

SAMPLE #1

GAMEPLAY AND CINEMATIC

Written by

Hendré Basson

MoCap Shooting Scene
Vancouver Film School

FADE IN:

GAMEPLAY STARTS

EXT. FOREST - NIGHT

Sparrow and Murdock appears and idle in a grove between a few trees. The forest comes alive. Critters HOWL and scamper through the undergrowth.

Crickets WHISTLE to one another and fireflies drift in the air.

MURDOCK
Follow my lead and stay close.
Dorina will be heavily guarded.

When the player is ready, they can take control of Sparrow.

Overall Objective: {Kill the target in Dorina}

This is a stealth section of the mission. In order to be successful, the player has to maintain discretion. If seen, the mission will be an automatic failure and will restart.

As they run through the forest, Murdock and Sparrow will interact in a quick dialogue exchange.

MURDOCK (CONT'D)
Hurry. Dawn will be upon us within
the hour.

SPARROW
I am right behind you.

Murdock acts as the guiding arrow. He will begin to whisper to Sparrow when the objective is close.

MURDOCK
Ready?

SPARROW
Yeah.

MURDOCK
There are guards ahead. Get rid of
them.

Objective: {Eliminate the Guards}

There are six guards patrolling the outskirts of Dorina. The player can subdue them through the following options:

1. Kill

2. Knockout

If the player does not kill the guards, then they will awake and ambush Sparrow after the next cinematic ends.

If enough time passes where the player is not progressing in the quest, Murdock will call to them in a whisper.

MURDOCK BARKS
Come on, we don't have all night.

MURDOCK BARKS
Do you want to get caught?

MURDOCK BARKS (CONT'D)
This way!

Once the player finishes subduing the guards:

New Objective: {Rendezvous with Murdock at the edge of town}

When ready, the player guides Sparrow to meet Murdock. He hides in a bush on the outskirts of Dorina.

MURDOCK
Good work. Let's go.

CUTSCENE

EXT. DORINA - TOWN SQUARE - NIGHT

Murdock and Sparrow sneak through the empty street. The bright luminescence of the lanterns threaten to expose them as the faint CHIRPS of birds fills the air.

With delicate FOOTSTEPS, Sparrow takes the lead.

MURDOCK
Careful! Stay out of the light.

A door SQUEAKS open. They quickly duck into the shadows alongside a building.

OLD VILLAGER (V.O.)
Hello?

Sparrow and Murdock look at each other, but remain silent. FOOTSTEPS approach them. Sparrow waves a hand through the air and releases a MAGICAL FLARE. A CREAK echoes in the distance.

The FOOTSTEPS stop.

OLD VILLAGER (V.O.)
Who's there?

The villager walks back in the other direction. Eventually, the door SLAMS shut. Murdock and Sparrow give a collective SIGH of relief.

SPARROW
That was close.

MURDOCK
Let's not make a habit of it.

Using the shadows, Murdock approaches the edge of the building and prepares to advance.

SPARROW
Are you sure you want to do this?

Murdock looks back at her with a twist of his head.

MURDOCK
Having second thoughts?

SPARROW
I understand that King Reyes wants to uphold his rule, but is killing an innocent child the answer?

MURDOCK
It is unlike you to question the demands of our king.

SPARROW
And unlike you to hold such loyalty to a man you despise.

MURDOCK
He is the king.

SPARROW
She is just a baby.

MURDOCK
And a threat to the kingdom's prosperity.

Sparrow gives a heavy SIGH, then shakes her head.

SPARROW
She is your kin.

Murdock is silent. He looks around the area then walks to meet Sparrow until they stand only inches apart.

MURDOCK
It is a cruel world. What she is
does not matter. Loyalty is thicker
than blood.

SPARROW
In the wrong person, loyalty is a
poison.

MURDOCK
(irritated)
We serve the king. Our purpose is
to obey.

Sparrow stares at Murdock and takes a step back.

SPARROW
Then obey. Do it yourself. Her
death will be on your conscience.

MURDOCK
I have sacrificed everything to
secure our people's survival. I
will not stop now because you are
having doubts.

Murdock stares down Sparrow. He GRUNTS and quickly departs.

Sparrow remains in the shadows. She hesitates to follow.

There is a sharp SQUEAL and CRASH as a door bashes in.

Sparrow INHALES a sharp breath as a baby starts to CRY.

GAMEPLAY RESUMES

The player now makes a critical decision. They have two options. Either will greatly impact the story progression.

{Stop Murdock}

{Flee Town}