

## Bonded Story Outline

### **Prologue and Chapter 1:**

Our Main Character (MC) finds himself in a juvenile detention center after committing an unnamed petty crime. We, the player, come to discover through the Prologue that the MC and his older sister, Delilah, commit various crimes together, and have been doing so for years as a necessary means of surviving. We learn that something traumatic happened in their shared youth, something which forever warped the moral perception of Delilah, leading to her criminal lifestyle. Being younger and more impressionable, our MC is *bonded* through blind loyalty and blood, choosing to stick by Delilah's side and run various stints for their survival. However, their luck has run out as the MC has gotten arrested and imprisoned after the latest crime.

The first chapter (and prologue) consists of introducing the MC, and this backstory, to the player. Additionally, the time spent in the juvenile detention center will be brief - Chapter 1 will be more or less a tutorial - while the player gets introduced to the plot and the backstory, they should also become familiar with the controls of the game, including our unique game ability, The Flipside. The Flipside will be a supernatural-like ability our MC has been seemingly gifted with which enables him to warp time and space around him, much to his advantage, especially in times where he needs to be stealthy.

The first chapter ends when our MC successfully breaks out of his juvenile detention center after setting off a series of events, triggering chaos and confusion in his wake, much to his credit as a "bad-boy wild-child" well acquainted with the life of crime.

### **Prologue and Chapter 1 Sequence of Events:**

- At the Title Screen, we, the player, are introduced to a variety of options including volume control, the start button, and the option to return to a previous save as the game is coded to periodically save our progress.
- Once clicking the Start Button for the first time, we are prompted to write a name for ourselves, literally. You must put in a name in order to continue.
- The player is then brought into the game via a police interrogation. We find ourselves privy to a conversation between our MC and a police detective. There is a black screen which slowly fades in. We can both fidget and click through the dialogue.
  - This dialogue is pivotal to learning about the previous crime committed, the relationship the MC has with their sister, and why our MC is in juvie. We also learn about Officer Blanco, one of the game's antagonists, and his perspective.
- After the interrogation, we switch into our juvie cell, where we learn that we have to break ourselves out if we want a chance at living our life.

### **Transition:**

Transitioning between Chapter 1 and Chapter 2, there should be a fidgeting cutscene. Maybe something to do with hair pulling or head shaking. While on the run from the prison, I think this transition should be a cinematic cutscene type of thing, but still playable. While running, we should be able to press E to fidget. During this fidgeting, there will be a monologue the Player can click through to learn more about what our MC is feeling at the moment.

### **The monologue will be as follows:**

"Five more miles... Just five more miles, then I can rest, then I can regroup with Delilah, then we can get back to living our lives... Wish I never got myself into this mess."

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### **Chapter 2:**

Having successfully broken out of juvie, our MC is now heartset on discovering where his sister has run off to. After the fallout of being caught and processed, Delilah has made no appearance to help out MC in his situation. Wondering where Delilah has run off to, and why, our MC embarks on a manhunt, trying to follow the trail of his sister, all the while avoiding detection from the authorities.

Throughout the chapter, our MC will embark on a search to find his sister. Through the findings of several newspaper clippings, personal interviews, and happenstance, our MC will eventually discover where his sister has been hiding since being imprisoned.

The MC will find that his sister is hiding in the abandoned warehouse, just outside of town. She has been committing petty thefts since your imprisonment to continue her quest to discover the man who took your parents' lives. She has been stockpiling tools, gasoline, and anything else which may help her in taking down this antagonist. However, the identity of this man has yet to be revealed.

Chapter 2 concludes with the discovery of Delilah's location and her true intentions, and the subsequent traveling to the warehouse.

### **Chapter 2 Sequence of Events:**

- We need new clothes - we definitely can't look like a convict!
- Under the shroud of night, we break into a local store on Main Street to steal a new outfit. Upon the acquisition of the clothing, we immediately change clothes.
- We are then prompted to leave the store and head to the nearby gas station. It is here where we will sleep for the night.
- The following morning, as we leave the gas station, a newspaper blows up on our feet.
- We are prompted to read the newspaper.
- It states how there was a jail break and at least one convict has escaped! Local police are looking into the accident and residents are advised to be cautious, and to report any suspicion to local authorities.
- Our MC also reads on the paper how there was a robbery which took place at a local farm.
- We are told to head to the farm to a) avoid suspicion from the townspeople, and to figure out if our sister has anything to do with this theft.
- Upon arrival at the farm, we interview the farmer. He is very forthcoming and lets us know that while he did not interfere, he did get a look at the perpetrator - it seemed to be a young woman who took two fifty-gallon drums of gasoline in the night. There are remaining tire tracks which we are told to follow for additional information.
- The tire tracks lead us back to town, but die there. Feeling hopeless, we enter the local park. When we sit on the bench, we see another newspaper clipping. This one is older, from several weeks prior. The story features how an old woman will be closing her hardware store after being unable to make up for the loss of several hundred dollars in misplaced merchandise.
- Feeling invigorated, we immediately inspect the status of the hardware store.
- We interviewed the old woman to discover she had hired a temporary employee a few weeks ago. She says that it was a young woman matching the description of your older sister. The old woman does not suspect the temporary employee ever stole anything but we are not convinced, especially considering there are several shovels, hammers, and other tools missing from the inventory - on top of a few hundred dollars in the register over the course of the past few weeks.

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- We are told, before leaving the old woman, that perhaps the man who works next door at the deli can tell us more about this woman since we're so curious.
- We enter the deli to try and discover more about our sister and the possible connections she has to all of this, and to this town.
- The deli man tells us that he is familiar with this woman; that she was a frequent customer several weeks back. She had actually been flirting with him a little bit, but apparently all for naught. The deli man had also noticed that several hundred dollars had gone missing - though mostly in the form of tips in the tip jar on the counter. He suspects that this woman was visiting only to rob him of his tips when she stole his attention during her flirting.
- Feeling defeated once again, we exit the deli.
- It is at this moment when Officer Blanco intercepts us!
- He states that he has been following us for some time. He also read the paper, and had also interviewed that farmer who had his gasoline stolen. When he arrived, the farmer let it slip that there was a young boy who had arrived earlier asking similar questions. Officer Blanco was then put on your trail to find you in town.
- However, Officer Blanco is not here to arrest you, rather, to bargain with you. He suspects that you're after the same thing: a young woman with a mean streak; your sister.
- We do not reveal our motives, hoping to protect our sister.
- Officer Blanco suspected as much, but tells us that he will not relent in his pursuit. He says that we can help ourselves by revealing to him what we know - and that our future can be greatly influenced based on the information we reveal.
- We break away from Officer Blanco, and run to a nearby store.
- Outside the store we see a cork board, on it is the last clue we will see.
- There is an old tarnished newspaper which details the story of a couple who recently purchased land and a warehouse. The newspaper states that the couple are excited for their new future and the prosperity of the town. The name of the couple: Mr. and Mrs. Cutting.
- At last, everything clicks.
- Delilah is searching for the remnants of the husband who ruined her and our MC's childhood. Long ago, the parents of Delilah and our MC took the life of Mrs. Cutting via arson because she came after their gambling debt. In response, Mr. Cutting avenged his wife by taking the lives of both Delilah and our MC's parents, leaving them orphans to fend for themselves.
- Delilah is exacting her revenge on Mr. Cutting, hoping to find his last known location to take his life. She is seeking revenge, but destroying people in the process. Because Delilah is the older sibling, she knows how her parents took Mrs. Cutting's life: with fire. Delilah knows this scarred Mr. Cutting and forever made him afraid of fire. Delilah has been stealing gasoline so that if and when she catches him, she may take his life with fire.
- Chapter 2 ends on a cliffhanger - with us knowing the location and motives of Delilah. Chapter 3 would be the confrontation of everything that has been building to that point.

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### Chapter 2:

#### The Prodigal Son:

Our MC and Delilah are the product of unsubtle, indulgent thieves. Much like the story of the Prodigal Son, after receiving their fortune, the parents frivolously and dangerously spend it, making enemies along the way. While raising their children, these thieves meet their end, forever marring Delilah, the eldest's, sense of morality and justice in an attempt to vindicate her parents.

#### The Lost Sheep:

In an effort to rectify the deaths of her parents, Delilah leaves her life behind, forcing her brother to join her in her revenge efforts. Hoping to find the man responsible, Delilah thoughtlessly abandons everything to go on a fruitless mission, which in turn, only leads to more difficulty for the siblings over the years. Along the way, Delilah continues to lose herself as well.

#### The Lost Coin:

Upon finding the last known location and clue of the man responsible, Delilah rejoices, believing that her search was not in vain. Unbeknownst to her, this is not her lost coin, and our MC finds her too, though in an effort to save her. Delilah is too far gone, however, and this is where the MC must make a choice to either live in bondage or freedom.

#### Potentials:

Officer Blanco is the man responsible for killing the parents. He is Mr. Cutting.

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### **Chapter 3:**

Now knowing the location of his sister, and knowing her misdeeds, our MC runs toward the abandoned warehouse plant.

We enter a dingy, rustbucket of a building, holding on by hopes and dreams. It is dark, and expansive in this building. Several rusty catwalks trapeze above us, and it is these catwalks which will be walked on later.

At a distance, we see a faint light in an upstairs foreman's office. We assume this must be where Delilah has been all this time, possibly concocting her craziest plan yet - completely detached from the rest of society, and even, her dear brother.

Weaving in between knocked over boxes and various conveyor belts, we come to a staircase on the far wall. It too, is rusted to bits.

We ascend, slowly, hearing only our breath before reaching the landing. Atop the stairs we see it: a blasted out office space, lit by a singular bulb hanging by a thread, above the head of Delilah. She is bent over the desk in the center of the room, looking intensely at some hand drawn maps. We see her breathing heavily.

### **Chapter 3 Sequence of Events:**

- Something to do with a water tower blowing up toward the end of the chapter to signify the rising action/climax.
- Our MC must first enter the warehouse plant building
- Upon entering, we must navigate ourselves through the plant upstairs toward the foreman's office where the light is
- Inside the office, we find our sister
- We must confront our sister for leaving us behind in the Kidd's convenience store, and for hiding her true intentions from us
- She will monologue to us
- At the end of her monologue, it is up to the player to decide whether or not to assist her
- Following the choice of the MC, Officer Blanco will break in, stating that he has been following us for some time.
- If we sided with our sister, we must fight him off.
- If we go against our sister, we fight against her. Please note: we are not siding with Officer Blanco by doing this, but he will not be hostile toward us.
- At the end of our fight, if we sided with our sister, we run away, continuing our life of crime, becoming eternally bonded to her
- At the end of the fight, if we sided against our sister, Officer Blanco arrests her, ending our life of crime with our sister, breaking our bondage to her.

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Chapter 1 Interactables:

**Additional Dialogue:**

Cube Guard Dogs:

- Bark. Woof. Other such dog noises
- Grrrrrrrrrr

Main Character: (I'm thinking these things will be said at random?)

- This place is filthy
- Wonder if the other inmates have any better conditions
- Where am I going?

**Additional Objects:**

Broken Cell Door:

- I wonder how long this has been like this? This place demands everything from us and gives us nothing in return.

Cell Note:

- This should be our first newspaper!

Posters:

- Why are you reading me? You're supposed to be *escaping prison* right now!
- Read books! They're good for you! Stop by the library on the second floor to browse our selection!
- Make sure you change your bedsheets every once in a while. You don't want to be crusty. And, you will also be written up if you fail to comply with prison-hygiene standards, which is worse than being crusty.
- Shower? I hardly know her! (Seriously, please take a shower). New inmates should pick up their complementary pair of Shower Shoes and towel from the commissary as soon as possible - we will not hold your courtesy supplies forever!
- One fish, two fish, red fish...you know the rest...
- Please don't break our game. We worked very hard on it.