

Eyes of the G-Man

Game Tone

If it's not already evident, I want this to be sort of over-the-top campy. I want the presentation to be as serious as the opening monologue of Half-Life 2, but the content to be obviously self-deprecating (hopefully that's the right word).

I played Half-Life 2 in 2005 and loved it. I never got to Episode 1 or 2, and I never played the original Half-Life. I genuinely enjoy the G-Man :) I also think he's silly, and wanted to match the tone of the banter in the Idle Thumbs episode by the same name (125, Eyes of the G-Man).

Game Flow

[Black screen]

[G-Man begins speaking, sparsely]

[White letters begin fading in]

<u>Fade Timeline</u>	<u>Text/Actions</u>
	Half-Life
	[background music slowly fades in]
	Half-Life 3
	["Half-Life" fades out]
	3
	[3 rotates 180 deg to make a sort of E]
	3yes of the G-Man [with "3" mirrored horizontal to make "E"]
	[G-Man face fades into the foreground]

[G-Man monologue runs]

[G-Man blinks his eyes, Gordon appears as reflection in his eyes]

[Gordon allowed time to learn how to point (with mouse) and swing crowbar (with any key/click)]

[Head crabs spawn, run at Gordon, Gordon kills them, G-Man mutters nonsense in background]

[if head crab makes it to Gordon's head, it latches on, kills him, cue G-Man exit monologue]