

Marvel's Guardians of the Galaxy narrative arc proposal (ArenaNet Mentorship, 2023)

Synopsis for the proposed game arc

Peter Quill accidentally travels to another universe where the Guardians of the Galaxy died because their Quill refuses to listen to them. Devastated, Quill returns to his universe but regains his confidence and overcomes an attack by listening to his team.

The arc's section:

- [1. Cinematic: The Guardians' ship is under attack by Bounty](#)
- [2. Branching dialogue and Cinematics: Quill tries to lead the team as they fight off Bounty's robots](#)
- [3. Environmental storytelling: Exploring the ship](#)
- [4. Cinematic: Quill meets Kitty Pryde](#)
- [5. Branching dialogue/sequence: Waking up at the cockpit](#)
- [6. Interactive: Defeating Bounty](#)

1. Cinematic: The Guardians' ship is under attack by Bounty

Bounty attacks the Guardians' ship. She's going to bring them back to Lady Hellbender. The Guardians prepare to fight back.

2. Branching dialogue and Cinematics: Quill tries to lead the team as they fight off Bounty's robots

Quill rejects help from the team (branching dialogue). Rocket tries an experimental weapon that transports Quill to the ship, but in another universe.

Barks sample:

DRAX
Peter Quill, fleeing is a cowardly
act.

GAMORA
If we fight, we're dead.

DRAX
We'll die an honorable death.

GAMORA

Peter, I'll fire up the backup engine
and one-eighty us out of here.

Dialogue branch sample:

OPTION #2 TEXT: I'm getting us out of here.

QUILL

We're getting outta here.

GAMORA

I'm going to invert the --

QUILL

Gamora, I got this.

MAIN PATH:

Quill tries a few buttons, and the system fails. They hear a muffled explosion.

Another unidentified part of the ship breaks off and floats away, burning. The Guardians watch it float away through the cockpit window.

ROCKET

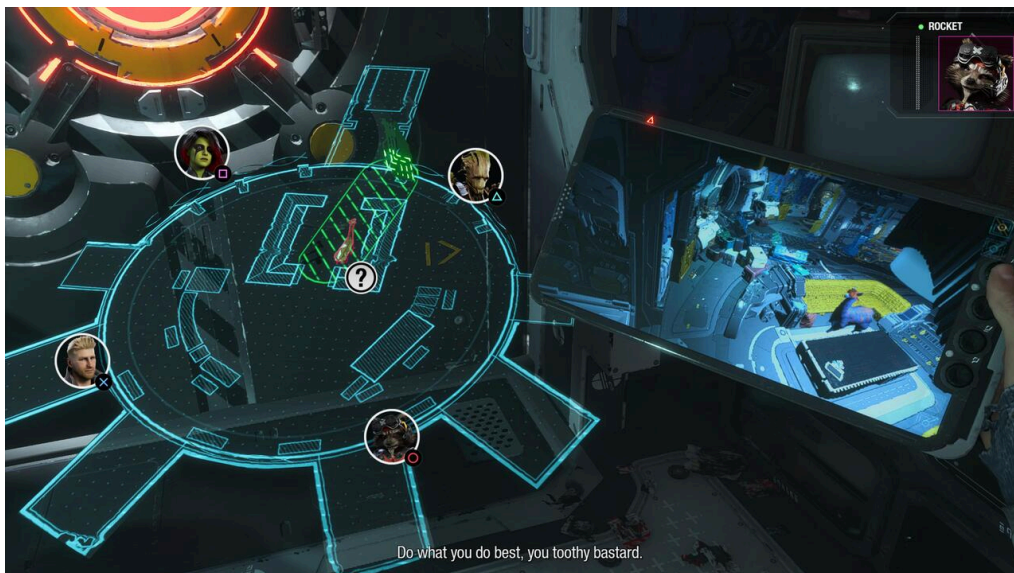
Stop ruining my ship!

QUILL

My ship!

3. Environmental storytelling: Exploring the ship

All the rooms are empty and dusty; his room is different, and the cargo hall is a shrine with electric memorial candles. He finds evidence of a mission to attack the ChiatURI headquarters. The same aliens that killed his mother.



Cockpit:

- Pilot's hub:

- Options:

- **Show the latest history:** a video snippet of the Guardians in the heat of battle on a Chitauri HQ. The video locks with a **code** that Quill doesn't know.

- **Bark:**

QUILL

What the flark... I need to find them. Fast.



Main hall/Lounge:

- **Fridge door:** it is closed. While it's usually always open.
- **Rocket's workbench:** The workbench is more high-tech than before. It detects and treats Quill's anxiety, confusion, and hunger.

- **Bark:**

WORKBENCH

Welcome back, Peter Quill.

QUILL

Em... thanks?

WORKBENCH

I detect 40% anxiety, 70%
bewilderment, and 10%
hunger. Stand still.

WORKBENCH sprays something on QUILL. He's surprised and shakes it off, and coughs.

WORKBENCH

Vital levels - sufficient.

QUILL

Okay, new official
Guardians rule - no more
weird untested inventions.

QUILL

Now, find Rocket and
declare it to him.



Gamora's room: The room hasn't been touched for a while. Advanced weapons decorate the walls. One slot is empty.

o **Bark:**

QUILL
Gamora? (coughs) She sure
let her room go.

- **High-tech weapons on the walls:** there's room on the wall for one missing weapon (which she's using in the video later).

o **Bark:**

QUILL
Wow, when did she get all
of these?



Drax's room: The room hasn't been touched in a while, and the skull that used to be on the wall is on the floor

o **Bark:**

QUILL
Drax? This room could use
some... something.

- **Punching bug:** punch it - dust comes out, and the bag falls to the floor.

o **Bark:**

QUILL
Oops. I'll get him a new
one.

- **Picture:** A picture of Drax's family covered in dust. A **note** attached details that Quill is leading them to their death in the quest for vengeance.

o **Bark:**

QUILL
Thanks for the vote of
confidence, Drax. (to self)
What vengeance?



Rocket's room: The room hasn't been touched in a while. A message is beeping on one of the monitors: "IDLE for 52575 minutes"

○ **Bark:**

QUILL

Rocket, what did you get us into? And why don't you ever clean your room?

- **Beeping monitor:** the message goes away, revealing a Chitauri headquarters map.

○ **Bark:**

QUILL

Chitauri? Just one bad idea after another...

QUILL

New Guardian rule, no more bad ideas. (beat) Except if they're mine.

After Quill INTERACTS with both ROCKET'S ROOM - MONITOR and DRAX'S ROOM - NOTE

QUILL

Rocket is into Chitauri floor plans...Drax and revenge... what happened while I was out...

(pause)

I guess Drax and revenge are pretty standard.



Quill's/Pryde's room: This is the only room that isn't covered in dust. The bed looked slept in. Quill's posters and pictures aren't on the wall; they are rolled up in a box in the corner of the room.

○ **Bark:**

QUILL
Hey! Where's my stuff?!

- **Pictures on the wall:** a photo of the X-Men, and a photo of the Guardians, both show an unknown woman (AKA Kitty Pryde).

○ **Bark:**

QUILL
What?! Who's *that*?

- **Box in the corner:** a box containing Quill's things.

- Quill will look through the box and find the photo of him and his mom.

■ **Bark:**

QUILL
Hi, Mom.

If interacted with ROCKET'S ROOM - MONITOR already:

QUILL
Not too long after, the Chitauri...hmm... Nah, Rocket wouldn't find their HQ for *me*.

If interacted with DRAX'S ROOM - NOTE:

QUILL
Not too long after, the Chitauri hmm... is Drax's revenge... Nah.

If interacted with both ROCKET'S ROOM - MONITOR and DRAX'S ROOM - NOTE:

QUILL
Just days before the Chitauri... hmm... Rocket's floor plans... Drax's vengeance... Nah.



- **Box of memorial candles:** next to the mirror. A box of Electric Memorial Candles.

- Quill picks one up. It turns on. Instead of a flame, it projects a hologram of a placeholder for an image, year of birth, and year of death, on a tombstone.

- **Bark:**

QUILL

Creepy.

Cargo hull:

- **Shrine:** The room is a shrine with photos of the Guardians on the walls and multiple Electronic Memorial Candles. Four of the candles are "burning" with a small electrical flame. There are personal items from the Guardians next to them.

- **Bark:**

The camera focuses on the photos and lit candles.

Quill

What is this?

- Quill can pick up any of the lit candles, and the flame turns to a hologram of either Gamora, Drax, Rocket, or Groot, with different birth years but the same year of death.

- **Bark pool:**

Quill

What the flark?!

Quill

(to the room) Very funny, guys! Ha ha ha! (beat)
Guys?

Quill

(to self) Creepy...

Quill

(to self) Geez... (to room)
Guys, joke time is over.



Come out. It's an... order.
Please.

Cinematic triggers when Quill leaves the shrine area.

4. Cinematic: Quill meets Kitty Pryde

After finding the shrine, Quill turns around to leave and comes face to face with Kitty Pryde. She electrocutes him, and he passes out.

5. Branching dialogue/sequence: Waking up at the cockpit

Quill wakes up in the cockpit, and Kitty Pryde confirms he's from another universe. She advises him to leave his team and shows him a recording of the Guardians getting killed in the Chitauri mission because he didn't listen to his team. It breaks Quill. Pryde sends him back to his universe.

6. Interactive: Defeating Bounty

Quill is back to the exact moment he left. His team pushes him for guidance on the options they suggested. He regains his confidence by choosing between their suggestions, and they defeat Bounty.

Gameplay:

- Three options: Fight (shoot at Bounty), Fry (attack her robots), Flight (make a run for it)
 - A combination of Fight or Fry and Flight will be effective against Bounty.
- Bounty will react either angrily (attack was effective) or belittle (attack wasn't effective)
- Whenever Bounty takes damage, Quill's barks shift from low-energy defeated to his usual confident self.

A sample from the sequence:

GAMORA

Peter, what's next? What do we do?

DIALOGUE OPTIONS:

1. You do you.
2. Whatever...
3. I don't know.

2. Whatever...

QUILL

We can fight, we can run, we can sit here and look at this candle thingy.

ROCKAT

Great, pick one.

QUILL

If I do, I get us all killed.

Gamora rolls her eyes and claps her hands to get his attention.

GAMORA

(to Quill) Snap out of it! What do you want us to do?

She gestures to herself.

GAMORA

Run?

She gestures to Drax.

GAMORA

Or fight?

OPTIONS:

1. Run

2. Fight

2. Fight

QUILL

Whatever Drax said.

DRAX

I shall obliterate her!

Drax fires up the blasters and shoots at Bounty's ship,

DRAX

AHHHH!!!

With every shot, the ship shakes.

ROCKET

Drax fried some of the bots! Our shield is working again! Say the word, Quill, and I'll fry them some more.

BOUNTY (O.S.)

(dying voice) You got me... I'm...
(normal voice) still here, still taking you in. Or apart. Probably both.

MAIN PATH

GAMORA

(to Quill) What's next, Peter? Fight, flight, or fry?

OPTIONS

1. **Fight**
2. **Flight**
3. **Fry**

3. **Fry**

QUILL

Rocket, fry 'em, I guess, if you want to.

ROCKET

(smirks) If I want to?

Rocket presses a button, and an electric wave swipes the ship's ceiling. Through the window, you can see bots flying off.

BOUNTY (O.S.)

You're all like (mimicking voice)
"we'll fight you, ah!" Cute. Cute!

MAIN PATH

The alarm goes down a notch.

ROCKET

We're killing it.

GROOT

I am Groot.

ROCKET

OK, almost killing it.

GAMORA

Peter!

OPTIONS

1. **Fight her with all we've got.**
2. **Make her sweat.**
3. **Fry them bots.**

2. **Make her sweat.**

QUILL

Gamora, pedal to the metal.

GAMORA

Good to have you back, Peter.

The ship speeds, zigs, and zags until Bounty cuts them off.

BOUNTY (O.S.)

(angry) Pro tip: being a pain - not a good idea.

End of sample.