

CONTEXT: This is how I planned the narrative points and gameplay for *As Above*. As this was a solo project it also gave me insight to contextual questions that needed answering as well as allowed me to plan how the narrative could transpire into the full game.

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Moment	Prologue	Introduction	Arrival	Discovery OR Confrontation	Retreat		A New Day	A Familiar Face	Tanner's Close	The Long Night	Epilogue
Area	Env. shots, cinematic	Guest House Room	Guesthouse Interior, Upper Floor	Guesthouse Interior, Upper Floor	Guest House Room		Streets of Edinburgh	Edinburgh Medical College	Guesthouse Interior	Guesthouse Interior, Surrounding Streets	Anatomy Theatre at the College
Design Focus	Cinematic Shots, establish scene	Tutorialise core mechanics, accumulate to story and environment	Test mechanic knowledge and begin interaction	Introduce player choice, add tension and risk.	Conclude Prototype and prompt transition to full game		Introduce main protagonist, motives and course of action	Establishing Main Character/s, Navigating Decisions	Navigating Decisions, Survival Skills	Narrative Climax, Mechanic Mastery	Round off story
Narrative Beats	<ul style="list-style-type: none"> <li>- Narrator introduces story, who the player is, goals and motives.</li> <li>- The importance, and illusion, of CHOICE.</li> </ul>	<ul style="list-style-type: none"> <li>- Player is a <b>detective (Alexander)</b>, posing as unwell to guarantee stay.</li> <li>- Has heard tales of goings-on, alludes to losing an acquaintance this way.</li> <li>- Leaves Room.</li> </ul>	<ul style="list-style-type: none"> <li>- Hears sounds from behind sealed doors.</li> <li>- Seeks Hosts by traversing house/hall.</li> <li>- Encounters <i>Hare</i>.</li> </ul>	<ul style="list-style-type: none"> <li>- Find evidence that confirms the murder and incriminates <b>Dr Knox</b>. Who will allude to <b>Burke</b> as the only threat present.</li> </ul>	<ul style="list-style-type: none"> <li>- FFADE to black as detective writes full suspicion in diary</li> <li><i>PROTO END:</i></li> <li>- Small outro by <b>Narrator</b> pondering potential fates.</li> <li><i>FULL GAMEPLAY:</i></li> <li>- <b>Detective</b> falls asleep, seemingly drunk too much. <i>Diary</i> is missing.</li> <li>- Door handle turns.</li> <li>- Small outro by <b>Narrator</b>, ready for protagonist swap.</li> </ul>		<ul style="list-style-type: none"> <li>- Follow a <b>young student (Malcolm)</b> on their way to Surgeons' hall at the Royal College of Surgeons.</li> <li>- Narrator "Well we meet again.."</li> <li>- Implies that detective did not make it through the night and now we are someone new.</li> <li>- Player is now a student of Anatomy, studying under <b>Dr Monro</b> - a bitter rival or <b>Dr Knox</b>.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Malcolm</b> has to work overnight to assist with preservations.</li> <li>- During this time he sees <b>Dr Knox</b> Recieve a body from <b>Burke &amp; Hare</b>.</li> <li>- <b>Malcolm</b> recognises <b>Hare</b> - not as a doctors assistant but a loud drunk whos lodging house has been the subject of rumour.</li> <li>- He grows curious after overhearing business and decides to pay a visit.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Malcolm</b> poses as unwell, drunk and is allowed keep at the lodge.</li> <li>- He instantly recognises the smell of death, he is shown to <b>Alexanders</b> room.</li> <li>- Dialogue options with; a <b>guest, the Wives, Burke and Hare</b>.</li> <li>- Player learns of <b>Malcolms</b> dire financial situation, he seems almost taken aback by the ease of money making here, and bemused he pays so much just to watch <b>Dr Monro</b> do the fun aftermath.</li> <li>- <b>Malcolm</b> can find the diary of <b>Alexander</b>.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Malcolm</b> confronts <b>Burke &amp; Hare</b>, pries and pries about their methods.</li> <li>- <b>Burke &amp; Hare</b> are alarmed by why a guest would care so much (not knowing <b>Malcolms</b> true identity) and chase ensues.</li> <li>- <b>Malcolm</b> can evade them and run through the streets of Edinburgh to safety, presumably then reporting <b>Burke &amp; Hare</b>.</li> <li>- If player has <b>Alexanders Diary</b> it helps convince police of story.</li> <li>OR</li> <li>- <b>Malcolm</b> becomes a victim, whom is discovered by <b>Dr Monro</b> who then reports <b>Burke &amp; Hare</b>.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Dr Morno</b> Dissects <b>Burke</b> publicly to the masses.</li> <li>- We see <b>Hare</b> released and walk away.</li> <li>- <b>Narrator</b> closes, revealing the fate of the others and <b>Burke's</b> eternal fate, evil versus desperate moral pondering.</li> <li>- <b>Malcolm</b> leaves for London. (Left open if he becomes London's <b>Burke &amp; Hare</b> copycat)</li> <li>-FADE TO BLACK-</li> </ul>
Moment Beats	[intro film with voiceover]	<ul style="list-style-type: none"> <li>- Door sealed as player explores room and discovers motives.</li> <li>- <i>Diary</i> introduction, where the <i>detective</i> records findings and suspicions.</li> <li>- <i>Lantern</i> usage, fill with oil to use. Essential for exploration.</li> </ul>	<ul style="list-style-type: none"> <li>- Sparse oil availability - some behind doors hiding potential danger.</li> <li>- <b>Narrator</b> talking/guiding/warning.</li> </ul>	<ul style="list-style-type: none"> <li>- <i>Dialogue interaction</i> and <i>Choice</i> begins.</li> <li>- Look for evidence.</li> <li>OR</li> <li>- Confront <b>Hare</b>.</li> <li>- Keep <i>Lantern</i> lit</li> <li>- <i>Diary</i> record findings</li> </ul>	<ul style="list-style-type: none"> <li>- Small Epilogue by Narrator</li> <li>- <i>About to shift to NEW PROTAGONIST.</i></li> <li>- <i>Prologue Conclusion, characters, motives and environments established.</i></li> </ul>		<ul style="list-style-type: none"> <li>- Establish time jump and new protagonist, and their motives.</li> <li>- Understanding that <b>Alexander</b> did not make it out.</li> </ul>	<ul style="list-style-type: none"> <li>- College exploration, large internal building, labyrinth style.</li> <li>- <i>Listen</i>, undetected, to sensitive conversations. (<i>Heartbeat</i> rhythm)</li> <li>- Go to <b>Dr Monro</b> or take this into your own hands?</li> <li>- Lantern Mechanic returns.</li> </ul>	<ul style="list-style-type: none"> <li>- If, as <b>Alexander</b>, player DID NOT find evidence on <b>Dr Knox</b>, then it is still available for <b>Malcolm</b> to discover.</li> <li>- Discover <b>Alexander's Diary</b>, confirming every suspicion.</li> <li>- Evade <b>Burke, Hare and their Wives</b>.</li> <li>- <i>Lantern</i> Mechanic.</li> <li>- Traverse through the lodge, making choices along the way.</li> <li>- QTE's.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Narrator</b> can pre-warn of some QTE's and prompt quick reactions.</li> <li>- Mechanic fluency is demanded here.</li> <li>- <i>Lantern</i> no longer is needed.</li> </ul>	[Outro film with voiceover]
Characters	Narrator	Detective [player], Narrator	Detective, Hare, Narrator	Detective, Hare, Narrator	Detective, Narrator		Malcolm, Narrator, Dr Monro	Narrator, Malcolm, Dr Knox, Burke, Hare	Malcolm, Narrator, Burke, Hare, Wives, Lodge Guests	Narrator, Malcolm, Burke, Hare, (Possibly) Dr Monro	Narrator, Malcolm, Dr Monro, Burke, Hare
Nodes	Sequencer Only	Move, Interact, Functions	Advanced Camera, Trigger Events, Interact Attempt (Locked Doors)	Dialogue, Timer Events	Move, Interact, Functions		Sequencer only	Dialogue, Timer Events, Move, Interact, Functions	Dialogue, Timer Events, Move, Interact, Functions	Dialogue, Timer Events, Move, Interact, Functions	Sequencer only
Intended Player Thoughts	<ul style="list-style-type: none"> <li>- Where is this?</li> <li>- What happened here?</li> <li>- What can I do?</li> <li>- Who am I?</li> <li>- What is my objective, my motivation?</li> </ul>	<ul style="list-style-type: none"> <li>- Who was the acquaintance to me, what happend to them?</li> <li>- How do I use this? (tutorial section)</li> <li>- Responding to narrators context.</li> </ul>	<ul style="list-style-type: none"> <li>- What is that noise?</li> <li>- Am I in danger?</li> <li>- What should/can I do?</li> <li>- Is someone here?</li> </ul>	<ul style="list-style-type: none"> <li>- How will I face this?</li> <li>- Do they suspect me?</li> <li>- Can I save anyone/should I?</li> </ul>	<ul style="list-style-type: none"> <li>- What will happen now?</li> <li>- Where did the diary go?</li> <li>- What was his fate?</li> </ul>		<ul style="list-style-type: none"> <li>- Did he survive?</li> <li>- Who am I now?</li> <li>- Am I still a good person?</li> </ul>	<ul style="list-style-type: none"> <li>- Do <b>Burke &amp; Hare</b> know who I am?</li> <li>- Are the people around me trustworthy?</li> <li>- Why is <b>Malcolm</b> so curious about this?</li> </ul>	<ul style="list-style-type: none"> <li>- Can <b>Alexanders</b> Diary help me?</li> <li>- Did their <b>wives</b> know about everything, did tey help?</li> <li>- I need to avoid detection whilst I explore.</li> </ul>	<ul style="list-style-type: none"> <li>- This is dangerous for me.</li> <li>- <b>Malcolm</b> is not helping me survive this with the dialogue options.</li> <li>- I need to attempt to leave.</li> </ul>	<ul style="list-style-type: none"> <li>- Was <b>Malcom's</b> motive sincere or dark?</li> <li>- Did the <b>narrator</b> really help me throughout?</li> <li>- Did <b>Hare</b> really walk away a free man?</li> </ul>
Intended Emotional State	Curious, motivated to act.	Receptive, preparing, planning	Cautious, suspenseful, alert	Cautious, curious, angered	Intrigued, thoughtful, reflective		Curious, prepared, willing	Confident, Sneaky, Subtle	Determined, Alert, Focused	Responsive, Informed, Panicked	Reflective, Curious
SFX	<ul style="list-style-type: none"> <li>- Chatter on streets</li> <li>- Strings, overture</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises, thuds etc from behind doors, door lock sounds</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, interaction, background noises, thuds etc from behind doors, door lock sounds</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises</li> </ul>		<ul style="list-style-type: none"> <li>- Chatter on streets</li> <li>- Strings, overture</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises</li> </ul>	<ul style="list-style-type: none"> <li>- footsteps, placement sounds, interaction, background noises, thuds, yelling, chasing</li> </ul>	<ul style="list-style-type: none"> <li>- Strings, overture</li> </ul>
Ambient Soundtrack	Scottish, 1800's	fireplace, chatter from outside	low voice murmurs	low voice murmurs, distant sounds	fireplace, chatter from outside		Scottish, 1800's	low voice murmurs, distant sounds, equipment moving	fireplace, chatter from outside	tense music, fireplace, outside ambient	
VFX	Fog, Smoke, Fire/Lanterns.	fire, lantern glow, water/drink/whiskey	Lantern glow, dust	Lantern glow, dust	fire, lantern glow, water/drink/whiskey		Fog, Smoke, Fire/Lanterns.	Dust, Lantern Glow, Smog	fire, lantern glow, water/drink/whiskey, blood	fire, lantern glow, water/drink/whiskey, blood	Smoke, Smog, Blood
Notes	<ul style="list-style-type: none"> <li>- Narrator introduction - some unreliable narrations over time?</li> </ul>	<ul style="list-style-type: none"> <li>- Player records findings in diary - leather bound, this is a nod to Burkes skin ultimately becoming a notebooks binding</li> </ul>		<ul style="list-style-type: none"> <li>- Possibility of either smaller mission depending on players choice.</li> </ul>			<ul style="list-style-type: none"> <li>- <b>Dr Monro</b> would become the surgeon to conduct Burke's public dissection.</li> </ul>				

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