

Working Title

Inner Light

Logline

A woman learns she's a supernatural being of light—one of the entities people have called sidhe, angels, or devas—with a duty to resist the world's darker forces.

Protagonists

The following central characters appear in the script.

Shay. The player, a 30-something female.

Madison. Shay's guide, who appears to be a 30-something male.

The Story So Far

In chapter 1 ("Triskele"), Shay shifts from her normal, modern life in Seattle to the weird world of the devas and their foes, the rakshasas. She uses her paranormal powers only instinctively, and she meets characters that later become friends or foes. At the same time, the player learns about basic in-game movement, interaction, and fighting, as well as about Health and its in-game meter. Chapter 1 ends with Shay going to the spirit world to celebrate her rebirth as a deva with Madison and other allies. The following script details chapter 2, wherein Shay learns more about her new powers and enemies.

ENLIGHTENMENT

CUTSCENE

GAMEPLAY NOTE

Cutscenes are in-engine, providing smooth transitions to third-person gameplay. City assets in this chapter would have been used in chapter 1. Because this area is Shay's home, these same assets will reappear later, too.

WHITE

PULL BACK to reveal a blurry white-filled circle on black.

FOCUS reveals a night sky with a full moon.

PAN DOWN to reveal

EXT. CITY RESIDENTIAL AREA (CAPITOL HILL, SEATTLE) - NIGHT

Two figures, SHAY and MADISON, luminous motes fading around them. Madison grins, holding both Shay's hands. Shay cringes, eyes closed.

MADISON

And here we are!

CONTINUED:

SHAY

(looks around, relaxing)

Did we . . . did we just come from the moon?

MADISON

THAT would've been fun! But, no. There's no air up there, Shay. You know that, right?

SHAY

(annoyed)

Come on, Mads!

MADISON

(amused)

Listen, we were someplace else, now we're back. Time to get you home.

SHAY

Someplace else? Was . . . was that the spirit world?

MADISON

Spirit world, fairyland, this side of heaven. Whatever you want to call it.

SHAY

Well, I don't want to go home. Let's go back.

MADISON

Sorry, lady, you got a life to lead, work to do. It isn't just a party in the light for us. We need normal folks, and they need us. I'll show you to get there soon, but for now, it's . . .

(gestures at the surroundings)

. . . this.

SHAY

(sighs)

Okay, well, THIS is Spring and 12th. There's the chapel

MADISON

And the whiskey bar! Too bad it's closed.

SHAY

(checks her watch)

Yeah, well, it's four in the morning. This city sleeps. Also, Mads, I live almost seven blocks from here. Couldn't we have popped in at my front door? Or in my apartment, for that matter?

CONTINUED:

MADISON
(mischievous)
Sure! But then we wouldn't get to have fun.

SHAY
(skeptical)
Fun? What are you talking about?

MADISON
I'm gonna teach you some things about the light you
have inside you. Starting . . . now.

GAMEPLAY NOTE

Transition to play mode.

MADISON
Okay, let's cross the street.

Madison disappears in a flash, leaving hovering notes that wink out.
He reappears under a streetlight across the street.

SHAY
(shocked)
What . . . the . . . hell!?

MADISON
Listen, Shay, you've done this before.

SHAY
I did? Wait . . . I did. Just over there, yesterday.

MADISON
Yep, by accident. Now, do it on purpose.

SHAY
How. I just . . . it just happened last time.

MADISON
Focus on the light. Think about being in it. With me,
you know, if it helps.

GAMEPLAY NOTES

The onscreen objective is "Focus on the light." When the player aims
at a lighted area for a moment, a button/key prompt appears to allow
power activation. While the player aims, a little small talk occurs.

SHAY
Can I do this? I can . . .

CONTINUED:

MADISON

You can.

GAMEPLAY NOTES

Activation causes Shay to disappear and reappear next to Madison. (The above dialog works fine if truncated by play action.) Temporary deactivation of teleport prompts after the first use gives space for the following dialog.

SHAY

(regaining balance)

Whoa! Holy shit! I . . .

MADISON

(pleased)

You did it!

SHAY

I have super powers . . . because of the light?

MADISON

Yep. We call that the Light Step. If you're feeling geeky, like me, you can call it teleporting.

SHAY

Whatever! I want to do it again.

MADISON

What's stopping you? Just, uh, head home.
(points north)

GAMEPLAY NOTES

A minimap indicates direction, north being top of the screen. The objective becomes "Teleport three more times." Later, especially in full daylight, teleport works in 3D, but here it's limited to the street level, where the light is.

Shay and Madison teleport three more times. Madison encourages Shay.

MADISON BARKS

Nice!

Again!

(whistles)

After Shay teleports three times and Madison follows, she stops.

GAMEPLAY NOTE

Temporary deactivation of teleport prompts for a change of subject.

CONTINUED:

SHAY

Mads, I feel . . . woozy.

MADISON

Your inner light isn't infinite, Shay. Gotta recharge. That's easy during the day. At night, though . . .

GAMEPLAY NOTE

A nearly empty meter indicating Inner Light appears.

Madison moves under a streetlight.

MADISON

(amused)

Step into the light, lady.

GAMEPLAY NOTES

When the player steps under the light this time, Shay can't move or use powers. Her Inner Light meter refills during the following conversation. Light also improves health recovery. Onscreen objective is "Stand in light to recharge inner light and heal."

TWO PEOPLE walk past across the street from Shay and Madison.

Shay looks up and holds her hands out.

SHAY

Hey!? You said you were going to teach me things. Plural. What else can I do?

MADISON

More. But first, let me tell you something important.

SHAY

(looks at Madison)

Okay, here it comes. What's the catch?

MADISON

Most normal folks don't believe in us or these powers. Not really. That matters. Having a bunch of normals around makes using the light harder.

SHAY

All right. Why?

MADISON

Long story. I can tell you over coffee or something tomorrow. Someplace with more people around. For now, let's keep moving . . . things with your light.

CONTINUED:

GAMEPLAY NOTE

The objective becomes "Follow Madison."

SHAY

I can move things? Not just myself?

MADISON

Yeah, move yourself, move other objects. It's all related. It also makes flashlights really, really useful at night.

Madison produces a flashlight from his pocket.

MADISON

Here, take mine. Save your phone's juice.

GAMEPLAY NOTES

The objective becomes "Take the flashlight." The player can interact with Madison, acquiring the light. A flashlight icon appears near the Inner Light meter with associate key/button.

MADISON

Now, aim it at something . . . a small object. A trash-can lid, a branch, or a bottle. Think about moving it. You can do it fast, but see what happens when you concentrate.

GAMEPLAY NOTES

The objective becomes "Move objects" with the following secondary objectives:

- Push quickly
- Push with concentration
- Pull quickly
- Pull with concentration

Some objects offer prompts. When the light falls on them, or if they're already in light, a prompt indicates one button/key is PUSH and one is PULL. Tapping Push pushes away from Shay in the direction she's facing, while tapping Pull yanks an object toward Shay's front immediately. She can catch such an object.

Holding the button causes Shay to concentrate, building power in a meter shown on the button/key prompt. For Push, more power throws and object away faster and harder. For Pull, holding the button pulls the target to Shay and holds it in the air there.

Shay and Madison can walk and run. They might need to, so Shay can find objects. Teleport is also still an option.

CONTINUED:

Madison encourages with Quick barks as before. When Shay uses concentration, Madison might say something longer.

MADISON LONG BARKS

That's it!
You got it!
Good one!

Madison prompts Shay to concentrate if needed.

MADISON

Hold the power, then release.

GAMEPLAY NOTE

Accomplishing the objectives triggers new action.

SHADOWS move in dim areas nearby.

SHAY

What the . . .

MADISON

We got someone's attention.

SHADOWS

Whisper incoherently. Two fly away. Three stay, each taking a vague shape, like fanged goblins with glowing eyes. These enemies circle the Shay and Madison.

GAMEPLAY NOTE

No onscreen player options, giving time for the following exchange:

SHAY

(frightened)

Mads!? What are these things?

MADISON

Powries. They're called powries. Sorry, Shay.

SHAY

What!? For what!?

Madison manifests a blade of light from one hand.

GAMEPLAY NOTE

Madison's blade foreshadows a future player power.

MADISON

We gotta fight!

CONTINUED:

Madison attacks a powrie.

MADISON
Use your powers!

GAMEPLAY NOTES

POWRIES bite and claw. They are weak enemies, and light causes them to sizzle, indicating its weakening effect on them. Shay can run, dodge, teleport, and use objects and her body to fight. She can pull and hold powries frozen in the air while the button is held. She can push and hurl them. Also, she can push objects at the powries to hurt them or pull objects to her to use.

BATTLE

Shay makes effort and pain sounds. Madison does the same or barks.

HITS
Gotcha!
Take it!
(whistles)

SHAY TAKES DAMAGE
Careful!
You okay?

SHAY'S HEALTH LOW
Shay, you hurt!?

SHAY "DIES"
Shay!? Shay! No!

Powries whisper and snarl. They have battle barks.

HITS
Blood!
Shadow!
(giggle)

TAKES DAMAGE
Pain!
Burns!
(yelp)

ON DEATH
No!
Sleep.
(yelp)

With the last powrie defeated, transition to a cutscene.

CONTINUED:

CUTSCENE

EXT. CITY STREET - NIGHT

Low shot ground to knee level.

POWRIE SHADOWS

Block clear view, flying toward the camera and out of the shot.

REVEAL

Very large legs and feet, dressed in dark, fine pants and expensive leather shoes.

PAN UP

A tall man, broad like a bodybuilder, with a dark, fine suit, sunglasses, and a fedora. His fists clench. His jaw clenches.

CUT TO

Closeup of Madison, afraid but steeling himself.

MADISON

Enok.

CUT TO

Closeup of Shay, eyes wide.

SHAY

I . . . I've seen this guy.

CUT TO

Closeup of ENOK, the large man, taking off sunglasses.

Enok

(grins)

Madison. Shay. Yes, we've . . . met.

CUT TO

Overhead shot of all three characters, Madison slightly between Shay and Enok. Enok pockets his glasses. Powries lurk at the shot's edge.

MADISON

What do you want, troll?

Shay gasps and retreats a few steps.

SHAY

TROLL!? What the . . .

CONTINUED:

ENOK
(chuckles)
I want her. Stand aside, or I'll come through you.

MADISON
Shay, run. Run now! Don't stop.

CUT TO
Enok changes to a massive, dark creature with ram's horns, fangs, claws, and hooves. Clothing changes to dark leathers that fit him.

ENOK
(laughing)
Yes! It won't save you, but run!

CUT TO
Slow motion closeup of Madison and Shay. Madison's face becomes fiercer. Shay fearfully retreats a step.

CHAPTER END NOTES

As the slow-mo scene creeps by, the player has three choices: FIGHT, FLEE, or SURRENDER.

FIGHT leads to combat with Enok, a very tough opponent at this point in the game, and two powries. If Madison and Shay win (unlikely), Enok flees. Chapter 3 begins as Madison helps Shay home, then departs. He returns to guide Shay to chapter 3's main setting. If Shay is defeated, she and Madison awaken in chapter 3's main setting.

FLEE sees Madison hold Enok back as Shay runs, facing several powries and using powers to elude or defeat them. If she escapes, chapter 3 begins as she makes it home. Another ally (introduced in chapter 1) guides her to chapter 3's main setting. There, she can rejoin Madison, whom Enok captured. If Shay is defeated, she and Madison awaken in chapter 3's main setting.

SURRENDER allows Enok to take Shay away, under Madison's protests and promises to free her. Chapter 3 begins when Enok puts Shay to sleep. Having infiltrated chapter 3's main setting, Madison wakes Shay. They continue together.

The Story Continues

In chapter 3 ("Twilight Domain"), Madison and Shay explore a rakshasa base of operations. Shay learns more about herself and her new enemies. She and Madison discover clues about what the rakshasas are up to in Seattle and why they want Shay. Enok makes another appearance, weakened if he was defeated in chapter 2.