

The Shooter: Vengeance

A basic outline for a simple shooter game. Focus of the narrative is centred around the 2 central characters as described below.

Broken, isolated, depressed. Jake has spent 4 years since losing his family in a home invasion incident full of self-loathing and doubt. Now, however he has found the resolve to reclaim his self-worth and become the champion he always was.

Synopsis

Following a 4-year break from the world of competitive shooting after the tragic death of his family, Jake, our protagonist, returns to the League of Shooters to prove himself still worthy of the mantle of world's greatest sharp shot. Little does he know, however that the once great institution has gone through some radical and not too pleasant changes in the years he's been gone.

Our story begins with Jake arriving to the League of Shooters competition sign-up. Entering, he sees hears a cacophony of murmured voices as many faces, some Jake recognises, some he does not watch him with quiet judgement, chief among them his old friend Rudy a man in his late 40's/early 50's with greying red hair, sitting at the sign-up desk. "Well, here I was thinking all those rumours were false! Jake you old bastard, good to see you". "Who you callin' old Rudy, you're greyer than I am. Sign me up, I'm here to make amends" Jake tells his old friend. Jake's comment and entrance cause a stir among the remaining members and contestants, some of whom seem none to please to see the former champ back.

Jake takes his spot at the south end of the range, in front of him, a wide, empty range with the standard set of targets. The stands that flank the range are almost empty, bar a few of the old hats who have come to show their support. Jake loads his handgun and begins the first round, ultimately putting on a performance that seemed effortless to on lookers.

Before the second round begins, Jake is met with many of his old friends who congratulate him on his performance. Dave, his old rival however shares a word of caution with Jake in private "Watch those black gals, Jake. They don't look it but they're the real deal". The second round commences and Jake wins. By a small margin and advances to the semi-finals. Following the end of the second round Jake is congratulated by his old friend Emily, who is not wearing all black like she used too. Emily explains how things have changed and that Jayne is now running the show and her enforcers make sure the other members stay in line and follow her new rules for the league.

Jake feels a sense of dread entering the semi-finals with the new designs and the cityscape that has been constructed. The match begins and Jake is forced to navigate a replica city, trying to hit moving targets. His struggle is intensified when Carla, one of Jayne's head enforcers begins stalking him around the city. As Jake and Carla wrack up more and more points, Jake comes face to face with the tall broad woman who explains that Jayne never got over Jake's arrogance in previous years, nor was she over the way he used to look down on her because she was a woman. Jake and Carla end up in a sudden death shoot out, with Jake winning closely. Carla explains that it was Jayne who orchestrated the delay in the finals 4 years ago, meaning Jake would not make it home in time to save his family.

With renewed focus and his anger in check Jake progresses to the finals, against Jayne. The finals take place in a forest with both Jake and Jayne matching each other on points, leading to the two of them in a sudden death shoot out, however Jayne explains to Jake that all she had ever wanted was a death match against him. And that she would have just that. Up until now Jake had assumed all combatants has been given rubber bullets but realise that Jayne had been using live rounds the whole time. Jayne explains that Jake's family had been targeted by some associates of hers because of his former champion status, and these associates had promised Jayne control over the League if Jake could be removed from the top spot. With this realisation that Jayne is the cause of his torment and pain for the last 4 years, Jake fires a barrage of runner bullets at Jayne before she can make a move, dazed, and confused for a second Jayne drops her second mag, which Jake picks up and loads into his semi-automatic rifle. The two finally have their showdown, Jake fuelled by the anger towards Jayne and his chance to finally avenge his family, takes aim and hits Jayne in the middle of her forehead. Jayne collapses and the league's spectators erupt in cheers, having heard all of Jayne's confession. Jake reclaims his title and breathes a sigh of relief that he has finally been able to avenge his family.

Character Brief:

Jake: a tall, broad man in his mid-40's and former champion sharpshooter is emotionally broken, and grief ridden. 4 years before the events of the story, Jake's family was killed in a home invasion whilst Jake was competing for that year's annual sharpshooter championship. Following his family's tragic end, Jake had sworn off ever returning to the world of competitive shooting and settled for a dead-end job as an insurance salesman. Having spent 4 years in a pit of grief and self-loathing for not being with his family when they needed him most Jake has become disillusioned with society, people, and the world at large, resulting in him becoming isolated from everyone he had ever been close too.

Following a failed suicide attempt Jake now finds a new resolve to not waste his life, but to live for the family he had once held so dear. Driven to succeed and regain his pride in himself, he re-enters the League of Shooters to prove to the world that he is still as capable as he once was.

A sharp and accurate shot, Jake was once heralded as the best marksman in a generation and earned the respect of his friends and peers in the league, however following the death of his family Jake became isolated and pushed his old friends away. However, his reaffirmed resolve has him prove to these friends that he is still the same man and that he wishes to make amends for pushing them away. Jake has something to prove to himself and the league and his new lease on life will have him stop at nothing to earn back the respect of his peers.

Dead-Eye Jayne: Cold, calculated and manipulative. Dead-Eye Jayne is a slender, raven-haired woman in her late 30's. Prior to Jake's disappearance Jayne was made to feel less capable of being a world class shooter due to her gender. This was heightened more when she was told she could never have children making her bitter and hateful further fuelling her hatred of Jake. Since then, Jayne has had one goal; to take full control of the league of shooter and to bring it under her heel. Leading up to Jake's sudden departure, Jayne had made alliances with some of the shadier member of the League and together they had striven to have Jake removed from the top spot. To further this Jayne manipulated the final match the night Jake's family was murdered to prevent Jake from being at home. Allowing her associates to stage the home invasion resulting in the loss of Jake's family.

Since then, Jayne has manipulated and cheated her way to the top of the League and, along with her loyal set of enforcers, is able to exercise absolute control, rigging matches to net a profit from gambling and betting on matches. Despite all this however, Jayne's true focus has always been to destroy Jake, so when he returns to the League following his break, she becomes even more determined to end him.

Setting descriptions

1st and 2nd round arenas.

The arena for the first and second round very similar. Both are set out as large open spaces similar in style to a standard shooting range. Both have a myriad of targets set up, and varying in sizes; small, medium, and large, and these will score differently depending on which ones are hit. There are some metal canisters and oil drums that are used as obstacles for the participants to shoot around, making some targets harder to hit than others. The arena is flanked by 2 large viewing galleries, housing seats like those which you would commonly find at a sports stadium, allowing non-participants and spectators to view the rounds. Above the range is a large digital score board that keeps track of the points that each participant acquires throughout each round.

Semi-finals Arena

The arena for the semi-finals is somewhat more elaborate, with the large open space from the first 2 rounds being replaced with a large set of wooden boards that mimic the suburban district of a city. In this arena, many of the targets will either move around or pop-up behind different obstacles. Combatants will need to navigate through the maze-like structure of the arena, whilst shooting the differing types of targets. Again, a large digital score board is displayed above the arena, keeping track on scores. There are also camera's set up around the city recording each participant so that the spectators in the viewing galleries can watch the competitors with greater ease.

Finals Arena

Similar in design to the semi-final's arena, the finals arena is set out as a replica forest, large fake trees are set out and targets will move around the arena at different speeds, as well as popping out of bushes or on trees. Again, a giant digital score board is displayed above the arena and cameras are installed around the forest allowing for the spectators on the flanking viewing galleries to see all the action and hear what is happening during the finals.

Story Presentation Scheme

We start with an animated cutscene in which we meet Jake. He enters the large warehouse of the League of Shooters. Jake walks up towards the sign-up table and is met by his old friend Rudy. Rudy and Jake have a short exchange of words, as Jake signs up for this year's competition.

After Jake has signed up for the competition, the player takes control of Jake in the third person and makes their way down to the shooting range for the first round of the contest. The player will make their way to the 7th lane, which is assigned to Jake and pick up the ear defenders and goggles. They will then have a choice of 1 of 3 different firearms, each with different advantages and disadvantages. Once they have chosen a weapon, the player will move into 1st Person perspective and will need to aim at the targets that have been set up in the arena. The goggles will display a basic Heads Up Display (HUD) showing scores and

ammo in clip/reserves. The aim of the first round is to amass as many points as possible in the time limit, and to beat the other contenders to gain first place.

Following the successful completion of the first round, another animated cutscene will play out. Players will be introduced to Dave, Jake's old rival in the competitions and life-long friend. Dave and Jake share a moment where Dave sheds light on some of the events that transpired after Jake's sudden disappearance. After this, the player will make their way down to the range for round 2.

Round two's arena is set out in the same style of round 1, however this time the targets around the arena will pop out of the sides, and from behind some of the obstacles, such as oil drums. Players will be given the option to change their first-choice handgun for a different gun from the first set of choices at this point. Again, the player must score enough points from the different targets within the time limit to come first and win. During this round, Dave will be providing more background on the black-clad women and the changes that have happened in the league since Jake's departure.

After successfully completing round 2 another short cutscene will play out, Dave and Jake will be celebrating Jake's victory, and players will have their first interaction with Carla, one of the black-clad women Dave has mentioned.

The third round will have players hunting for moving targets around a replica city suburb. Unlike the first 2 rounds, players will now be in full control of Jake in the third person, having to navigate the maze and hitting the targets that appear. To facilitate better odds, players are given the option to trade their handgun for a submachinegun.

In round 3, Carla (your opponent) will be taunting Jake through the HUD, explaining how Dead-Eye took control of the league for her own gain. The third-round ends in a 1vs1 shoot out with Jake and Carla, the goal is to incapacitate Carla while keeping the player score greater than hers. Being hit by Carla will reduce player score. A health bar will be displayed on the HUD from this point forward

After defeating Carla another animated cutscene plays out.

After this the player will regain control of Jake and move out of the arena. Prior to the final match, players will have time to engage the supporting characters in the League in conversations that will provide greater background and exposition to the events of the last 4 years and Jayne's rise to power. These interactions will be optional; however, players will be signposted to these to gain a greater understanding of the narrative of the game.

The final's will be announced, and the player will be given the option to exchange their current weapon once again for a different one. This time, players will be given the choice of varying assault rifles. After making their choice they will enter the final arena. Much like the semi-finals, players will be controlling Jake in the 3rd person, this time exploring a wide forest arena against Dead-Eye Jayne. Once the player and Jayne have run out of time, sudden death will be called, a short animate cutscene will play out, then players will re-enter 1st person mode as they face off against Jayne in a western-style duel, with live bullets.

Should players successfully neutralise Jayne they will see a cutscene of Jake being victorious and starting work to set the league straight. If they fail, a cutscene will play out of Jake dying and being dragged out of the league in a body bag.