the apartment. It's a shabby old place, but nothing too bad. You've seen worse, much worse. The moment you get in something seems off. There is something that's not as it seems.

- Gameplay Mechanic: Investigate objects and free movement. You can access city security elements to aid you.
- Atmosphere: Everything is just grey and dull

You are $girlsname, an upcoming journalist for a tabloid newspaper. You've been trying to get the good stuff. Corruption in Politics, Hardship on the streets and Murder in the Underworld, . All they've given you so far is the record for biggest pizza and a dog beauty pageant. It's not always easy to start at the bottom. Your boss comes to your desk. He looks glum. "I've got a real assignment for you." It's a look like suicide, but the police say otherwise. It's supposed to be a big piece in tomorrow's newspaper. You go investigate.

- Gameplay Mechanic: Talk to people to find out more. Police-officers will restrict your movement and don't like you. You can sneak around at your own risk to get more info.
- Atmosphere: More colourful.

You are $mysteriousnoname. He must die. He deserves it. You know it and he knows it. Today is the day. It happens now. It must. I cannot be discovered. They'll ruin everything. They always do.

- Gameplay Mechanic:
    - Phase 1: Stick to the shadows and don't get caught. Camera's can record you.
    - Phase 2: Catch your target before he gets away.
- Atmosphere: Black and white, cell shaded, film grain.

Epilogue

It will become clear who the killer is. The characters will all converge. Maybe let the player play a short while with each character to make sure he knows everyone again. One central location, where everything is revealed and a final twist is given. The end.