

Scarlet Viper Story Outline

ACT ONE

Level 1 Intro: cutscene and gameplay

Markus Forrester, a young boy, lives with his parents, former politician Damien Forrester, and his wife Lily, in an old wooden shack in the middle of the woods. One morning, Markus wakes up to find his parents outside, cooking breakfast over a fire. Damien asks Markus to collect some more firewood using an axe lent against the shack. Here the player is taught basic controls (moving character and camera, jumping, interacting, attacking). The player must collect the axe by interacting with it and then chop down a tree by 'attacking' it. Markus places the now chopped-up wood on the fire and the family has breakfast together.

Inciting Incident – end of level 1 or level 2 cutscene

That night, a black hooded figure is seen riding on horseback through the woods. The family is sleeping on the floor, but Markus can't get to sleep. The hooded figure silently arrives outside the shack, and pulls out a jug of kerosene, and a matchbox. The hooded figure splashes the kerosene at various points around the shack, making sure absolutely everything is covered. They make distance from the shack and empty the jug of kerosene and strike the match. watch from a safe distance in the cover of the darkness. Markus is laying with his eyes open staring at the ceiling when he notices the smell of smoke. He is lured out of bed by an intense glow of orange coming from the window. He watches in horror as flames begin to engulf the house at a rapid pace. He rushes to wake his parents, and they try to escape. As they rush to the door, the roof collapses and Damien pushes Markus out the way. Damien is knocked unconscious and Lily they are both trapped under the rubble. Markus tries to pry his parents out from under the rubble but to no avail. Lily urges Markus to run and find his uncle. Tearfully, Markus does so, promising to get help and return, leaving his parents and the burning shack behind.

As Markus sprints away, a deafening blast shatters the air. He turns just in time to witness the inferno devour the charred shack, swallowing it whole along with his parents who were still inside. Overcome with grief, Markus falls to his knees, tears streaming down his face as he realises that those last few moments were the final goodbye to his beloved parents.

The hooded figure, (now at a safe distance) turns in the direction of the fire as the sound of an explosion echoes through the forest. "The job is done, I must report back to Lady Ophelia." he thinks to himself before departing the scene on horseback.

Levels 2-4 gameplay

3 years later... Markus is now living with his uncle Robin, a well-known assassin, living in the city. He has been training him how to fight as an assassin and has been given basic gear and weapons.

Markus has been tasked by Robin to assassinate his first big target: Dudley Guildford, president of a small company called "The Guildford Group", whom Robin wants dead for worker exploitation. Markus uses his stealth skills to sneak into Dudley's office in the main company building, then faces off against him in a mid-boss battle. Markus is successful and, as he dies, Dudley reveals he recognised Markus as they were fighting, and knows who killed his parents. However, he dies before he gets to tell him more. Shaken by this revelation, and distraught that he couldn't get any more information out of him.

Level 4 cutscene And now, about the villain

In an aside scene, the player is introduced to the villain of the story: Lady Ophelia, the current leader of the political world. She is standing on the balcony of her mansion, observing the view. One of her retainers arrives to inform her of Dudley's demise. It is revealed that her plan is to eliminate her political opponents so that her party wins uncontested. It is also revealed that she ordered the demise of Damien Forrester.

Level 5 : End of act : action gameplay ending with cutscene

Markus returns to Robin, angrily accusing him of lying about his relation to Dudley and his motivation for his assassination. He believes that Robin ordered for his assassination so that he wouldn't discover the truth behind his parents' death, and vows to find out himself. Robin blocks the way out and forces him into a battle to prove "that [he] is strong enough to survive". Markus defeats Robin, he is allowed to leave, and they part on sour terms.

ACT TWO

Levels 6-7 Gameplay and cutscenes as required.

Now as a freelancer, Markus buys his own weapons and gear, and takes on contractual bounty missions. Now that he's in charge of his own bounties, Markus learns of a prominent political figure called Lady Ophelia. She is wanted for many reasons, but due to her security and societal status she is almost untouchable. An anonymous contact requests that Markus steals a document of some kind from her safe during her upcoming masquerade ball and would provide a bonus if she dies in an "accident".

Level 8-9 the build-up towards midpoint reversal, cutscenes gameplay

That night, as the party is in full swing, Markus sneaks into the mansion via a bathroom window. He must now sneak past the guards inside the mansion and make his way to her study, where the safe is.

As he is investigating his surroundings in the study, he hears footsteps coming closer and rushes to hide behind a plant pot. Lady Ophelia and her aide Fred enter the room and discuss a land deed.

Markus listens to their conversation, he can't help but feel a pang of unease. He peers around the bookshelf and immediately notices Ophelia wearing his mother's necklace. In that moment, a vivid flashback plays in his mind, replaying the scene of the flames consuming the shack and his parents trapped inside. His suspicions are confirmed as the two begin to discuss evidence left behind after the fire of Langdon woods many years ago.

Feeling overwhelmed, Markus stumbles backwards causing a book to fall from the bookshelf alerting Lady Ophelia and her attendant. Before they have the chance to investigate, an attendant calls from behind the door reminding Ophelia that she must address the guests, and they leave.

Once the coast is clear Markus retrieves the aforementioned land deed.

Level 10 - midpoint reversal – cutscene

With the land deed in his possession Markus readies himself to leave the study, but before he does his attention is drawn to the bookshelf. Where the book that fell earlier had previously stood, Markus now sees a glowing light emanating from the spot. Intrigued by the light, Markus feels around the surrounding books until his hand brushes one that is protruding slightly more than the others. He pushes the book into place and with a low rumble the bookshelves shift and separate revealing a secret passage.

Before his curiosity can get the best of him Markus hears Ophelia's voice echoing from behind the study door. He cautiously exits the study and walks towards the balcony to listen properly. She announces her recent successes in the innovation of extracting mana from the crystalline fruit - to cheers from the crowd. It is at this time that Ophelia mentions his father's name and his tragic death, saying how he would be astounded by the progress this project has made.

Markus notices two gargoyles near the balcony - one of which is loosened at the base. Reminded that his client provides a bonus if she dies. While Ophelia continues addressing her guests, he seizes this opportunity to push the gargoyle onto the landing below. The crash causes panic amidst the guests, and guards rush towards Ophelia

Lady Ophelia emerges from the dust standing strong and unharmed, surrounded by a sheet of ice, her magical ring glowing brightly. She glares up at the balcony to catch a glimpse of red hair and commands her guards to be on high alert.

Markus moves quickly, going back into the study to use the secret passageway. It leads him downstairs into the foyer, using the commotion to blend into the crowd seamlessly.

Levels 11 gameplay

Ophelia recognises his scarlet red hair in the crowd and sends her guards after him while she retreats into the ballroom. A fight ensues between Markus and several waves of guards. He continues to fight them off and is able to fend himself against the onslaught. Ophelia recognises that the guards are unable to keep up with Markus and makes the decision to fight him herself due to their incompetence.

Level 12 gameplay and cutscenes

Boss fight: Markus against Lady Ophelia. At first, Markus puts up a brave front trying to whittle her down to half health. It is at this moment that Lady Ophelia shows off her true power and overwhelms Markus. She blocks all of his attacks with her shield, freezes him in place, and freezes his weapon.

Level 13 all is lost moment gameplay ending with cutscene

The situation is fruitless. Nothing Markus can do right now is able to bring Lady Ophelia down. Ophelia continues to taunt him as she approaches, preparing to finish him. Markus' mask is broken by an attack, revealing his identity. Disgruntled by the revelation that Damien Forrester's son lives, she freezes. Markus seizes the opportunity and uses a smokescreen to gain cover and flee - running into a random room. The guards follow closely behind him once the smoke dissipates. He braces himself and crashes through a window to escape the mansion on foot. Ophelia returns to her frightened guests, reassures them, and continues as if nothing had happened.

Level 14 gameplay and cutscenes

Frightened, Markus runs into a forest, encountering and fighting hallucinations of opponents he has fought previously, such as Dudley Guildford and Robin Forrester. Eventually he comes across a clearing in the forest with what remains of a burnt down building. It's a place Markus knows all too well; the wooden shack he used to call home. Desperately, he searches the rubble, hoping to find something - anything that can help him defeat Ophelia.

Level 15: end act two cutscene

Venturing into the dilapidated shack Markus discovers a small, charred drawer, Markus finds a ruby encrusted ring. He doesn't remember his parents ever wearing such a ring, however he is somewhat compelled to put it on. So, he slowly slips the ring onto his finger...

Markus has a vision. Standing in a white void is his mother. She greets her son and reveals that the ring that he is wearing used to belong to her. The ring gives the wearer enhanced magical abilities, which she teaches Markus (and the player) how to use. The vision ends as Lily remarks how proud she is of her son's progress and they part ways.

ACT THREE

Level 16: the journey back gameplay

Revitalised, Markus arrives back in the city the next day, where he learns that an auction is about to take place and Lady Ophelia will be in attendance. Once again, Markus makes his way to, and sneaks through, the auction house - by passing the guards as he does so.

Level 17: the villain gameplay

Markus makes it into the main hall, just as Lady Ophelia is planning to sell the necklace she was wearing during the party. Markus confronts Ophelia, who reveals that she no longer finds any worth in it and is better off with someone else, although challenges Markus to a fight for it.

Level 18: Act three Climax – Narrative climax

The final boss battle begins between Markus and Lady Ophelia. Some of the auction house guards are also brought in to help defeat Markus. Using his newly found fire magic, Markus is able to melt Ophelia's ice walls and resist her freezing attacks.

Level 19: Resurrection gameplay and cutscene

Halfway through the battle, Markus' sword is knocked out of his hand, and he is downed. Ophelia taunts him about how he didn't bring any allies with him to the battle and launches in for the final strike. Unable to grab his sword in time, Markus braces for the fatal blow...

Instead, he hears a clash of swords. Standing right in front of him is his uncle! He states that he was wrong to protect him from the truth and has been secretly watching him ever since. Markus and Robin reconcile and team up to take down Lady Ophelia.

Level 20 : Resolution

With both of their strength, Lady Ophelia is struck down. Right before her inevitable death in the hands of the two assassins, she confesses to her crimes and her plan, and accepts her death with honour. Now with revenge finally served, Markus and Robin return home and agree to take on bounties together.