

# Storyboard Concept for a Video Game

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October 16 2023

This is a storyboard concept for a narrative RPG game with multiple endings.

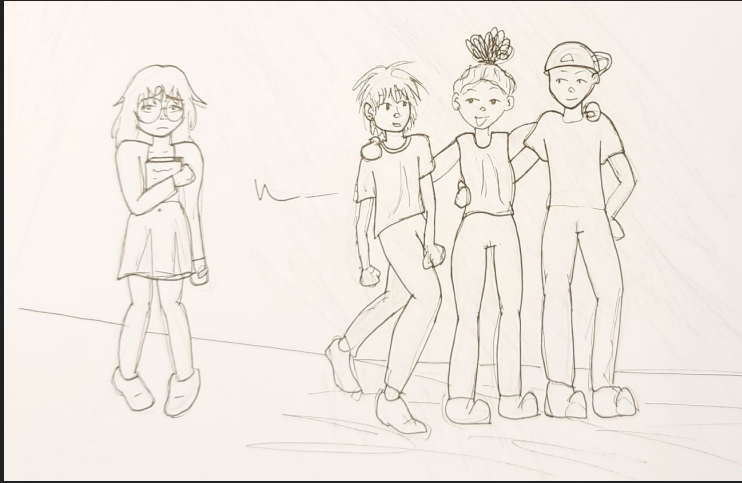
The story follows Ingrid, a lonely human in quest of recognition and acceptance. Humanity's fate is in between her hands as she must decide if Earth is worth saving or not.

This work is based on Assignments 08 and 10.

*Why should I stop? I deserve this throne. This power was given to me with the great burden of protecting their civilization. How could I let them down?  
I'm their hero!  
- Ingrid*



# Initial Situation - Cinematic



After her class at university, Ingrid, an archeology student, runs after some of her classmates. They stop and exchange looks, wondering why she would talk to them.

She's aware that she's an outcast in her program and even though she's always trying to make friends, her resentment and sadness built-up and fills her of anger.

INGRID: Hey guys, I've heard you're also working on ancient civilization for your thesis. If you want, we could go together at the museum. It could be fun!

SANDRA: Oh... no, we're busy. Plus, we already have plans tonight; I'm throwing a party at my place.

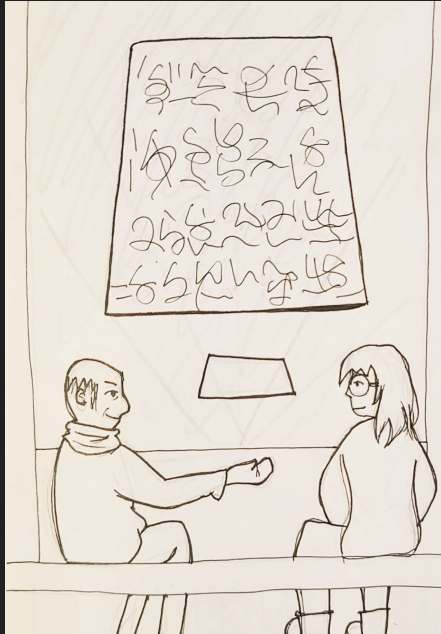
INGRID: Oh, that sounds fun! At what time it is?

SANDRA: It's a private party. Don't you need to go fixate on the weird tablet at the museum anyway? Sounds like you're also busy.

Sandra turns to her friends and they all laugh while walking away. Ingrid overheard say:

SANDRA: She's so creepy, why does she always have to try so hard?

# Inciting Incident



Ingrid ends up going to the museum alone. She sits in front of the mysterious tablet full of glyphs. The tablet has been discovered decades ago, but no one has been capable of translating its message.

An old man comes to sit next to her. He claims to know how to decipher the tablet, but need helps to get the code. He asks Ingrid to join forces with him.

*(Seamless transition to gameplay)*

- If Ingrid accepts, he will tell her the location of the code: It's in the secret collection of the museum.
- If she refuses, she will follow him and look for clues inside his home.

OLD MAN: That's a nice sketch. Are you one of the rare passionate about this tablet?

INGRID: I do! I'm writing my thesis about it. It's complicated since they're not a lot of scientific literature on it.

OLD MAN: (chuckles) Then, I presume you must already know how to decipher it.

INGRID: Decipher? That's impossible, those glyphs are way too cryptic.

OLD MAN: Oh, it is possible, youngster. They don't want anyone to read it, but I know where to find the code. I'm too old to get it, but you could.

We could work together on deciphering it. What do you think?

*(From Assignment 08)*

# Option A

She accepts the Old Man help



*(Gameplay)*

If Ingrid accepts to help the old man, he will give her the location of the code and a sacred dagger and asks her to cover it with blood for the ritual that they will need to perform later on.

When Ingrid arrives at the secret collection, she discovered that the employee is Sandra, one of her biggest bullies at her school.

Seeing her in the museum most privileged space fills Ingrid with jealousy and anger. Ingrid has a choice to make:

- Ingrid can spare the life of Sandra and kill the Old Man instead.
- Or she can kill Sandra in the secret collection of the museum to cover the dagger with blood.

OLD MAN: When we translated the tablet, we need to perform a ritual. Take this dagger and cover it with blood. When you have the code, come back to my home. We'll need it for the ritual.

INGRID: What ritual? And why do we need blood on the dagger? What animal do you want me to kill?

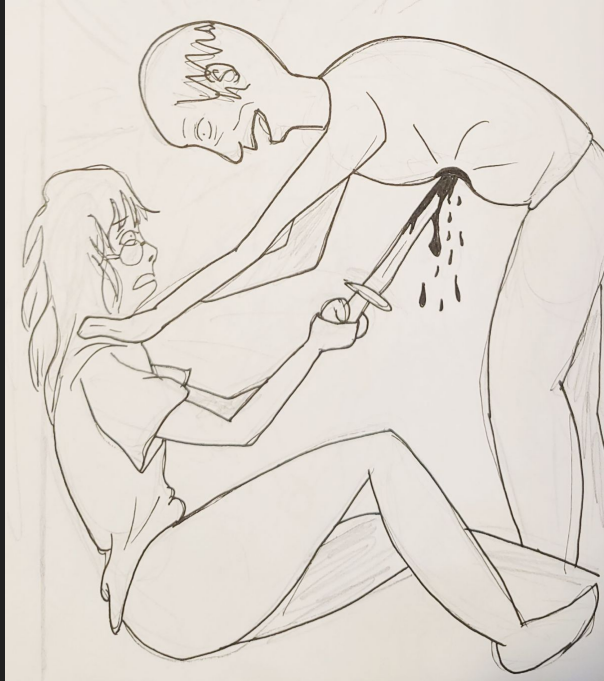
OLD MAN: Not an animal: we need human blood.

INGRID: I don't want to kill someone! You're crazy!

OLD MAN: Do you want to make the most important discovery of our time or not? Choice is yours.

# Option B

## She refuses the Old Man help



*(Gameplay)*

When Ingrid infiltrates the Old Man's home, she finds his basement full of occult objects and a ritual circle, ready to be performed.

*(Seamless transition to cinematic)*

The Old Man finds Ingrid and attacks her with a dagger. Ingrid fights back and kill the Old Man with his dagger, filling it with blood.

She finds the location of the code and goes to the secret collection of the museum. Arriving there, she sees that Sandra is working there, making Ingrid angry and jealous of her position.

Ingrid also has the opportunity to kill Sandra if she wants to. Either case, she steals the code and come back in the basement for the ritual.

INGRID: Why do the worst people always get the best life? She's so horrible, why does she have everything she wants in life? Everything *I* want.

# Climax Act 1



*(Cinematic)*

When Ingrid performs the ritual, a portal opens in front of her. Shapes are moving inside, but it was like looking through musky water. A humanoid shape takes form. She hears voices echoed, as if many people were speaking in unison. They explain that Earth was once theirs and they want to come back to it. Their current living situation is atrocious and painful; they are close to extinction.

If Ingrid accept to help them, they will celebrate her as a hero and promise her power and respect.

She doesn't have to accept now, but preparation needs to be made for their arrival. The portal is only a breach in space, but it needs to be wide open for them to come through.

ALIEN: This planet used to belong to us. My people were exiled on another dimension and are now suffering. We need your help to open this gate. Let my people through. Save them, I'm begging you.

INGRID: What will happen to humans?

ALIEN: If they can coexist with us, maybe they will live. But humans are like parasites to this planet. They are selfish creatures that don't appreciate the sacredness of nature. They have nothing to offer you, but we do. Help us and we will celebrate you as our hero.

# Progression



*(Cinematic)*

To help Ingrid in her quest to open the portal, they give her powers.

- She can tame small monsters, throw laser with her hands and make small object levitate.
  - If Ingrid performs enough pro-alien missions, she can start to tame bigger monsters and uses them to attack humans
  - The more she uses her powers and tame monsters, the more she alienates herself from her human comrades. This will remove dialogues options from her and prevent her to receive gameplay opportunities from the pro-human side.

From the portal, a few monsters escape into the wild. They will create more monsters that can attack Ingrid if she doesn't help the aliens enough.



# Act 2



*(Cinematic)*

When Ingrid leaves the Old Man house, she is intercepted by a group of humans. They present themselves as secret society made of academics and scientists that protect humanity against the occult and other paranormal menaces.

Their leader is Thomas Bouvier; he explains that they kept an eye on the tablet and noticed Ingrid stealing the code from the museum. They also witness monsters escaping from the Old Man's house and understood that someone perform the portal ritual.

They want Ingrid to join them in their mission and closes the portal, but she's hesitant to do so. Can she trust them?

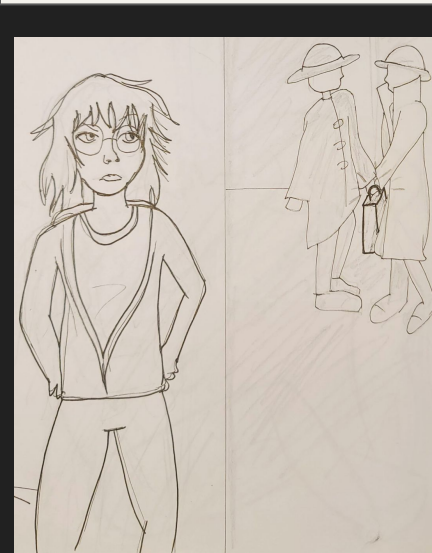
Thomas: Don't be fooled Ingrid; the aliens don't want to coexist with us. Do you really think they will let us live?

Ingrid: But their people are suffering too. We must help them! We stole their planet. I don't know if I want the extermination of a whole civilization on my conscience.

Thomas: Don't be naive child. Help us close the portal and you can return to your normal life and be a normal college student.

Ingrid: I'm not sure that's what I want...

# Progression to Mid-Point



*(Gameplay)*

Ingrid needs to make a choice:

- Side with the **humans** and **close** the portal
  - By doing so, she will condemn the alien civilization to death and lose her powers.
- Side with the **aliens** and **open** the portal
  - By doing so, she will condemn humanity to extinction.

Either case, to close or open the portal, Ingrid needs to find sacred artifacts and performs a ritual. She will travel across the world to find those mysterious relics and fight humans or monsters to achieve her goal.

## Dialogues From a Mission Where Ingrid Chooses to Help the Aliens

HUMAN 1: We cannot trust Ingrid; her powers are from the Aliens. She's full of anger, she wants humanity to be destroyed, I'm sure of it!

HUMAN 2: I know where the artifacts are. I'll hide them from her, she won't take them.

HUMAN 3: If you see her, kill her. She's our enemy.

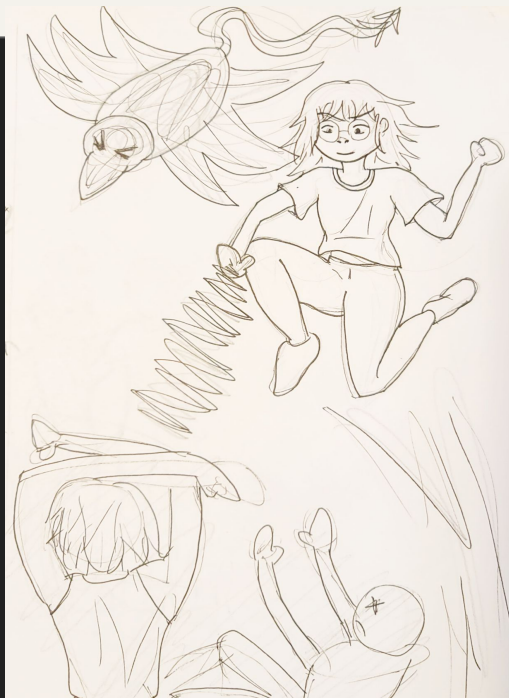
## Dialogues From a Mission Where Ingrid Chooses to Help the Humans

THOMAS: Ingrid, you have to stop using the Alien powers, we cannot trust you if you keep using them.

INGRID: But, how would I defend myself against the monsters?

THOMAS: We will teach you how to use those basic spells and enchanted weapons.

# Mid-Point and Climax Act 2 - Pro-Alien



*(Gameplay)*

If Ingrid decides to open the portal, she will have to learn to tame bigger monsters to defeat the humans and their magic and weapons.

The organization will chase her down and will do everything in their power to kill her. Ingrid will start destroying cities and more humans. Her anger is ravaging her and she takes pleasure in feeling powerful. She learns new powers and for once in her life, feels like she's doing the right thing for herself.

Her boss fight will be against Thomas Bouvier, the leader of the secret society.

*(Seamless transition to cinematic)*

He's a powerful wizard, but she kills him by stabbing him in the heart with the sacred dagger she used to open the portal.

## Dialogues From an pro-Alien mission

THOMAS: Why are you doing this Ingrid?

INGRID: Because they are right. Humans are only good to destroy the planet and be selfish assholes. I hate them and I hate myself for ever believing that humanity was good. At least the aliens are not rejecting me and laughing at me for trying.

THOMAS: At least they are right about you: You *are* selfish. You are the problem with humanity. You will perish with the aliens.

# Mid-Point and Climax Act 2 Pro-Humans



*(Gameplay)*

If Ingrid decides to close the portal, her boss fight will be against the leader of the alien, the one she saw in the portal. In a last effort, aliens and monsters try to get through the portal, but Ingrid fight them all. Most of them don't even want to fight her, they just want to escape. They beg her to let them through, but she refuses.

Ingrid betrayed them and it feels horrible for this. She convinces herself it's for humanity's best interests, but it's a bittersweet consolation.

*(Seamless transition to cinematic)*

When the portal closes, she can hear the screams of aliens coming through, pleading for their life.

ALIEN LEADER: You betrayed us, Ingrid. We thought we could trust you and save my people. You will perish for this.

INGRID: I can't let humanity die to save you!

ALIEN LEADER: For what? Those humans who don't care about you? Who would let you die if they had something to gain from it?

INGRID: Yes, even if it means that I'll be alone forever. They don't deserve death.

ALIEN LEADER: Neither do we. All the ancients gods heard my plea: you will be tormented this. You will never know peace, not in this life nor the next.

# Resolution Pro-Alien



*(Cinematic)*

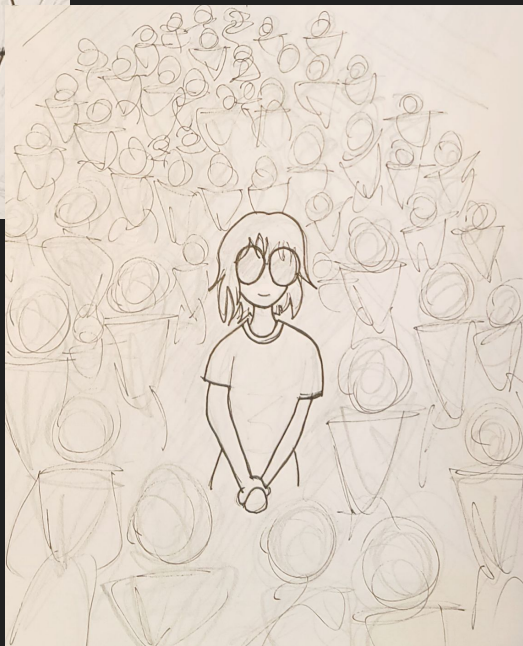
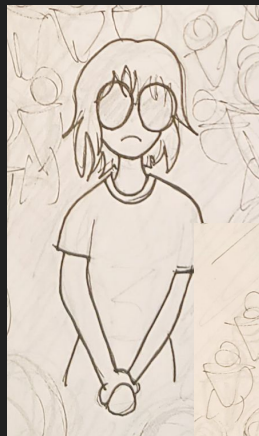
Humanity is exterminated. All the cities burned to the ground, blood is tainting the waters, corpses are feeding the vultures.

Ingrid is the last human. Although she is now celebrated as an unlikely hero for the aliens, she was never really accepted by them either. They all knew her name and achievement, but she could hear them whisper: she's a traitor for her own race. She pretends to not be afraid, but every night, she falls asleep, fearing for her life.

She exiled herself in a forest, writing books about her memories and knowledge of the human civilization, now ancient. She passed most of her time digging for human relics, turning her house into a museum for her people. She secretly hopes that someone survived apart from her.

There must be...

# Resolution Pro-Humans



*(Cinematic)*

Defeating the last alien was difficult, but at last, she succeeds. She lost her powers, to her regrets. The secret society celebrated her, but they ended their organization and all went back to their normal life. At least, that's what they told her. Maybe she wasn't worthy enough of being part of a secret society.

Ingrid went back to her normal life too. Her solitude felt familiar, but she was proud of what she accomplished. Nobody knew, nobody recognized her skills and sacrifice, but she didn't need that recognition anymore. She was a hero from the shadow and that was enough for her.

Sadly, she never heard again the beauty of silence: the screams and pleading of the aliens were echoing in her mind. Her sanity was holding on by a thin thread...