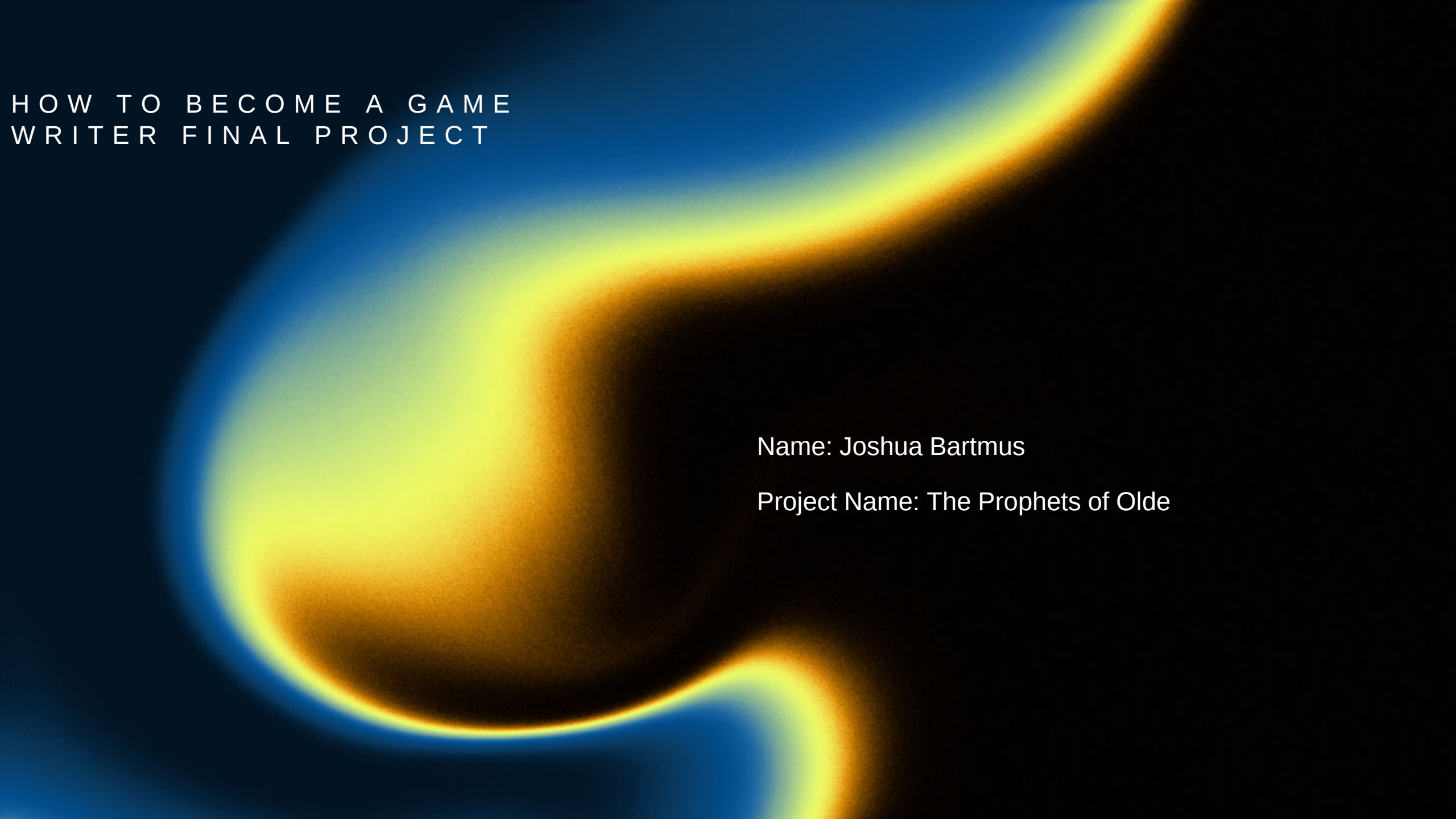
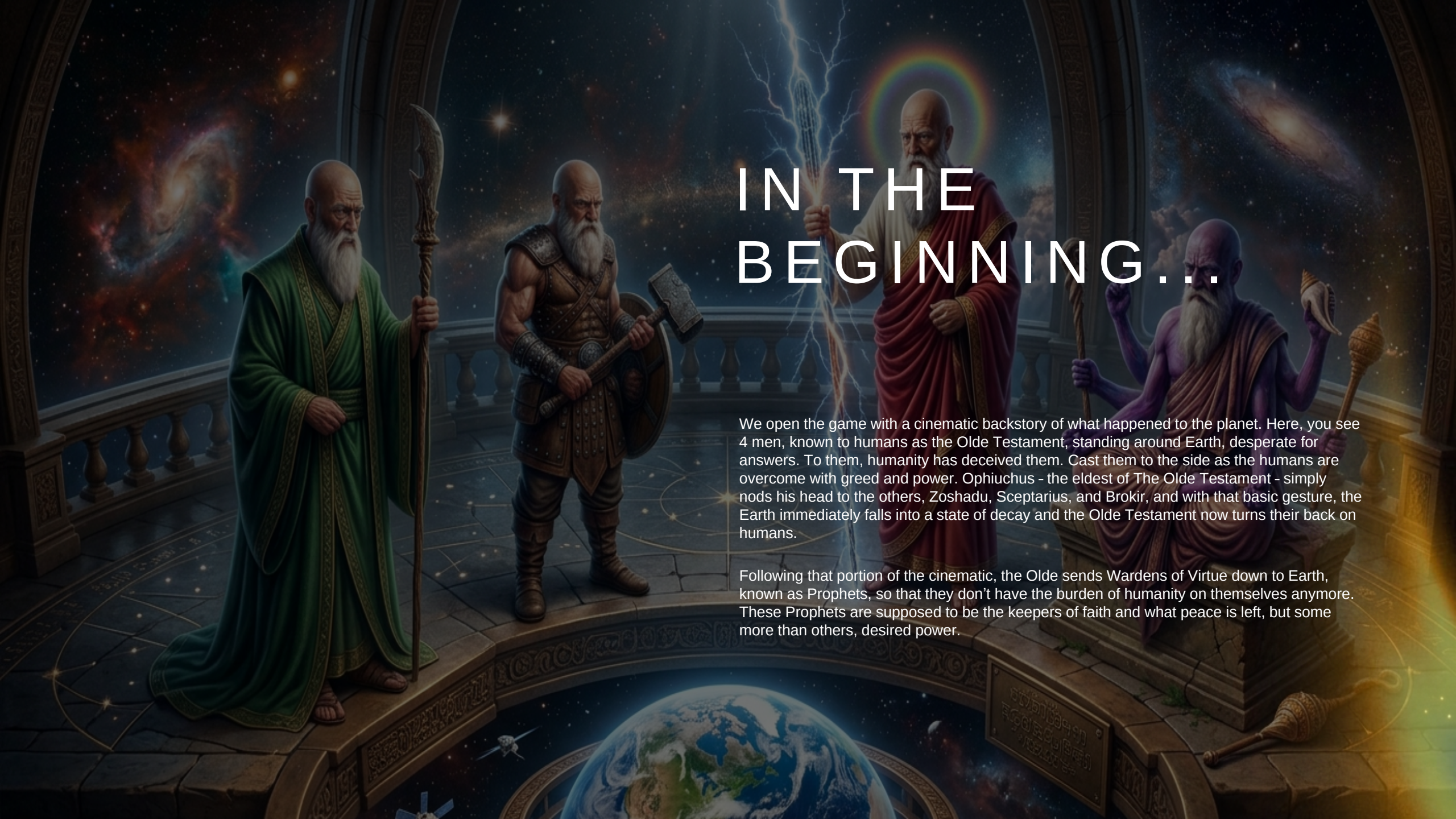




# HOW TO BECOME A GAME WRITER FINAL PROJECT

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Project Name: The Prophets of Olde



# IN THE BEGINNING...

We open the game with a cinematic backstory of what happened to the planet. Here, you see 4 men, known to humans as the Olde Testament, standing around Earth, desperate for answers. To them, humanity has deceived them. Cast them to the side as the humans are overcome with greed and power. Ophiuchus - the eldest of The Olde Testament - simply nods his head to the others, Zoshadu, Sceptarius, and Brokir, and with that basic gesture, the Earth immediately falls into a state of decay and the Olde Testament now turns their back on humans.

Following that portion of the cinematic, the Olde sends Wardens of Virtue down to Earth, known as Prophets, so that they don't have the burden of humanity on themselves anymore. These Prophets are supposed to be the keepers of faith and what peace is left, but some more than others, desired power.



After the narration of what a Prophet is, we show a montage of fighting between the Prophets and humans, which slowly fades into Prophets fighting other Prophets, and finishing the sequence with humans fighting each other, with visualizations of cannibalism and mutation. Chaos ensuing throughout the Earth!

Now, before we shift over to gameplay and the sky opens up with 3 playable characters displayed to allow the player to choose from the following: Josh the Sorcerer, Kevin the Ranger, and Warren the Paladin. Highlighting over the characters will show their attributes, skills, weapon proficiency, and lore.

After the player chooses a character, we enter gameplay with dialogue between these 3 about a location that they are coming up to. The dialogue here is more modern than fantasy, with tidbits of slang from Gen Z and Millennial generations. This allows for a wide target audience.



Josh, Warren, and Kevin reach the rundown and abandoned Ponderosa Motel in Goldendale, WA on their trek to Portland, OR in search of a fellow Prophet. In this scene, they enter through the broken doors, glass shattered across the ground, leading them into the hotel lobby. They all look around for somewhere to rest and eat before continuing forth.





JOSH  
(sighing and irritated)  
What are we even doing here?

KEVIN  
(confused, looks back at JOSH)  
What do you mean?

WARREN  
(sternly)  
We are here to look for one of the beacons.

JOSH  
Ah. Do you think one of them will be here?  
(looking confused, then disgusted)  
Why would a beacon be here? This place is a hell hole!

KEVIN  
(growing annoyed)  
Well no shit. Would they be in a more obvious place?

WARREN  
The Olde Testament told me that one of them would be here, somewhere in the rubble.

JOSH  
Can we at least stop to eat and sleep?

WARREN  
(snaps at JOSH)  
YOU JUST FUCKING ATE!

KEVIN  
(hears something echoing through the corridor and whispers)  
Quiet!

All quickly kneel and tune into the sounds around them. The 3 hear drips of water falling to a puddle, grunting, and laughing. A few rooms away are what seems to be snarls and grotesque sounds of gargling.

As they prepare themselves for what is to come, Warren's armor, sword, and shield begin to radiate a white and gold hue, Kevin draws his bow and readies an arrow, and Josh's eyes glow as magic flows through his arms and hands to his companions, protecting them from inevitable battle.

While the party bickers and argues about food and a bed, the next room over contains cannibals that are feasting on their latest kill. Kevin, being the scout of the group, hears the banter and laughing coming from the other room and alerts the party. This is where a decision must be made by the player to either fight through the cannibals or to find a way around. Either way, they fight the cannibals, but one way is by surprise, giving the player an advantage, while the other is not, giving no advantage.

An argument is overheard between what seems to be the cannibal pack leader and another.



# BATTLE TUTORIAL



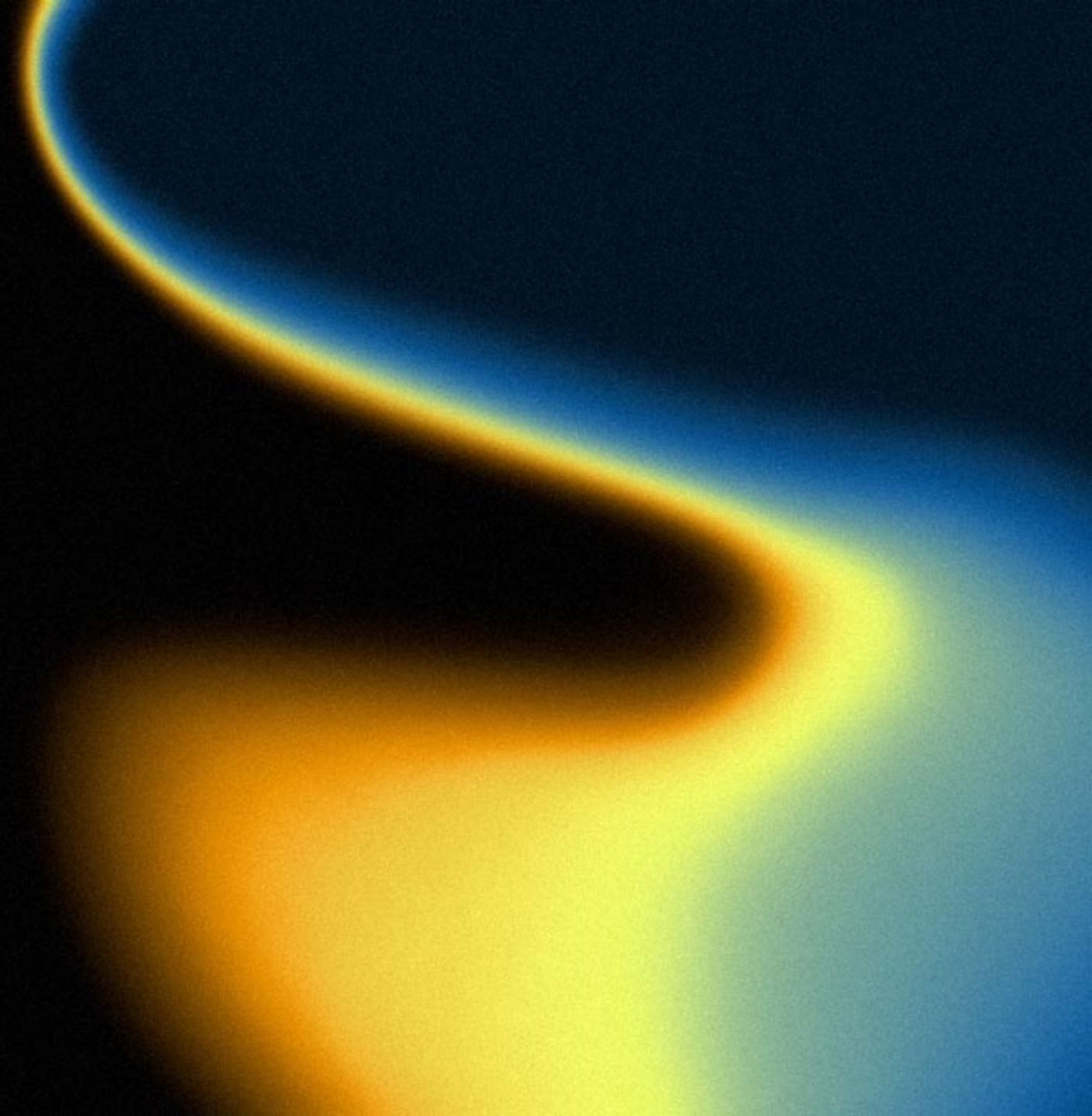
After the decision is made, we (one way or another) get into combat, where the tutorial is tailored to the character of choice, making the experience unique for the player. This is where we learn how to aim/shoot (Kevin), cast spells (Josh), or melee (Warren). This is also where we learn how to dodge (all), block/parry (Warren), and use their specific character abilities.

With another unique twist to combat, a tutorial on accomplishing a critical hit gets displayed. This shows the player how to get a critical hit and the after effects. For instance, a critical hit with a sword causes bleeding, or a fire spell causes burn, or a piercing shot causes a stun.



At the end of the battle, a cinematic is shown with the players character performing a brutal finisher on the last enemy:

- Warren thrusts his blade into the enemy, pinning it to the wall and with glowing white and gold eyes, he slams his shield into the hilt of his sword, pushing the sword through the enemy down to the guard.
- Kevin shoots two arrows simultaneously as they pierce into the enemies eyes, also pinning it to a wall. He then takes a dagger and cuts open the enemies stomach, where all of its entrails fall to the floor.
- Josh launches a flurry of ice shards, cutting deeply into the enemy and slowly freezing it unknowingly. He continues until the enemy is completely frozen, then conjures a lighting whip, wrapping it around the frozen foe and yanks over his shoulder, shattering it into thousands of pieces.



In this room, a cinematic shows us the party gathering what they can as far as provisions and equipment go. They talk amongst themselves, trying to make light on their situation.

WARREN

Here it is!  
(he holds a crystal-like

sphere)

JOSH  
(looking visibly angry)  
We almost died for THAT fucking

thing?!

WARREN

This is what we are ordered to do.

The

Olde told us what needs to be done.  
They said that there are 4 here in the  
Pacific Northwest.

JOSH  
(yells)  
4?! Are you kidding me?!  
(looking even more

angry)

KEVIN  
This is the way.  
(jokingly)

JOSH  
(looks at Kevin and

chuckles

a bit)  
Alright MANDO! Can we just find  
something to eat?

The scene ends as the camera zooms away from the team and up into the sky above them, showing a post-apocalyptic Washington State, with several smoke



# THE BEACONS

As we continue further, we do a deep dive into the locations of the beacons and some more of the lore behind them. The team continues through the game, facing more and more enemies on their way to Portland. In this Act, they reach Portland and make contact with the Prophet that they were looking for, Jacob. Jacob is an NPC that joins the party as a support character.

During their time in Portland, they discover more locations throughout the Pacific Northwest, but also are warned that some of these places are not accurate. No beacon can be found there. They read about 10 locations: Goldendale, WA, Yakima, WA, Bend, OR, Grants Pass, OR, Coeur D' Alene, ID, Pocatello, ID, Bellingham, WA, Seattle, WA, Tacoma, WA, and Spokane, WA.

The party can go to all of these locations, and they will be met with enemies and other (False) Prophets, but they will find the real beacons in Goldendale, Tacoma, Bend, and Coeur D' Alene. The gameplay throughout this act will lead them through different paths on where the cities are that supposedly hold the beacons.

During their travels, one town they reach is Tacoma, where one of the beacons are actually located. Here is also where they encounter their first False Prophet, Micah.

When they reach the Tacoma Dome, where it is the written location for the beacon, they find Micah sitting in a throne of bones, blood, and flesh.

MICAH

Welcome brothers.

(the loud voice echos)

The party slowly walks towards Micah and as they get closer, they see that he is using the next beacon as a footrest.

MICAH

I can't tell you how excited I am to see you guys!

JOSH

Uh, who are you?

(confused)

MICAH

It's me, Micah! We came here at the beginning together. From the Olde.

WARREN

No. WE all came together, with no one else. We came for the beacon.

(he looks at Micah's feet)

MICAH

Fat chance. You want it? Come and take it.

(he pulls out 2 spears)

TACOMA  
NEXT 3 MILES

After the battle, the party stands over Micah as he lays there, defeated, battered, bloody, and bruised, and Josh kneels down and covers his eyes with two stones found near them.

Whats with the stones?

WARREN

I don't know. Seemed right I guess.

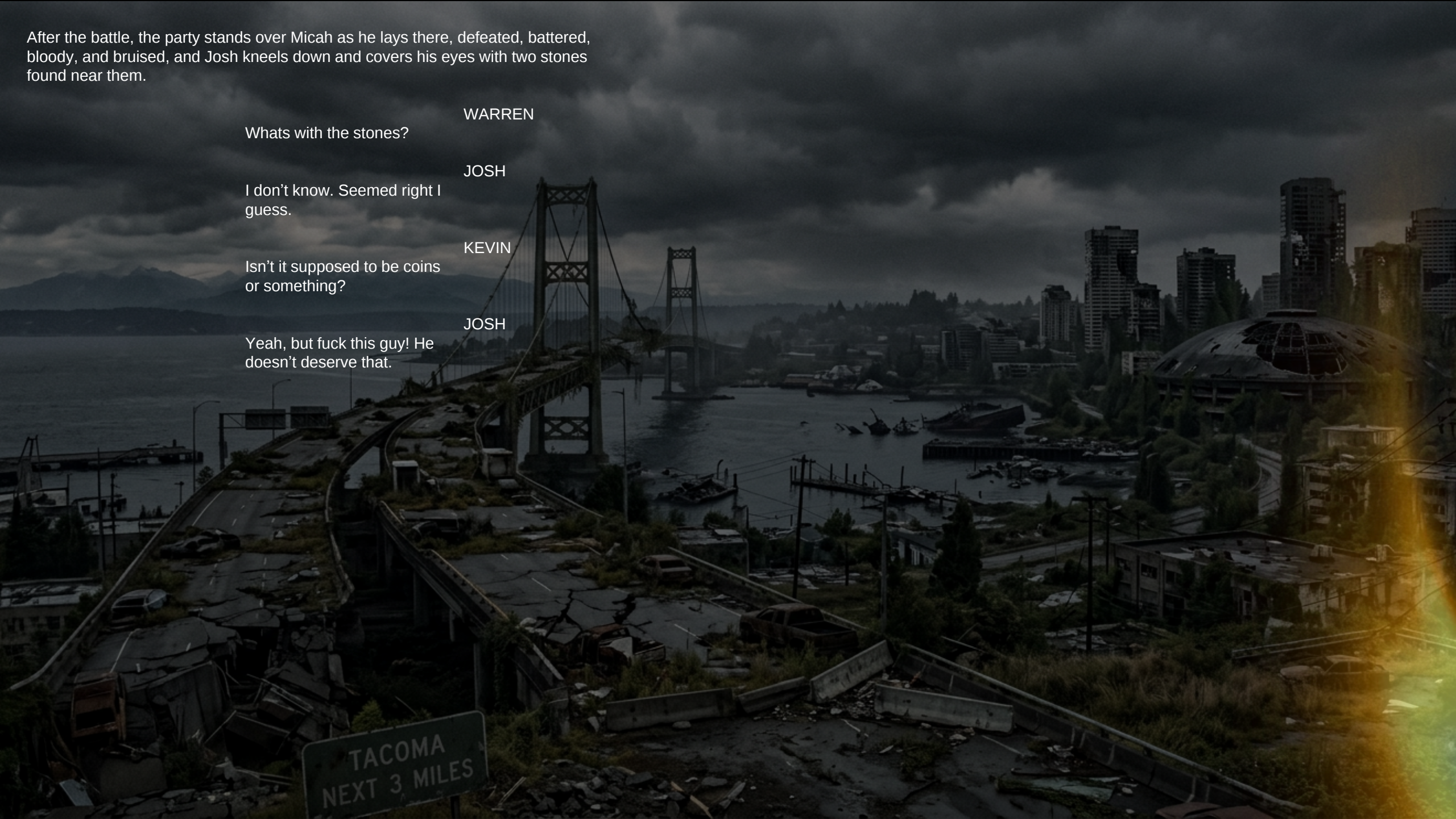
JOSH

Isn't it supposed to be coins or something?

KEVIN

Yeah, but fuck this guy! He doesn't deserve that.

JOSH





At the end, with all 4 beacons on hand, they proceed to the Temple of the Olde in the desolate plains of eastern Washington. Here, the party must make a decision;

A: Place the beacons where they belong with an unknown outcome

(This decision will lead to the team being phased back to the Chamber of the Olde, where they can see the Earth floating in front of them. This decision also gives the party a choice to either become the New Testament, which ends the game and allows a New Game+, or continue exploring the Pacific Northwest)

B: Take the beacons and run

(This decision will trigger the Olde to come to Earth and fight the party. Winning the battle ends the game and a New Game+ can be played. Losing the battle ends the game and the player loses everything, having to start from the beginning)

C: Destroy the beacons

(This decision immediately kills the Olde and nothing gets restored on Earth, allowing the party to continue exploring the Pacific Northwest)



These endings allow for the opportunity of DLC's such as:

1. Playing as Jacobs character in Portland, OR and playing his life until he meets with the party.  
This could also allow for Jacob to be unlocked as a PC in the New Game+.
2. Searching Alaska for Fallen/False Prophets.  
This would allow the player to get special, character specific, gear (much like what Fallout did).

It also allows for the possibility of a Sequel or Prequel.

#### SEQUEL

There are more beacons to be found around the US and different characters will be play in different areas (kind of like how World War Z played)

#### PREQUEL

This has the opportunity to really shape the beginning of how the fall happens, who did it, and how the beacons are created.