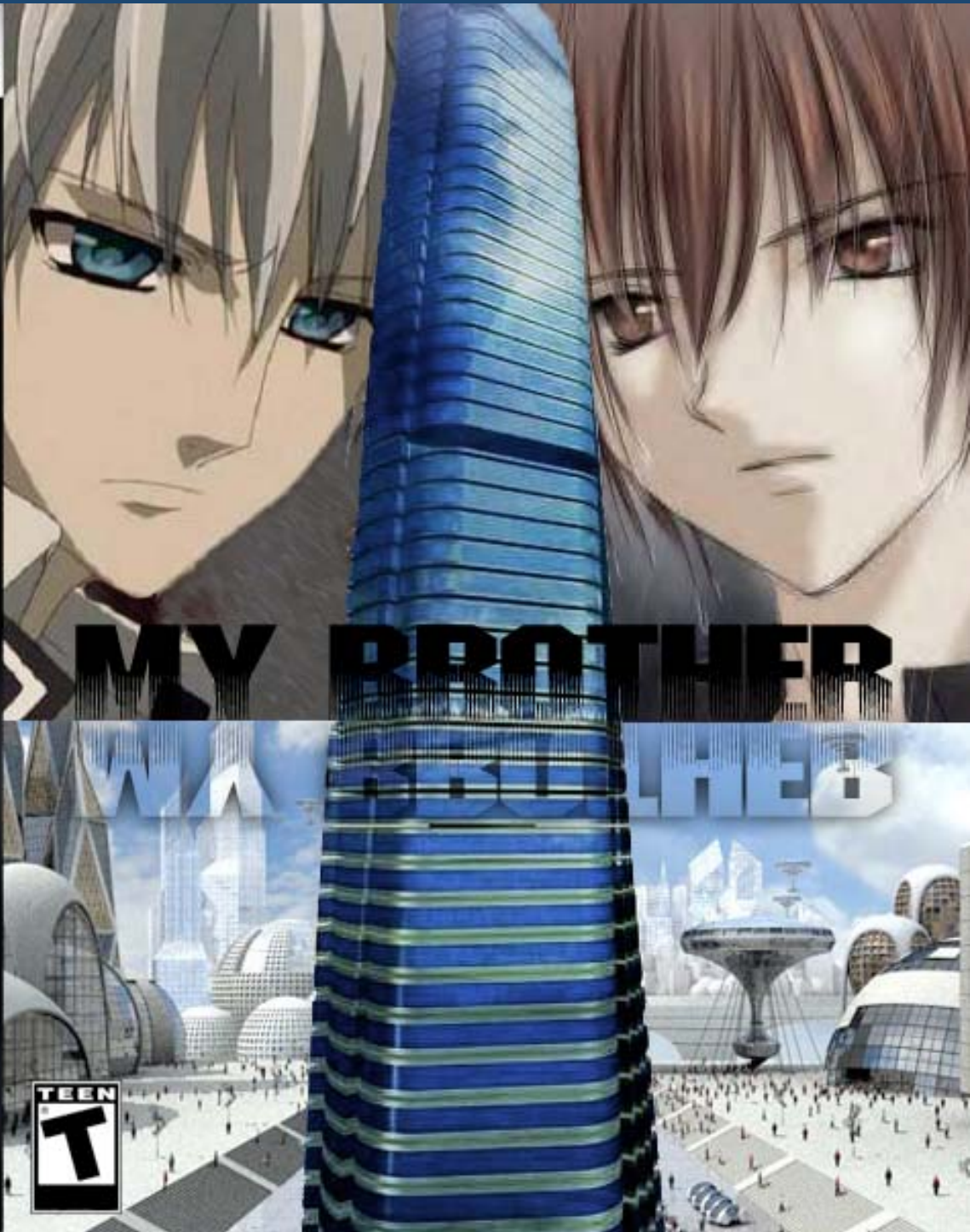




PLAYSTATION 3



MY BROTHER – Console RPG Concept Game

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N260 – Scriptwriting / Proposal for an Interactive Story / Project 6

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TARGET AUDIENCE

Age: 17-30&up

Gender: Male and Female

Interests: Anime, Dark Storylines, Futuristic Themes, probably Star Wars, Family ties, Technology, Medical Advances/Technology, Cyborg, and "Right and Wrong" ethical scenarios.

Geography: America, English speaking and maybe Europe, though with the internet...who knows

Fan-Genre: Emo, Goth, Punk, Techy, Anime, Amerime

Income Range: anywhere/average

PURPOSE/EFFECT

This proposal is for an RPG/console based videogame intended for entertainment. The game is also intended to inspire moral character within existing human relationships. [I.e. the moral of the story is: "The price of power", and "Protect the ones you love."]

PRODUCT DESCRIPTION

a. Synopsis –

The year is A.G.2095. Gaia [a giant mainframe] running everything in the "tower city" NINE. Connection to Gaia has been achieved through external devices [much like cell phones and computers from a century ago] ever since its creation. Leaders of Gaia's main core [known as the company S.A.S.H.A.] have been developing bio-wear to suit the needs of their clients [richer citizens of the city]. This bio-wear would range from auditory implants, to liquefied information injections, etc. Research began involving even more intense "bio surgeries". One specific cranial implant began to raise concern. It was implanted into hundreds of willing patients many of which died. These experiments were kept hidden from the public majority and continued illegally in an underground lab/hospital.

Sayne and Sam Alton are brothers. They were almost killed in a lab accident by S.A.S.H.A. To cover it up, the company destroyed what they could of the brother's identities and attempted to wipe their memories. Simultaneously, they decided to test their implants on the brothers as well, assuming they would die anyway. To the scientist's amazement, both brothers survived.

The rest of the game consists of the brothers working together to uncover the sinister company's plot (to use mind control through Gaia on the entire city), to discover/remember as much as they can about their past (their father created Gaia, but tried to destroy it, and the company killed him. Their mother's mind was implanted into Gaia, to make it work – she was forced to, and it killed her), and to develop their new powers resulting from the surgeries.

Once the player defeats the evil company, they realize something. The entire time they have been playing the game, they were not Sayne or Sam, they were the consciousness of the giant mainframe (Gaia – their mother). Once this is revealed, the player (now Sayne and Sam's mother) is presented with 3 scenarios to choose from:

As Sayne and Sam's mother...

1. Tell the brothers to destroy the mainframe. SACRIFICE
 - you (the mainframe) essentially will die.
 - one of the brothers will die, the other will live on cursed with mutation.
 - the city will be free and prosperous.
2. Tell the brothers you will give them what they've dreamed of. POWER
 - you (the mainframe) will live.
 - both brothers will live, keep their powers, and be healed from mutations.
 - the city will live in tyranny, succumbing to mind control.
3. Tell the brothers to cherish their bond. LOVE
 - you (the mainframe) will give up consciousness as a being.
 - the brothers will live on, but lose their powers permanently.
 - the city will go back to normal.

* each scenario will end with a different cut scene, and leave the player able to continue on collecting items and such in the game. Achievements will be awarded for choosing all 3 of the scenarios at different times.

b. Game play –

This game is somewhat unique in that you play as two characters. While you can only control one at a time, the other will always follow you around. When engaged in fight sequences you will choose to be "melee" or "range", i.e. one brother or the other. Each character has a set of stats with 2 separate bars: Power and Energy.

1. POWER - Anything with electricity flowing through it, you can manipulate with your brain waves. This includes literally throwing it across a room or making it (robots) work for you.

* Has levels. (1-10) higher level, bigger things you can manipulate. (Ultimate is GAIA)

2. ENERGY - You are a battery. You can produce electricity to flow through your weaponry/ accessories. This affects what weaponry you are able to control as well as how big of a "blast" your arsenal can output.

* Has levels. (1-10) higher level, more battery/energy (no ultimate limit...it just keeps going)

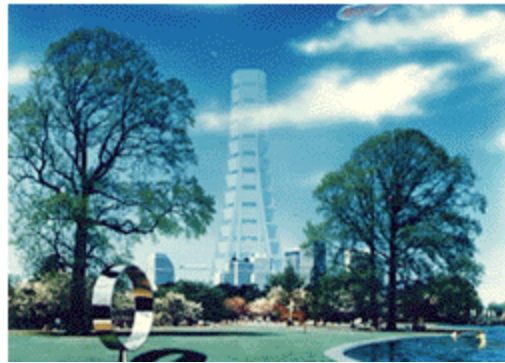
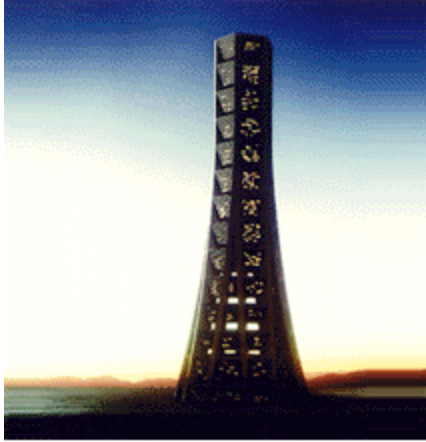
The weaponry of the game is unique in the console RPG realm as well:

"Grid attuned Cyborg alteration"

Your legs, arms, head, and chest has grids with a specific number of squares. Items can be combine, linked, etc. between body "sections". For instance, you can attach a fire generator to your shoulder, but it won't have an effect until you wire it to your palm to shoot out fire balls. You could alternately attach the water generator to your other hand as well, to form a giant fire/water ball between both your hands. You could also link the orb to a gun or a sword/saber. If you link 2 generators such as water and fire, they would combine to form a dual-elemental weapon. You are limited in how many "UBS's" items have, and how many orbs you can attach to your shoulders, etc.

SCREENSHOTS

TERRAIN

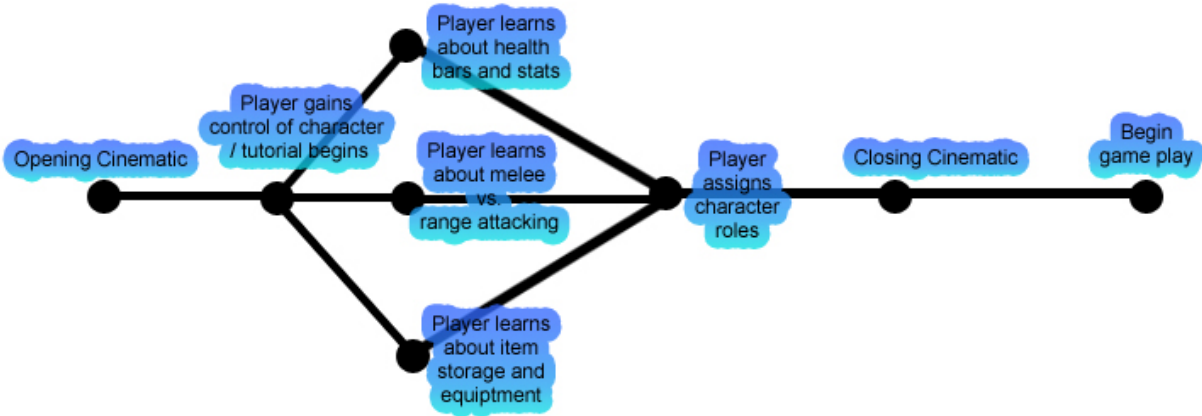


WEAPONS/ARMOR



NAVIGATIONAL FLOW CHART

Tutorial Flow Chart



DEMO TUTORIAL SCRIPT

<p>MY BROTHER "OPENING CINEMATIC" By: Stephanie M. Shattuck</p>	<p>Characters: -Sayne & Sam Alton -Doctor & Nurse</p>
<p>SCENARIO – the two brothers are lying in hospital beds with a doctor hovering over them and a nurse carefully taking off their bandages. Fade in to white. The patient's eyes slowly open. SFX – slight moaning can be heard from the boy, the nurse can be heard shuffling things around in the hospital room.</p>	<p>Doctor [concerned, inquisitive] "Hold on...not, not too fast." "Now, tell me, can you see anything?" <i>{player is prompted to move the "Directional Pad" up and down}</i></p>
	<p>Doctor [elated, enthusiastic] "Good, good....now think, do you remember your name?" <i>{player is prompted to choose either "Sayne" or "Sam" to play as initially – player chooses Sayne}</i></p>
	<p>Sayne [tired, a bit confused] "My...my name is Sayne...I think..." [urgent, sudden] "Or Sam...SAM! Where is Sam! Did he?!..."</p>
<p>Sayne looks frantically about the room, until he notices his brother lying peacefully in the bed</p>	<p>Doctor</p>

<p>beside him.</p> <p>Sayne looks back at the doctor.</p>	<p>(calmly)</p> <p>"It's ok, it's ok Sayne. He's right over there. He's sleeping quite soundly..."</p> <p>(pauses)</p> <p>"Now, what do you remember...I need you to think for a moment, what was the last thing you can recall before you woke up?"</p>
<p>Sayne's eyes suddenly role back and he begins seizing. Doctor and nurse panic.</p> <p>SFX – vital signs cause machines to beep</p> <p>Doctor's voice trails off</p> <p>Fade to black.</p>	<p>Sayne</p> <p>(still breathing heavily, pensive)</p> <p>"I...I...remember..."</p> <p>Doctor</p> <p>(panic, anger, frustration)</p> <p>"NO, no! Not again...call Brickley...get him on line one...Jane, get his vitals back up..."</p>
<p>From here the player would enter Sayne's mind. This is where some of the beginning tutorial(s) would take place. He would then wake up, converse with his brother, interact with the doctor who would walk in again, and continue through the rest of the game.</p> <p>*And just to answer anyone's question. I DID design the Playstation 3 game cover at the beginning of this proposal. ^_^</p>	