

Vampire Hunt

Narrative Document

The basic story:

Play as a man who has been bitten by a vampire, and is thus slowly becoming one of them.

This affliction has hardened his heart over several weeks - as he has slowly been outcast by his village and his loved ones - stripped of everything.

In order to hide his ugliness, he found an old Plague Doctor's suit to wear. This hides his appearance from both others within the game world and the audience.

After finding a firearm and a few other tools - he sets off to an abandoned crypt to try and hunt for the beasts that ruined his life.

The deeper story:

The main character is a hate-fueled animal of a man, due to all that has been done to him and taken from him as a human being.

As the players continue to play they may begin to ask why the vampires are so small, and fly away from the player character without a fight.

In truth, this is because of a dark twist:

The player is not hunting full grown vampires, but a brood their young.

The crypt is, in truth, a nesting ground.

This should be a dramatic reveal as the players investigate, and improve their scores.

Mechanics & Clues:

Mechanic #1: The music box

There is a music box in the game's audio - let's make it an interactable object.

The louder the music box plays, the more Vampires will spawn to find.

This encourages the player to run back and wind it up to get better odds.

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It will also hint at the truth of these vampires, as they are lured by the music box like children are.

Mechanic #2: The crypt

Like the music box, let's make the crypt an interactable object.

The doors slowly open more and more over time, with a groaning sound.

If the player does not close them occasionally, a full-grown vampire will chase them.

If it catches the player, they die and the run cuts short.

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The existence of a much larger vampire will also raise questions:

Why is this vampire different, and why don't the others attack the player?

In truth, this is because the Crypt Vampire is the only full-grown among them.

Hint #1: Blown away papers

Within trees in the surrounding forests, we can have fliers or newspapers.

They can be stuck in branches after being blown away, or nailed up to the trees.

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The flyers should promote strange activities involving a vampire, and/or a plague doctor.

In truth, all of these papers talk about the same person: The player character.

Hint #2: The back of the Crypt

Behind the crypt we can add a small table of sorts.

On the table can be various books and notes - detailing vampires.

The notes can be from the player at certain points, keeping count of things such as:

Days that have passed since "The incident",

Count of Crypts "visited",

and little details of how the character found the costume and gun.

Hint #3 Score reactions

We can have the player character react to the player's score - through small lines of

dialogue.

Lower scores will be ominous - while higher scores showcase the character's intentions.

Potential dialogues:

Low scores:

"It's not enough.."

"They're still out there.."

"This isn't the end.."

Medium scores:

"They will rue that day.."

"They must suffer too.."

"I will make them pay.."

High scores:

"Finally, the whining goes silent.."

"One less lineage of beast.."

"Now they will know a fraction of my loss.."

Hint #4 Final cutscene:

If the player gets an incredibly high score, we can reward them with a final cutscene.

This could zoom in to the player character as he narrates and removes his mask,

Thus revealing his true appearance as he speaks of shady morales,
and what the player has been doing all this time: Killing vampiric children.