

Partial Narrative, 2nd iteration:

The game begins with a boot screen, opening up to a generic 2000s desktop; old and very obviously dated.

On the desktop are various titled **folders** - *memories*, *screenshots*, *files*; and **apps** - an msn type of *messaging app*, and a typical *internet browser* (that leads to your email).

After browsing through the desktop for about 30 seconds, a notification pops up on the messaging app - your old best friend from a decade ago is on the app with you! What a (convenient) coincidence.

Chat log:

Dave chat log

-----2006-05-22-----

langelo_iz_kewl2000: yoooo

XXxx_04v3_xxXX: Yo!

langelo_iz_kewl2000: nvr doin that again lol

XXxx_04v3_xxXX: I did tell you not to press random links you don't trust lol.

langelo_iz_kewl2000: how wuz i supposed to now not too???

langelo_iz_kewl2000: looked ok to me

XXxx_04v3_xxXX: One of these days you're going to get hacked lol.

langelo_iz_kewl2000: shuddup xD

XXxx_04v3_xxXX: Haha!

langelo_iz_kewl2000: anyways.....

langelo_iz_kewl2000: DD?

XXxx_04v3_xxXX: I'll log in a sec lol.

-----2006-05-24-----

langelo_iz_kewl2000: duuuude r u online?????????????

langelo_iz_kewl2000: hello?????

XXxx_04v3_xxXX: Yo! Yeah, just came back.

langelo_iz_kewl2000: sweeeeeet

langelo_iz_kewl2000: wanna play DD????

XXxx_04v3_xxXX: Not right now, I need to take care of Amy tonight.

langelo_iz_kewl2000: amy? whos amy

XXxx_04v3_xxXX: My sister.

XXxx_04v3_xxXX: Mom is working and grandma is sick, so I'm the only one who can take care of her.

XXxx_04v3_xxXX: And you know how crazy little sisters can get lol.

langelo_iz_kewl2000: nahh xD

langelo_iz_kewl2000: wouldnt know

XXxx_04v3_xxXX: Oh, right.
langelo_iz_kewl2000: but come onnnnnnn lets play!!!
langelo_iz_kewl2000: amy can watch us lol
langelo_iz_kewl2000: i wanna kill dat angle tonight!!!!1
XXxx_04v3_xxXX: Mike, I can't.
XXxx_04v3_xxXX: Mom is gonna actually kill me if she sees Amy awake past 8pm.
langelo_iz_kewl2000: :(
XXxx_04v3_xxXX: Anyways, I'll talk to you later!!
XXxx_04v3_xxXX: If you want to play DD without me, do it.
XXxx_04v3_xxXX: See you later!

-----2006-05-26-----

XXxx_04v3_xxXX: Hey, Mike?
XXxx_04v3_xxXX: You there?
langelo_iz_kewl2000: omg finalllyyyyyyyy
langelo_iz_kewl2000: where wer u???? thought you died :(
XXxx_04v3_xxXX: I told you, I had to take care of Amy.
langelo_iz_kewl2000: ooohhhh riht
langelo_iz_kewl2000: anyway wanna play?????????????
langelo_iz_kewl2000: please?????????
langelo_iz_kewl2000: i couldent kill the angle :(
langelo_iz_kewl2000: i need you dave
XXxx_04v3_xxXX: Yeah, I have time now.
XXxx_04v3_xxXX: I'll log in in a sec.

-----2006-05-27-----

langelo_iz_kewl2000: DUDE
langelo_iz_kewl2000: WTF
langelo_iz_kewl2000: Y DID THE ANGLE KILL US????????????????????
langelo_iz_kewl2000: i did eveyrthgn good?????????????
langelo_iz_kewl2000: i hate this gaem omg
XXxx_04v3_xxXX: Hmm...
XXxx_04v3_xxXX: I think we failed on the last puzzle.
langelo_iz_kewl2000: how??????????
langelo_iz_kewl2000: ughhhhhhhhhh
XXxx_04v3_xxXX: We were too slow, obviously.
XXxx_04v3_xxXX: That, and that lever logic was too confusing lol.
langelo_iz_kewl2000: nahhhh im done
XXxx_04v3_xxXX: Aw come on, Mike.
XXxx_04v3_xxXX: Don't be like that.
langelo_iz_kewl2000: like what????? i did EVERYTHIGN good!!!
langelo_iz_kewl2000: U clearly messed it all up!!!
XXxx_04v3_xxXX: Dude, what?
langelo_iz_kewl2000: i was hshootng those canonballs like a PRO
langelo_iz_kewl2000: didnt miss a SINGEL tiem
langelo_iz_kewl2000: so obiously it was u who failed

langelo_iz_kewl2000: bcuz you did the puzzel
XXxx_04v3_xxXX: I'm sorry.
XXxx_04v3_xxXX: I really tried my best.
XXxx_04v3_xxXX: But!
XXxx_04v3_xxXX: Maybe if we swapped roles we could kill it!
XXxx_04v3_xxXX: I wanna try my hand at shooting it this time!
langelo_iz_kewl2000: aw HELL nah
langelo_iz_kewl2000: puzzles SUX
langelo_iz_kewl2000: and teh prson who made this sux too
XXxx_04v3_xxXX: You wanna try again?
XXxx_04v3_xxXX: Mike?
XXxx_04v3_xxXX: Are you there?
-----2006-05-28-----
XXxx_04v3_xxXX: Hey.
XXxx_04v3_xxXX: You there?
-----2006-05-29-----
XXxx_04v3_xxXX: Hello?
XXxx_04v3_xxXX: Mike?
XXxx_04v3_xxXX: Are you mad at me for failing the puzzle?
XXxx_04v3_xxXX: I'm sorry.
XXxx_04v3_xxXX: Let's talk next time you're online.
-----2006-05-30-----
XXxx_04v3_xxXX: Mike, please answer me.
XXxx_04v3_xxXX: I'm worried.
-----2006-06-02-----
XXxx_04v3_xxXX: I hope you're okay.
-----2006-07-01-----
XXxx_04v3_xxXX: Happy Birthday, Mike.
XXxx_04v3_xxXX: I miss you.
-----2015-05-27-----
XXxx_04v3_xxXX: Mike!
langelo_iz_kewl2000: holy shit
langelo_iz_kewl2000: dave??
langelo_iz_kewl2000: is that you??
XXxx_04v3_xxXX: Yeah :D!
XXxx_04v3_xxXX: It is me :).
langelo_iz_kewl2000: dude its been years!
langelo_iz_kewl2000: what are you doing here??
XXxx_04v3_xxXX: What do you mean?
langelo_iz_kewl2000: like
langelo_iz_kewl2000: noone uses this thing to chat with anymore lol
XXxx_04v3_xxXX: Haha, true.
XXxx_04v3_xxXX: But honestly? I never left :(.
langelo_iz_kewl2000: huh

XXxx_04v3_xxXX: I held onto hope that we could talk again one day :(.
XXxx_04v3_xxXX: So I have been logging in every once in a while to see if you were online :(.
langelo_iz_kewl2000: jesus
langelo_iz_kewl2000: dude im so sorry
langelo_iz_kewl2000: so so sorry
langelo_iz_kewl2000: life got so busy after we last played
langelo_iz_kewl2000: never found a moment to log in
langelo_iz_kewl2000: especially since mom cut off my internet once my grades tanked lol
langelo_iz_kewl2000: but yeah
langelo_iz_kewl2000: im sorry
XXxx_04v3_xxXX: It is okay!
XXxx_04v3_xxXX: I forgive you.
XXxx_04v3_xxXX: I am just glad you are healthy and alive.
XXxx_04v3_xxXX: You have no idea how happy seeing you here has made me.
langelo_iz_kewl2000: oh god yeah i bet
XXxx_04v3_xxXX: But! Now that you are here...
XXxx_04v3_xxXX: Want to continue where we left off?
XXxx_04v3_xxXX: In DD?
langelo_iz_kewl2000: uhhh
XXxx_04v3_xxXX: We can catch up on everything later :).
langelo_iz_kewl2000: sure
langelo_iz_kewl2000: sounds good
XXxx_04v3_xxXX: Okay! Perfect!
XXxx_04v3_xxXX: Here's the .exe file for it:
XXxx_04v3_xxXX: (link to game)
langelo_iz_kewl2000: oh thanks
langelo_iz_kewl2000: good thing you sent it
langelo_iz_kewl2000: i uninstalled the game after raging last time lol
langelo_iz_kewl2000: just need to remember my deets
XXxx_04v3_xxXX: That is okay.
XXxx_04v3_xxXX: I will wait for you in the game.

After the brief conversation, Mike downloads DD, Diligent Dungeon (temporary name), and immediately encounters a log in screen.

Of course, since a literal decade passed, Mike forgot his log in details. He navigates through the different folders, finding his original username, and his password through his still logged in email.

After accessing his email to find his password, and finding a screenshot of his and Dave's characters names, he manages to log in the game.

Once within the game, all of their progress is reset. A short dialogue/active cutscene within the game begins, with Mike expressing his disappointment and “Dave” being a guide in helping Mike progress through the gamegame.

Dialogue

(within gamegame; entry lobby):

Regan XVII: You remembered your log in! Excellent.

Langelo: uh why are we in the main lobby?? werent we at that weird final boss last time we played?

Regan XVII: We were.

Regan XVII: But the servers got reset in 2012 due to them getting hacked :(.

Regan XVII: So we are back at square one.

Langelo: seriously??

Langelo: well no point in dwelling over the past i guess

Langelo: but uh

Regan XVII: Yes?

Langelo: what do we do here again lol

Langelo: all the doors are locked

Regan XVII: Ah, right.

Regan XVII: You need to find a key somewhere within this room to continue.

Regan XVII: Bot prevention, and all.

Langelo: oh yeah

Langelo: makes sense

Langelo: time to explore lol

Regan XVII: Take your time.

Regan XVII: There is no rush :).

Regan XVII: I already have the key, so I will wait for you near the door.

(after collecting the key)

Regan XVII: Great job!

After unlocking the door, Mike and “Dave” explore the various rooms of the fantasy-themed chatroom as their online personas. They solve puzzles, progressing ever further toward the final boss they failed to defeat all those years ago.

With each passing room/area, “Dave” gets more pushy to get to the Angel to kill it.

Notes:

- the network behind the chatting system shut down years ago, Dave and “Dave” are keeping the networks (of the chatting system & gamegame) and each other “alive” from their failed swap.

- The failed swap made Dave die, and the demon and Dave's consciousness to be trapped within gamegame.

- the Angel that “Dave” wants them to kill the real Dave.

- “Dave” wants to kill the Angel to embed itself with Mike; for Mike's consciousness to be overridden/taken over by the demon.

- And for that to happen, it needs to have full control over gamegame, and the messenger app - the only direct links of connection it has with Mike.

-the further we progress through DD, Mike(and the player) realise that something feels wrong with "Dave".

-about 75% into the game, we have a critical choice to make - continue with killing the angel, or betray "Dave" alongside the Angel.

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Jan 23rd:

(after collecting the key in gamegame)

Regan XVII: Great job!

Langelo: easy as ever

Regan XVII: Let's go!

Regan XVII: Follow me!

Langelo: aight

Narrative beats after collecting the key(aka, the whole rest of the game):

- the network behind the chatting system shut down years ago, Dave and “Dave” are keeping the networks (of the chatting system & gamegame) and each other “alive” from their failed swap.

- The failed swap made Dave die(note: physically), and the demon and Dave's consciousness to be trapped within gamegame.

- the Angel that “Dave” wants them to kill the real Dave.

- “Dave” wants to kill the Angel to embed itself with Mike; for Mike's consciousness to be overridden/taken over by the demon.
 - o (the parasitic, symbiosis element)
 - o And for that to happen, it needs to have full control over gamegame, and the messenger app - the only direct links of connection it has with Mike.
- the further we explore the rooms within DD, Mike (and the player), realise thru the documents on the desktop and the dialogue with Andrew, that “Dave” isnt Dave.
- the finale begins:
 - o A confrontational cutscene between “Dave” and Mike, where Mike reveals that he knows that Dave is dead. “Dave” tries to gaslight Mike, but Mike now knows better. “Dave’s” persona drops, and it begins to bleed elements from DD to the desktop - the main mechanic

General plot; based off of the stages of grief

Stages of grief: denial, anger, bargaining, depression, and acceptance.

((jan 26th note: too overscoped, but some elements/feels could be used to better up the narrative))

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January 26th:

notes:

- The dialogue doesn't need any altering(?)
- Beats:
 - Intro
 - Log in
 - In game
 - Lobby - move around, get introduced to gamegames' control scheme; demon pushes mike to hurry up
 - Lvl1 - key
 - Lvl2
 - Lvl3

- Final boss(?)
- We want the player to feel save with the demon, before pulling the rug and revealing that they are in fact evil
 - How would that work dialogue/puzzle-wise?

From kateryna on discord:

Lvl 0 - lobby. here player can understand how to move around, in chat they see the message and move to next Lvl

Lvl 1 - Find the key room. Luminous space with fences and doors. See Dave from begining that says that you need to find Key to move to next level. Main house has obvious door and gide u to find keys

Lvl 2 - Find sword and combat. Dave tells you about 4 parts of relic to kill the Boss (Angel). Cant finish level bc something blocking the way. Introduces the Cheat/Edit system

Lvl 3* - Introduces the Cheat/Edit system here?

My further developings:

lvl 4 - collecting all relic pieces and utilising the trainer fully

lvl 5 - final boss(choice between killing the angel OR killing the demon)

After narrowing it down and developing it further:

Original Narrative beats(3rd iteration) (after entering gamegame):

Lvl 0 - lobby. the player understands how to move around within the game, in the game chat they have a starting cutscene to set the scene, and move onto the next lvl.

Lvl 1 - Find the key room. Luminous space with fences and doors. Demon Dave gives you a task - find the key to move onto the next level. Only 1 house allows you to progress forward, the rest are duds.

Lvl 2 - Find a sword and combat intro. Dave tells you about 4 parts of the relic to kill the Boss (Angel Dave). Cant finish level because of something blocking the way; first relic obtained after completing the main objective. [First password hidden within the level](#)

Lvl 3 - Introducing the Cheat/Edit system (trainer); second relic obtained after completing the main objective. [Second password hidden within the level](#)

Lvl 4 - "Everyone is here" - a gauntlet of puzzles, combat sections, and finding keys to progress forward. collecting the remaining two relic pieces and utilising the trainer fully; third and fourth relic pieces obtained. [Third and fourth passwords hidden within the level](#)

Lvl 5 - final boss (choice between killing the angel OR killing the demon).

NOTE: by default, unless the player discovers and unlock the 4 password protected files within the desktop, only the "bad end" would be available.

Choosing angel: "bad end" - the player has to use all previous mechanics to do 3 hits to the angel. Upon the last hit, the angel dies, leaving you alone with dave. the possession meter is revealed to be done by the demon to you, and not by the angel. The demon laughs, impressed that mike, daves so-called best friend, just went straight ahead without a second thought. The meter reaches its max limit instantly, with mike becoming possessed by the demon, forced to take a back seat as the demon deletes all files off of the desktop and turns off the computer.

Choosing demon: "good end" - the demon tries to initially gaslight mike into believing that the angel is tricking him into pitting them against each other. But after mike pushes back, the demon breaks the act and straight up tries to possess mike. The angel interjects, giving mike the chance to destroy it (by using the trainer and beating the everloving crap out of it). Once defeated, the angel regains the ability to talk to mike, telling him to disable the gameworld. They have a sad last conversation within the messenger app, and mike reluctantly agrees to shut down the game, watching as everything around them disappears. With the game gone, mike goes to shut down the computer, leaving his restored memories of dave intact.

Original Full Narrative(3rd iteration):

The game begins with a boot screen, opening up to a generic 2000s desktop; old and very obviously dated.

On the desktop are a few titled **folders** - *memories*, and *screenshots*; and **apps** - an msn type of *messaging app*, and a typical *internet browser* (it 404's, you do not have access to the internet), and an editor/trainer you can use to alter the buggy parts of the game(you obtain it in lvl 3).

After the player browses through the main chat log until the most recent message from 2006, a notification pops up on the messaging app - your old best friend Dave from almost a decade ago is on the app with you! What a (convenient) coincidence.

~~Counter relic pieces: upon successfully opening up 4 password locked files within the desktop, the player/mike obtains a counter relic they can use to hit the demon in game - making it possible to kill the demon and get the "good" ending~~

- This idea is put on the backburner for now, but the password unlock element is kept to have the player keep track of what things they have at their disposal at the desktop

Dave chat log

-----2006-05-22-----

langelo_iz_kewl2000: yoooo

XXxx_04v3_xxXX: Yo!

langelo_iz_kewl2000: nvr doin that again lol

XXxx_04v3_xxXX: I did tell you not to press random links you don't know the source of, lol.

langelo_iz_kewl2000: how wuz i supposed to know????

langelo_iz_kewl2000: looked ok to me

XXxx_04v3_xxXX: One of these days, you're totally going to encounter Denet lol.

langelo_iz_kewl2000: shuddup xD

XXxx_04v3_xxXX: Haha!

langelo_iz_kewl2000: denet isnt even real

langelo_iz_kewl2000: soooo fake lol

langelo_iz_kewl2000: anyways.....

langelo_iz_kewl2000: knights?

XXxx_04v3_xxXX: I'll log in a sec lol.

-----2006-05-24-----

langelo_iz_kewl2000: duuuude r u online?

langelo_iz_kewl2000: hello???

XXxx_04v3_xxXX: Yo! Yeah, just came back.

langelo_iz_kewl2000: sweeeeeet

langelo_iz_kewl2000: wanna play knights??

XXxx_04v3_xxXX: Not right now, I need to take care of Amy tonight.

langelo_iz_kewl2000: ur sister?

XXxx_04v3_xxXX: Yeah.

XXxx_04v3_xxXX: Mom is working, and Grandma is sick, so I'm the only one who can take care of her.

XXxx_04v3_xxXX: And you know how crazy younger siblings can get lol.

langelo_iz_kewl2000: nahh xD

langelo_iz_kewl2000: wouldent know

XXxx_04v3_xxXX: Oh, right.

langelo_iz_kewl2000: but come onnnnnnn lets play!!!

langelo_iz_kewl2000: amy can watch us lol

langelo_iz_kewl2000: i wanna kill dat final boss tonight!!!1

XXxx_04v3_xxXX: Mike, I can't.

XXxx_04v3_xxXX: Mom is gonna actually kill me if she sees Amy awake past 8 pm.

langelo_iz_kewl2000: :(

XXxx_04v3_xxXX: Anyways, I'll talk to you later!!

XXxx_04v3_xxXX: If you want to play Knights without me, do it.

XXxx_04v3_xxXX: You can always hit up Andrew, if anything.

langelo_iz_kewl2000: :(:(bro plz

langelo_iz_kewl2000: other ppl r lame

XXxx_04v3_xxXX: Sorry, I really can't.

XXxx_04v3_xxXX: I'll send him your username.

XXxx_04v3_xxXX: See you later!

langelo_iz_kewl2000: bye i guess...

-----2006-05-25-----

langelo_iz_kewl2000: daaaaveeee

langelo_iz_kewl2000: get onlineeee

langelo_iz_kewl2000: andrew was trashhhh

-----2006-05-26-----

XXxx_04v3_xxXX: Hey, Mike?

XXxx_04v3_xxXX: You there?

langelo_iz_kewl2000: omg finalllyyy

langelo_iz_kewl2000: where were u???? thought you died :(

XXxx_04v3_xxXX: I told you, I had to take care of Amy.

langelo_iz_kewl2000: ooohhhh riht

langelo_iz_kewl2000: anyway wanna play??

langelo_iz_kewl2000: please??

langelo_iz_kewl2000: i couldent kill the boss :(

langelo_iz_kewl2000: i need you dave

XXxx_04v3_xxXX: Yeah, I have time now.

XXxx_04v3_xxXX: I'll log in in a sec.

-----2006-05-27-----

langelo_iz_kewl2000: DUDE

langelo_iz_kewl2000: WTH

langelo_iz_kewl2000: Y DID TEH BOSS KILL US????

langelo_iz_kewl2000: i did eveyrthgn corect????

langelo_iz_kewl2000: i hate this gaem omgggg

XXxx_04v3_xxXX: Hmm...

XXxx_04v3_xxXX: I think we failed on the last puzzle.

langelo_iz_kewl2000: how????

langelo_iz_kewl2000: ughhhhhhhhh

XXxx_04v3_xxXX: We were too slow, obviously.

XXxx_04v3_xxXX: That, and that timed sequence was too confusing lol.

langelo_iz_kewl2000: nahhhh im done

XXxx_04v3_xxXX: Aw, come on, Mike.

XXxx_04v3_xxXX: Don't be like that.

langelo_iz_kewl2000: like what????? i did EVRYTHIGN i was suposed to!!

langelo_iz_kewl2000: u clearly messed it allll up!!!

XXxx_04v3_xxXX: Dude, what?

langelo_iz_kewl2000: i was slising those enemies like a PRO

langelo_iz_kewl2000: didnt miss ONCE

langelo_iz_kewl2000: so obiously it was u who failed

langelo_iz_kewl2000: bcuz you didnt collect ALL the relics >:((

XXxx_04v3_xxXX: I'm sorry.

XXxx_04v3_xxXX: I really tried my best.

XXxx_04v3_xxXX: But!

XXxx_04v3_xxXX: Maybe if we swapped roles, we could kill it!

XXxx_04v3_xxXX: I wanna try my hand at doing the combat this time!

langelo_iz_kewl2000: aw HELL nah

langelo_iz_kewl2000: puzzles SUX

langelo_iz_kewl2000: and the prson who made this sux too

XXxx_04v3_xxXX: You wanna try again?

XXxx_04v3_xxXX: Mike?

XXxx_04v3_xxXX: Are you there?

-----2006-05-28-----

XXxx_04v3_xxXX: Hey.

XXxx_04v3_xxXX: You there?

-----2006-05-29-----

XXxx_04v3_xxXX: Hello?

XXxx_04v3_xxXX: Mike?

XXxx_04v3_xxXX: Are you mad at me?

XXxx_04v3_xxXX: I'm sorry.

XXxx_04v3_xxXX: Let's talk next time you're online.

-----2006-05-30-----

XXxx_04v3_xxXX: Mike, please answer me.
XXxx_04v3_xxXX: I'm worried.
-----2006-06-02-----
XXxx_04v3_xxXX: I hope you're okay.
-----2006-07-01-----
XXxx_04v3_xxXX: Happy Birthday, Mike.
XXxx_04v3_xxXX: I miss you.
-----2015-05-27-----
XXxx_04v3_xxXX: Mike!
langelo_iz_kewl2000: holy shit
langelo_iz_kewl2000: dave?
langelo_iz_kewl2000: is that you?
XXxx_04v3_xxXX: Yeah :D!
XXxx_04v3_xxXX: It is me :).
langelo_iz_kewl2000: dude its been years!
langelo_iz_kewl2000: what are you doing here?
XXxx_04v3_xxXX: What do you mean?
langelo_iz_kewl2000: like
langelo_iz_kewl2000: noone uses this thing to chat with anymore lol
XXxx_04v3_xxXX: Haha, true.
XXxx_04v3_xxXX: But honestly? I never left :(.
langelo_iz_kewl2000: huh
XXxx_04v3_xxXX: I held onto hope that we could talk again one day :(.
XXxx_04v3_xxXX: So I have been logging in every day to see if you were online :(.
langelo_iz_kewl2000: jesus
langelo_iz_kewl2000: dude im so sorry
langelo_iz_kewl2000: so so sorry
langelo_iz_kewl2000: life got so busy after we last played
langelo_iz_kewl2000: never found a moment to log in
langelo_iz_kewl2000: especially since mom cut off my internet once my grades tanked
langelo_iz_kewl2000: amongst other things
langelo_iz_kewl2000: but yeah
langelo_iz_kewl2000: im sorry
XXxx_04v3_xxXX: It is okay!
XXxx_04v3_xxXX: It was a long time ago. I forgive you :).
XXxx_04v3_xxXX: I am just glad you are healthy and alive.
XXxx_04v3_xxXX: You have no idea how happy seeing you here has made me.
langelo_iz_kewl2000: oh god yeah dude
langelo_iz_kewl2000: same
XXxx_04v3_xxXX: But! Now that you are here...
XXxx_04v3_xxXX: Want to continue where we left off?
XXxx_04v3_xxXX: In Knights?
langelo_iz_kewl2000: uhh
XXxx_04v3_xxXX: We can catch up on everything later :).

langelo_iz_kewl2000: haha
langelo_iz_kewl2000: sure
langelo_iz_kewl2000: sounds good
XXxx_04v3_xxXX: Okay! Perfect!
XXxx_04v3_xxXX: Here's the standalone .exe file for it:
XXxx_04v3_xxXX: **XXxx_04v3_xxXX has sent you the file:**
KnightsofGoodandEviliv.exe
langelo_iz_kewl2000: oh thanks
langelo_iz_kewl2000: good thing you sent it
langelo_iz_kewl2000: i dont seem to have it anymore lol
langelo_iz_kewl2000: but yeah
langelo_iz_kewl2000: just need to remember my deets now
XXxx_04v3_xxXX: That is okay.
XXxx_04v3_xxXX: I will wait for you in the game.

After the brief conversation, Mike downloads Knights, short for Knights of Good and Evil IV, and immediately encounters a login screen.

Of course, since a literal decade passed, Mike forgot his login details. He navigates through the desktop, finding his original username from an old in-game screenshot, and his password through a notepad document titled "supersecretdocDONOTOPEN".

After getting his account details, he manages to log in to the game.

Once within the game, Mike notes that all of their progress is reset. A short dialogue/active cutscene within the game begins, with Mike expressing his disappointment and "Dave"(The Demon) being a guide in helping Mike progress through the gamegame.

Dialogue

(within gamegame; lvl 0 - lobby):

Note: the player/mike is forced to read the dialogue, as the demon/regan is blocking the only way out

Regan XVII: You remembered your log in! Excellent.

Langelo: uh why are we in the main lobby? werent we at that final boss last time we played?

Regan XVII: We were.

Regan XVII: But the servers got reset in 2012 due to them getting hacked :(.

Regan XVII: So we are back at square one.

Langelo: seriously?

Langelo: well no point in dwelling over the past i guess

Langelo: but uh
Regan XVII: Yes?
Langelo: what do we do here again lol
Regan XVII: Ah, right.
Regan XVII: Well, we move on.
Regan XVII: Not much to do in the lobby.
Regan XVII: We have no time to lose.
Langelo: oh okay

(Regan leaves the lobby, unblocking the door)

(within gamegame; lvl 1 - find the key):

(upon entry:)

Regan XVII: Right, first things first.
Regan XVII: You need to find a key somewhere within this room to continue.
Regan XVII: Bot prevention, and all.
Langelo: oh yeah
Langelo: makes sense
Langelo: sorta
Langelo: time to explore lol
Regan XVII: Take your time.
Regan XVII: There is no rush :).
Regan XVII: I already have the key, so I will wait for you near the door.

(after collecting the key:)

(Note: an invisible wall blocks your path; it disappears after the dialogue finishes)

Regan XVII: Great job!
Langelo: easy as ever
Regan XVII: Let's go!
Regan XVII: Follow me!
Langelo: aight

(within gamegame; lvl 2 - find the sword & combat intro):

(the player can explore the area freely as the conversation continues)

Langelo: oh damn

Langelo: i remember this place

Regan XVII: Oh?

Langelo: yeah

Langelo: you get the first sword here

Langelo: and that stupid vaguely told story of "4 pieces of the holy relic that will vanquish the evil invader"

Langelo: or something

Regan XVII: Oh! Yes!

Regan XVII: That is a major part of the game!

Regan XVII: With each room we complete, we collect a piece of the shattered relic.

Regan XVII: We have four pieces to collect in total.

Regan XVII: The relic assembles itself once we collect the final piece.

Regan XVII: Without the completed relic, defeating the final boss is impossible.

Langelo: ok fair

Langelo: cool

Langelo: generic fantasy plot and all

Langelo: my favorite

Langelo: but uh

Langelo: wheres the sword

(animation: the sword majestically floats down from the heavens with an equally majestic sfx and over the top light effect)

Langelo: oh

Langelo: man

Langelo: thats so corny lol

Langelo: a product of its age huh

Regan XVII: Haha! Agreed!

(after getting the sword)

Langelo: this feels much more familiar

Regan XVII: Great to hear!

Regan XVII: Do you remember what you need to do next?

(enemies spawn; they growl; a beat passes before the next message)

Langelo: that lol

Langelo: good ol hack n slash

Langelo: i got this

(you go and kill the 5 enemies that spawn in, Regan rushes to the enemies, as if trying to damage them, standing near the portcullis once the player defeats all the enemies)

Regan XVII: Excellent!

Regan XVII: You killed all the enemies!

Langelo: that was pretty boring though lol

Regan XVII: Haha! Agreed!

Langelo: yeah

Langelo: anyways

Langelo: now what?

(a piece of the relic appears out of nowhere near the exit door, with an even holier sounding sound; the demon blocks the way out)

(note: the relic has an invisible barrier blocking it, preventing the player from obtaining it before the dialogue finishes)

Langelo: oh

Langelo: was knights always this

Langelo: extra?

Regan XVII: Haha.

Regan XVII: Yes, it always was :D.

Langelo: lol alright

Regan XVII: Right, so!

Regan XVII: Collect the first piece of the relic near the gate so we can continue onward.

Langelo: okay

(the player/mike collects the relic)

Regan XVII: Well done!

Regan XVII: Let us go, my friend :D!

(the demon leaves)

(within gamegame; lvl 3 - introducing the editor):

Castle entry garden

(Regan passes by the bridge like normal, waits for Langelo to come over to continue)

Regan XVII: Quickly now!

Regan XVII: The faster we get to the castle, the sooner we can be permanently done with this game!

(Langelo tries to continue, but falls through, getting respawned at the start)

Langelo: uh

Langelo: was that meant to happen?

Regan XVII: What now?

Langelo: i tried to walk through the bridge

Langelo: but i just fell through

Langelo: theres no way for me to continue

Regan XVII: That...is not ideal.

Regan XVII: Hmm...

Langelo: what do we do?

Langelo: should we restart the game?

Langelo: ill restart the game

Regan XVII: Wait!

Langelo: huh?

Regan XVII: I will send you the Editor for the game.

Langelo: editor?

Langelo: what editor?

Langelo: how did you even get it?

Regan XVII: I will explain later :).

Regan XVII: **XXxx_04v3_xxXX has sent you the file: KGE4Editor.exe**

Regan XVII: Right now, open up the Editor, and use it to help you continue through the bridge.

Langelo: hm

Langelo: okay

(the player enables the bridge, continuing onward)

Regan XVII: Excellent work, Mike!

(the player+regan defeat the enemies)

Regan XVII: Let us go, my friend :D!

Langelo: dave wait

(Regan rushes toward the maze, uncaring about the collisions, gunning straight to the top of the stairs)

Langelo: wait!!

Langelo: omg dude

Langelo: we dont have to rush this hard!!

(langelo reaches the entrance of the maze)

Langelo: oh god

Langelo: this

Langelo: ok ok i remember this part

Langelo: cant pass through this maze without the key

Langelo: need to find the damn key

Langelo: and also ask dave what the hells the deal behind the editor

Langelo: and why he just bolted like that

(after exiting the maze, while killing enemies and heading towards the castle)

Regan XVII: Ah, there you are, Mike!

Regan XVII: I was beginning to think you were lost.

Langelo: on that?

Langelo: naw dude its gonna take more than that to get me stuck lol

Langelo: but uh dave?

Regan XVII: Yes?

Langelo: why does knights have an editor?

Langelo: and how did you get it

Regan XVII: Ah.

Regan XVII: After the hacking incident in 2012, massive bugs started appearing within the game :(.

Regan XVII: So, the developers released the editor tool to the community, so they could directly counteract these bugs themselves :(.

Langelo: thats

Langelo: insane

Langelo: but fair enough

Langelo: this game is like a million years old at this point lol

Regan XVII: Haha, yes.

Regan XVII: But, luckily for us, most of the game is functioning as intended.

Regan XVII: Soon, we will get rid of him.

Langelo: the boss?

Regan XVII: Yes.

Regan XVII: The one and only :).

Regan XVII: Collect the relic, and we shall be on our way.

Langelo: okay

(within gamegame; lvl 4 - “everyone is here!” - gauntlet toward the end):

The gauntlet - dave/regan disappears, reappears later from an inaccessible point

(note: the game stutters when passing by lvls - implying that smth is heavily loading; a text pop up stating “loading” + black screen to indicate further)

Regan XVII: Here we are.

Regan XVII: The courtyard.

Langelo: already?

Langelo: couldve sworn there were more levels

Regan XVII: There were not :o.

Regan XVII: Knights is fairly short :o.

Langelo: damn

Langelo: nice to know i just sucked at this game then lol

Regan XVII: Haha, no, I am sure you did not.

Langelo: dude i did lol

Regan XVII: Haha.

(regan walks for a few seconds, then his character disappears)

Regan XVII has disconnected.

Langelo: what??

Langelo: oh god damn it

(new chat messages from the app begin to appear)

XXxx_04v3_xxXX: Hey, Mike.

langelo_iz_kewl2000: you good man?

langelo_iz_kewl2000: saw you got dced

langelo_iz_kewl2000: should i restart?

XXxx_04v3_xxXX: No, no, that is not necessary.

XXxx_04v3_xxXX: Continue without me, I shall catch up with you soon.

langelo_iz_kewl2000: but

XXxx_04v3_xxXX: Please, Mike.

langelo_iz_kewl2000: ...

langelo_iz_kewl2000: okay

(langelo continues onwards without any further dialogue, reaching the last floor with

regan already standing nearby, "killing" enemies)
(dialogue happens as you kill enemies and get the relic)

langelo_iz_kewl2000: dave??

XXxx_04v3_xxXX: Mike!

langelo_iz_kewl2000: how did you get here?

XXxx_04v3_xxXX: There was a shortcut.

XXxx_04v3_xxXX: I can show it to you later :).

XXxx_04v3_xxXX: Come on!

(regan bolts off, again)

langelo_iz_kewl2000: omg wait!!

(langelo enters level 5)

(within gamegame; lvl 5 - final boss (choice between killing the angel OR killing the demon once the condition for the good ending has been obtained)):

dungeon esque final area

BAD:

(the angel hovers menacingly in the middle of the room, doing nothing but staring at the player)

Regan XVII: There he is!!

Regan XVII: Kill him, Mike, quickly!!

(langelo hits the angel 3 times, killing it)

Regan XVII: Finally.

Regan XVII: He is dead.

Langelo: ok why do you keep calling that creepy ass angel a he

Langelo: it doesnt even look human

Regan XVII: Oh.

Regan XVII: But he was.

Langelo: wait what??

(camera pans to regan, the exit buttons on the game disappear, alongside the control being stripped from the player)

Regan XVII: And here I thought I was going to be in trouble.

Regan XVII: To think, you two have been friends for so long.

Regan XVII: But yet, you did not think for a second that something was amiss.

Regan XVII: All the better for me.

Regan XVII: Now.

Regan XVII: Stay still.

Regan XVII: The less you writhe, the sooner this will end.

Regan XVII: Thank you for being so gullible, Mike.

(black screen drops in - BAD END; ending 1 of 2)

GOOD:

Regan XVII: Go, Mike!

Regan XVII: Now is your chance!!!

Regan XVII: Attack him!!!

Regan XVII: Attack him and be done with this!!!

Langelo: no.

Regan XVII: What?

Langelo: i wont do it.

Regan XVII: What???

Regan XVII: Why not???

Langelo: because i know youre lying to me

Langelo: whoever the hell you are

Langelo: dave is dead

Regan XVII: What are you talking about, Mike?!

Regan XVII: I am Dave :(!

Langelo: the hell you are

Langelo: the real dave died years ago

Langelo: who the HELL are you!!

Regan XVII: ...

Regan XVII: Haha.

(regan tries to take over control over the computer, but the angel stops it)

Regan XVII: Ugh!

Langelo: what??

(the angel joins sides with langelo)

Regan XVII: A true nuisance until the end.

Regan XVII: Very well.

Regan XVII: I did not want to do this, Mike.

Regan XVII: But you leave me with no other choice.

(the true arena appears; the final fight is here.)

Regan XVII: Accept your fate.

Langelo: never!!

Langelo: screw you!!

(epic last fight starts, the player collects keys, slices enemies, and enables collision to destroy the 4 towers; the angel is fighting the demon as you kick ass and destroy the heart)

(after the last tower is destroyed, the player slices the heart, killing the demon)

(painful screams erupt from regan, before it dies like a generic enemy)

(messages from the chat app start popping up. The real dave got control back over his account)

XXxx_04v3_xxXX: Hey, Michael.

langelo_iz_kewl2000: what the hell??

langelo_iz_kewl2000: how are you still here??

XXxx_04v3_xxXX: Wait, please listen to me.

XXxx_04v3_xxXX: It's me, dude.

XXxx_04v3_xxXX: The real me.

langelo_iz_kewl2000: the hell it is.

langelo_iz_kewl2000: not falling for the same bull twice

XXxx_04v3_xxXX: Phish.

langelo_iz_kewl2000: ????

XXxx_04v3_xxXX: You fell for that stupid phishing email back when we were kids.

XXxx_04v3_xxXX: You made the new account with the name of your favorite ninja turtle.

XXxx_04v3_xxXX: We first met in Knights when we both got stuck in the maze lol.
XXxx_04v3_xxXX: Which ended up being the one place we always made a point to never leave each other at.
langelo_iz_kewl2000: oh god
langelo_iz_kewl2000: it is you
langelo_iz_kewl2000: dave
langelo_iz_kewl2000: but how??
langelo_iz_kewl2000: youre dead
XXxx_04v3_xxXX: Yeah.
XXxx_04v3_xxXX: Been that way ever since I stumbled upon Denet.
XXxx_04v3_xxXX: All because that damn demon convinced me that it was going to help.
XXxx_04v3_xxXX: So much for that, huh?
langelo_iz_kewl2000: ...
langelo_iz_kewl2000: so what now?
XXxx_04v3_xxXX: ...
XXxx_04v3_xxXX: I think you know.
XXxx_04v3_xxXX: Got to kill the final boss to end the game.
langelo_iz_kewl2000: dave...
langelo_iz_kewl2000: there has to be a better way.
XXxx_04v3_xxXX: There isn't.
XXxx_04v3_xxXX: I've been dead for years, Mike.
XXxx_04v3_xxXX: You have to kill me.
XXxx_04v3_xxXX: Please.
langelo_iz_kewl2000: ...
langelo_iz_kewl2000: okay
langelo_iz_kewl2000: but
langelo_iz_kewl2000: will you feel any pain?
langelo_iz_kewl2000: i dont want you to die painfully
XXxx_04v3_xxXX: I stopped feeling pain years ago.
XXxx_04v3_xxXX: And besides, better to die by your hand than anyone else's.
XXxx_04v3_xxXX: The hero getting to deal the final blow and all, haha.
langelo_iz_kewl2000: ...
langelo_iz_kewl2000: god i wish we could talk more
XXxx_04v3_xxXX: Me too, dude.
XXxx_04v3_xxXX: I missed this.
langelo_iz_kewl2000: ...yeah.
XXxx_04v3_xxXX: Thanks for everything, Michael.
XXxx_04v3_xxXX: I'm glad we managed to talk, one last time.
langelo_iz_kewl2000: ...
langelo_iz_kewl2000: me too, Dave.

(the camera locks onto the angel, the last task unavoidable)

langelo_iz_kewl2000: im sorry

XXxx_04v3_xxXX: I know.
XXxx_04v3_xxXX: I forgive you.

(langelo kills the angel)
(the game ends)

(black screen drops in - TRUE END; ending 2 of 2)

Andrew chat log:

initial:

-----2006-05-24-----

the_only_g_man: Sup
langelo_iz_kewl2000: yo
the_only_g_man: You ready?
langelo_iz_kewl2000: for what
langelo_iz_kewl2000: also who r u
the_only_g_man: Im Andrew. Daves friend
langelo_iz_kewl2000: oh
langelo_iz_kewl2000: okay cool
langelo_iz_kewl2000: he told me about u
langelo_iz_kewl2000: my charater has the same name as my usname
the_only_g_man: Ok
the_only_g_man: Ill add you
langelo_iz_kewl2000: okay

-----2006-05-25-----

the_only_g_man: Are you stupid?
langelo_iz_kewl2000: ??????
langelo_iz_kewl2000: wth??
the_only_g_man: Why did you leave?
langelo_iz_kewl2000: oh
langelo_iz_kewl2000: bcuz we failed?
the_only_g_man: Dude. We couldve just went back to the lobby to try again
the_only_g_man: This game is easy as hell, you have 0 reason to do that
langelo_iz_kewl2000: okay???
langelo_iz_kewl2000: didnt hav to call me stupid tho
the_only_g_man: What you did was pretty stupid though
langelo_iz_kewl2000: ur stupid!!!!
the_only_g_man: Am not!!!
langelo_iz_kewl2000: ughhhh
langelo_iz_kewl2000: whatevr

langelo_iz_kewl2000: im done
langelo_iz_kewl2000: screw u
the_only_g_man: Whatever dude

(after closing the last password protected file, the following conversation triggers in the chatbox)

(notification - andrew comes online)

((the player is supposed to naturally attempt to talk to Andrew at this point, which in turn would start the dialogue))

-----2015-05-27-----

langelo_iz_kewl2000: hello?
langelo_iz_kewl2000: Andrew?
the_only_g_man: Yes?
the_only_g_man: Hold on, Michael?
langelo_iz_kewl2000: yeah
the_only_g_man: Holy shit
the_only_g_man: I legit just turned on this old ass pc and here you are
the_only_g_man: Dave wouldve flipped
langelo_iz_kewl2000: wouldve?
langelo_iz_kewl2000: look ill cut straight to the point
langelo_iz_kewl2000: because nothing makes sense right now
langelo_iz_kewl2000: is dave okay?
the_only_g_man: What?
langelo_iz_kewl2000: im playing with him right now
langelo_iz_kewl2000: and he feels
langelo_iz_kewl2000: off
the_only_g_man: Youre screwing with me
the_only_g_man: What youre saying is impossible
langelo_iz_kewl2000: huh?
the_only_g_man: Dave is dead
the_only_g_man: Hes been dead for 3 years
langelo_iz_kewl2000: but
langelo_iz_kewl2000: im in game with him right now
the_only_g_man: This isnt funny, Michael
the_only_g_man: Dont do this to me now
the_only_g_man: Not today
langelo_iz_kewl2000: but im serious!
langelo_iz_kewl2000: we are collecting the pieces of the relic in DD
langelo_iz_kewl2000: and we are on our way to kill the angel
the_only_g_man: DD???
the_only_g_man: That game shut down ages ago

the_only_g_man: God, you really are horrible
the_only_g_man: Dave missed you so much in all the years you stopped talking to him
the_only_g_man: All because of that damn game
the_only_g_man: And now you come back out of nowhere, years after all the wounds started to heal, and claim that youre playing DD with him?
the_only_g_man: Fuck you
the_only_g_man: Drop dead

To do:

- ~~— Fix up andrews text (mike messages him asking for more details)~~
- ~~— Dialogue (using the finalised narrative beats):~~
 - ~~— lobby~~
 - ~~— Lvl 1~~
 - ~~— Lvl 2~~
 - ~~— Lvl 3~~
 - ~~— Lvl 4~~
 - Lvl 5 bad+good
- The 4 password locked texts/things giving clues that the real dave is dead:
 - 1. A screenshot of a conversation between dave and andrew; dave is worried sick about mike, thinking that he had died. Andrew tries and fails to calm him down
 - 2. The demon of the net - introduces to the parasitic demon that allegedly takes over the minds of unsuspecting or emotionally vulnerable people; interviews (it prays on emotionally vulnerable/unsuspecting people chatting online and using the computer)
 - 3. Missing poster - a picture of a missing poster of dave; his eyes are blocked with a black bar
 - 4. Obituary/online memorial page for dave - dated 2012, 3 whole years before the events of the game. ((if its an online memorial page, we could use the initial screenshot of Dave's and Mike's DD characters as like a banner to show how much both the game and Mike meant to Dave))
 - After unlocking the last file, the player is pushed to open andrews chatlog, prompting the dialogue between the two to begin

smallest NARRATIVE (5th iteration)

Main difference between 4.5th and 5th iterations - dialogue super smol (🌸🌸).

Lvl 0 - lobby. the player understands how to move around within the game + in the game chat, they have a starting active cutscene to set a quick feel for the game, and afterwards move promptly onto the next level.

Lvl 1 - finding the first two relics.

Part 1 - village - **1st relic is near the exit point** (hovers very plainly). Dave/Regan tells you about the 4 parts of the relic needed to kill the boss (who's actually the real dave) within this part of the level.

Part 2 - finding the sword (small humor moment to calm ppl down before the storm), combat + **editor** intro - **2nd relic is stationed inside the portcullis, accessible after defeating all enemies**. Upon encountering a collision-less platform, Dave gives you access to the editor, in the same manner as the Knights exe.

Lvl 2 - finding the latter 2 relics.

Part 1 - hedge maze - **3rd relic is hidden within the nw corner of the maze**; obtaining it unlocks the door to progress onto part 2; the relic is hidden in one corner, the password is hidden in the other.

Part 2 - first 2 floors of the courtyard. **4th, and last, relic is hidden behind a key locked door**.

Lvl 3 - final boss (one ending & objective - killing the demon). An encounter between the player and the demon, destroying 4 obelisks + destroying the heart(implied).

Note: As soon as you collect a piece of the relic, you get a flash of where a password is hidden within the level(not optional, you need them to continue the game)

The password itself can only be seen after collecting the relic, to prevent the player from sequence breaking

smallest Full Narrative(5th iteration):

The game begins with a boot screen, opening up to a generic 2000s desktop; old and very obviously dated.

On the desktop are a few titled **folders** - *memories(holding the password-locked files;), supersecretfilesDONOTOPEN(housing a singular txt file for the password, titled "notmypassword")and screenshots(fun screenshots of the memories dave and mike shared together); and apps* - an msn type of messaging app(housing Dave's, and Andrews chat logs), and a typical internet browser (it 404's, you do not have normal access to the internet), and later on, an *editor/trainer* you can use to alter the buggy parts of the game.

After the player browses through the main chat log until the most recent message from 2006, a notification pops up on the messaging app - your old best friend Dave from almost a decade ago is on the app with you! What a (convenient) coincidence.

Dave chat log:

-----2006-05-22-----

langelo_iz_kewl2000: yoooo

XXxx_04v3_xxXX: Yo!

langelo_iz_kewl2000: nvr doin that again lol

XXxx_04v3_xxXX: I did tell you not to press random links you don't know the source of, lol.

langelo_iz_kewl2000: how wuz i supposed to know????

langelo_iz_kewl2000: looked ok to me

XXxx_04v3_xxXX: One of these days, Denet is totally going to get you lol.

langelo_iz_kewl2000: shuddup xD

XXxx_04v3_xxXX: Haha!

langelo_iz_kewl2000: denet isnt even real

langelo_iz_kewl2000: soooo fake lol

langelo_iz_kewl2000: anyways.....

langelo_iz_kewl2000: knights??

XXxx_04v3_xxXX: I'll log in a sec lol.

-----2006-05-24-----

langelo_iz_kewl2000: duuuude r u online??

langelo_iz_kewl2000: hello??

XXxx_04v3_xxXX: Yo! Yeah, just came back.

langelo_iz_kewl2000: sweeeeeet

langelo_iz_kewl2000: wanna play knights??

XXxx_04v3_xxXX: Not tonight, I need to take care of Gabby tonight.
langelo_iz_kewl2000: ur baby sister
XXxx_04v3_xxXX: Yeah.
XXxx_04v3_xxXX: Mom's out tonight, so I'm the only one who can take care of her.
XXxx_04v3_xxXX: And you know how crazy younger siblings can get lol.
langelo_iz_kewl2000: nahh xD
langelo_iz_kewl2000: wouldent know
XXxx_04v3_xxXX: Oh, right.
langelo_iz_kewl2000: but come onnnnnnn lets play!!
langelo_iz_kewl2000: gaby can watch us lol
langelo_iz_kewl2000: i wanna kill dat final boss tonight!!!1
XXxx_04v3_xxXX: Haha, tempting, but no.
XXxx_04v3_xxXX: Mom's gonna actually kill me if she sees Gabby awake past 8 pm.
langelo_iz_kewl2000: :(
XXxx_04v3_xxXX: Aw, don't be like that.
XXxx_04v3_xxXX: Actually wait, I have an idea.
XXxx_04v3_xxXX: You can play with my friend Andrew, if anything.
langelo_iz_kewl2000: :(:(:(bro plz
langelo_iz_kewl2000: other ppl r lame
XXxx_04v3_xxXX: No they aren't lol.
XXxx_04v3_xxXX: I'll send him your username.
XXxx_04v3_xxXX: See you later!
langelo_iz_kewl2000: bye i guess...
-----2006-05-25-----
langelo_iz_kewl2000: daaaaveeee
langelo_iz_kewl2000: get onlineeee
langelo_iz_kewl2000: andrew was trashhhh
-----2006-05-26-----
XXxx_04v3_xxXX: Hey, Mike?
XXxx_04v3_xxXX: You there?
langelo_iz_kewl2000: omg finallyyyy
langelo_iz_kewl2000: where were u???? thought you died :(
XXxx_04v3_xxXX: I told you, I had to take care of Gabby.
langelo_iz_kewl2000: ooohhhh riht
langelo_iz_kewl2000: anyway wanna play??
langelo_iz_kewl2000: please??
langelo_iz_kewl2000: i couldent kill the boss :(
langelo_iz_kewl2000: i need you dave
XXxx_04v3_xxXX: Yeah, I'm free now.
XXxx_04v3_xxXX: I'll log in in a sec.
-----2006-05-27-----
langelo_iz_kewl2000: DUDE
langelo_iz_kewl2000: WTH
langelo_iz_kewl2000: Y DID TEH BOSS KILL US????

langelo_iz_kewl2000: i did eveyrthgn corect????
langelo_iz_kewl2000: i hate this gaem omgggg
XXxx_04v3_xxXX: Hmm...
XXxx_04v3_xxXX: I think we failed on the last puzzle.
langelo_iz_kewl2000: what how????
langelo_iz_kewl2000: ughhhhhhhhhh
XXxx_04v3_xxXX: We were too slow, obviously.
XXxx_04v3_xxXX: That, and that timed sequence was too confusing lol.
langelo_iz_kewl2000: nahhhh im done
XXxx_04v3_xxXX: Aw, come on, Mike.
XXxx_04v3_xxXX: Don't be like that.
langelo_iz_kewl2000: like what????? i did EVERYTHIGN i was suposed to!!
langelo_iz_kewl2000: u clearly messed it allll up!!
XXxx_04v3_xxXX: Dude, what?
langelo_iz_kewl2000: i was slising those enemies like a PRO
langelo_iz_kewl2000: didnt miss ONCE
langelo_iz_kewl2000: so obiously it was u who failed
langelo_iz_kewl2000: bcuz you didnt collect ALL the relics >:((
XXxx_04v3_xxXX: I'm sorry.
XXxx_04v3_xxXX: I really tried my best.
XXxx_04v3_xxXX: But, maybe if we swapped roles, we could finally kill it!
XXxx_04v3_xxXX: I wanna try my hand at combat this time!
langelo_iz_kewl2000: aw HELL nah
langelo_iz_kewl2000: puzzels SUX
langelo_iz_kewl2000: and the prson who made this sux too
XXxx_04v3_xxXX: You wanna try again though?
XXxx_04v3_xxXX: Mike?
XXxx_04v3_xxXX: Are you there?
-----2006-05-28-----
XXxx_04v3_xxXX: Hey.
XXxx_04v3_xxXX: You there?
-----2006-05-29-----
XXxx_04v3_xxXX: Hello?
XXxx_04v3_xxXX: Mike?
XXxx_04v3_xxXX: Are you mad at me?
XXxx_04v3_xxXX: I'm sorry.
XXxx_04v3_xxXX: Let's talk next time you're online.
-----2006-05-30-----
XXxx_04v3_xxXX: Mike, please answer me.
XXxx_04v3_xxXX: I'm worried.
-----2006-06-02-----
XXxx_04v3_xxXX: I hope you're okay.
-----2006-07-01-----
XXxx_04v3_xxXX: Happy Birthday, Mike.

XXxx_04v3_xxXX: I miss you.

(at the bottom right, a notification pops up - "XXxx_04v3_xxXX is online!")

-----2015-05-27-----

XXxx_04v3_xxXX: Mike!

langelo_iz_kewl2000: holy shit!! dave??

XXxx_04v3_xxXX: Yeah :D!

XXxx_04v3_xxXX: It is me :).

langelo_iz_kewl2000: wow dude its been years!

langelo_iz_kewl2000: what are you doing here

XXxx_04v3_xxXX: What do you mean?

langelo_iz_kewl2000: noone uses this thing to chat on anymore lol

XXxx_04v3_xxXX: Haha, true.

XXxx_04v3_xxXX: But honestly? I never left :(.

langelo_iz_kewl2000: huh

XXxx_04v3_xxXX: I held onto hope that we could talk again one day :(.

XXxx_04v3_xxXX: So I have been logging in every day to see if you were online :(.

langelo_iz_kewl2000: jesus

langelo_iz_kewl2000: dude im so sorry

langelo_iz_kewl2000: i wanted to come back and try again

langelo_iz_kewl2000: but life got so busy all of a sudden

langelo_iz_kewl2000: so yeah

langelo_iz_kewl2000: im sorry

XXxx_04v3_xxXX: It is okay!

XXxx_04v3_xxXX: I forgive you :).

XXxx_04v3_xxXX: I am just glad you are healthy and alive.

XXxx_04v3_xxXX: You have no idea how happy I am to see you.

langelo_iz_kewl2000: oh god yeah dude same

XXxx_04v3_xxXX: But! Now that you are here...

XXxx_04v3_xxXX: Let us play Knights!

langelo_iz_kewl2000: uhh

XXxx_04v3_xxXX: We can catch up as we play :).

langelo_iz_kewl2000: haha sure

langelo_iz_kewl2000: sounds good

XXxx_04v3_xxXX: Okay! Perfect!

XXxx_04v3_xxXX: Here is the .exe file for the game:

XXxx_04v3_xxXX: **XXxx_04v3_xxXX has sent you the file:**

KnightsofGoodandEviliv.exe

langelo_iz_kewl2000: thanks

langelo_iz_kewl2000: just need to remember my deets now

XXxx_04v3_xxXX: That is okay.

XXxx_04v3_xxXX: I will wait for you in the game.

After the brief conversation, Mike downloads Knights (short for Knights of Good and Evil IV) and immediately encounters a login screen.

Of course, since a literal decade passed, Mike forgot his login details. He navigates through the desktop, finding his original username from an old in-game screenshot, and his password through a txt file named "notmykgepasswd" within a folder titled "supersecretfilesDONOTOPEN".

After getting his account details, he manages to log in to the game.

Once within the game, Mike notes that all of their progress is reset. A short dialogue/active cutscene within the game begins, with Mike expressing his disappointment and "Dave"(The Demon) being a guide in helping Mike progress through Knights.

Knights Dialogue: (within knights; lvl 0 - lobby):

Note: the player/mike is forced to read the dialogue, as there is an invisible wall blocking the only way out

Regan XVII: You remembered your log in! Excellent.

Langelo: uh why are we at the lobby

Langelo: we were at the final boss last time

Regan XVII: Yes, we were.

Regan XVII: But everything got reset in 2012 due to the servers getting hacked :(.

Langelo: omg seriously

Langelo: well no point in idling here then

Regan XVII: Indeed, so let us move on!

Regan XVII: We have no time to lose, my friend!

Langelo: okay

Langelo: time to go through the weird door frame then

(the door unlocks, allowing the player to continue to lvl 1 part 1)

(within knights; lvl 1 part 1 - lore dump+light intro):

(upon entry:)

(the player cannot leave the area before collecting the relic, which only spawns after the dialogue finishes)

Langelo: goddamn getting immediate goosebumps being here

Regan XVII: Haha, that is nice :).

Regan XVII: Right, first things first, do you remember the main objective of the game?

Langelo: nope lol

Regan XVII: That is okay!

Regan XVII: But, in short, we have to collect four hidden pieces of the shattered holy relic.

Regan XVII: Without it, defeating the final boss is impossible.

Langelo: a totally original fantasy plot lol

Regan XVII: Indeed!

(the player easily finds the relic, almost pathetically so)

(note: an invisible wall blocks the player from getting the relic immediately and sequence breaking)

(after collecting the relic:)

(a few seconds after the last message, flashes of the 1st password location appear on screen; the player freezes; the 1st password location becomes unhidden; the player unfreezes once the flash completes)

Regan XVII: Great job on collecting the first piece!

Regan XVII: Let us go!

Langelo: uh

Regan XVII: What is it, Mike?

Langelo: go on ahead

Langelo: i wanna check something real quick

Regan XVII: Okay, I shall wait for you near the exit of the village.

Regan XVII: Do not take too long, friend :).

(the player heads to the location the flashes hinted towards, unlocks the 1st password protected file on the desktop (the demon of the net), then reads it/closes it, and continues onward.)

(following dialogue plays right after the player comes back into knights)

Langelo: oh lol denet

Langelo: do you remember that old myth

Regan XVII: Oh, yes, the myth :o.

Regan XVII: What about it?

Langelo: its just so ridiculous

Regan XVII: Oh?

Langelo: like people claiming that they got “taken over by a demon” is not only impossible

Langelo: but also cliché as hell

Langelo: best left in oldschool movies lol

Regan XVII: Haha, true.

Regan XVII: I always found it fascinating, if I am honest.

Regan XVII: What if those who were affected by Denet were being genuine?

Langelo: lol never took you to believe in stuff like that

Regan XVII: Haha, just pulling your leg, Mike ;).

(player exits towards lvl 1 part 2)

(within knights; lvl 1 part 2 - find the sword & combat intro):

(the player can explore the area freely as the conversation continues)

Langelo: omg this place

Regan XVII: Oh?

Langelo: you get the first sword here

Langelo: the one floating right above the podium

(animation: the sword majestically floats down from the heavens with an equally majestic sfx and over the top light effect)

Langelo: fantastic

Langelo: so corny lol

Regan XVII: Haha! Agreed!

(the player picks up the sword)

(after getting the sword)

Langelo: hell yeah good ol swordo

Langelo: now time to hack n slash some mobs

Langelo: lets do this dave

Regan XVII: Haha, yes!

(the player attempts to get up to the lvl of the mobs, but falls through the platform - following dialogue triggers)

Langelo: wth im phasing through a platform

Regan XVII: That is...not ideal.

Langelo: ill restart the game i guess

Regan XVII: Wait!

Regan XVII: I will send you the Editor.

Langelo: what

Regan XVII: I will explain later.

(in the messenger app, a new downloadable exe appears for the player to interact with)

XXxx_04v3_xxXX: XXxx_04v3_xxXX has sent you the file: KGE4Editor.exe

Regan XVII: Please download the Editor .exe I have sent, and use it to enable the collision of the platform.

Langelo: hm

Langelo: okay

(the player does as instructed + kills all mobs)

Regan XVII: All the enemies are dead, excellent!

Langelo: that was pretty boring though lol

Regan XVII: Haha! Agreed!

Regan XVII: Now, collect the second piece and let us continue onward!

Langelo: yeah okay

(the player collects the 2nd relic)

(a few seconds after the last message, flashes of the 2nd password location appear on screen; the player freezes; the 2nd password location becomes unhidden; the player unfreezes once the flash completes)

Langelo: hey dave

Regan XVII: Yes :o?

Langelo: i wanna explore the level a little

Langelo: have a feeling i missed something

Regan XVII: Oh, okay.

Regan XVII: Do you want me to accompany you?

Langelo: nah go on ahead

Langelo: ill catch up

Regan XVII: Very well.

Regan XVII: Do not take long!

(the player heads to the location the image hinted towards, unlocks the 2nd password protected file on the desktop (the missing poster), then reads it/closes it, and continues onward.)

(following dialogue plays right after the player comes back into knights)

Langelo: real talk for a hot sec dude

Langelo: you doing ok

Regan XVII: Yes, I am.

Regan XVII: Why?

Langelo: just

Langelo: wanted to say that i care about you

Langelo: so yeah

Regan XVII: Thank you for being concerned, Mike.

Regan XVII: But I promise you, I am fine :D.

Regan XVII: I have always been fine :D.

Langelo: hm

Langelo: if you say so

Regan XVII: Let us continue!

(player exits towards lvl2 part 1)

(within gamegame; lvl 2 part 1 - the hedgemaze):

(the player starts a few steps outside of the maze, near the closed off portcullis;
Regan waits near the start)

Regan XVII: Okay!

Regan XVII: We are getting closer now.

Langelo: sweet

Regan XVII: Indeed!

Regan XVII: Let us go, my friend :D!

Regan XVII: The third relic piece will not find itself!

Langelo: dave wait

(Regan absconds)

Langelo: wait!!

Langelo: dude!!

Langelo: goddamn it

(the player explores the maze, eventually finding the relic at the NW corner of the section)

(after collecting the relic:)

(a few seconds after collecting the relic, flashes of the 3rd password location appear on screen; the player freezes; the 3rd password location becomes unhidden; the player unfreezes once the flash completes)

(the player heads to the directed section of the hedgemaze (some scattered decals help with orientation), unlocks the 3rd password protected file on the desktop (the conversation), then reads it/closes it, and continues onward.)

(following dialogue plays right after the player comes back into knights)

Langelo: dave

Regan XVII: Yes :o?

Langelo: there you are lol

Langelo: i know i already said this but

Langelo: im really glad we met again dude

Langelo: sorry for never reaching out earlier

Regan XVII: Mike, you really do not have to apologise.

Regan XVII: I am just happy that you are here.

Langelo: you dont have to spare my feelings dude

Regan XVII: I truly mean it :).

Regan XVII: Now, let us continue on our journey to defeat him!

Langelo: you mean the boss right

Regan XVII: Yes, the one and only :).

Regan XVII: I will wait for you at the start of the next level.

Langelo: okay im on my way

(player exits towards lvl2 part 2)

(within gamegame; lvl 2 part 2 - the courtyard mini-gauntlet toward the end):

The gauntlet - dave/regan disappears, reappears later from an inaccessible point

Regan XVII: Here we are.

Regan XVII: The courtyard.

Regan XVII: The last step towards the end.

Langelo: damn

Langelo: glad i didnt suck so hard now unlike how i did back then lol

Regan XVII: Haha, but you did not suck!

Langelo: dude i did lol

Regan XVII: Haha.

(regan walks for a few seconds, then his character disappears)

Regan XVII has disconnected.

Langelo: what??

Langelo: ugh great

(the angel is interfering - the gradually shifting ui and bg shift back slightly from its more menacing look, angelic-like noises imply that the angel is trying to fight back from the demons hold)

(new chat messages from the messenger app begin to appear, player needs to read these to continue with the game)

XXxx_04v3_xxXX: Hey, Mike.

langelo_iz_kewl2000: you good dude

langelo_iz_kewl2000: should i restart

XXxx_04v3_xxXX: No, no, that is not necessary.

XXxx_04v3_xxXX: Continue without me, I shall catch up with you soon.

langelo_iz_kewl2000: but

XXxx_04v3_xxXX: Please, Mike.

langelo_iz_kewl2000: ...

langelo_iz_kewl2000: fine

(langelo continues onward until the relic)

(a few seconds after collecting the relic, flashes of the 4th password location appear on screen; the player freezes; the 4th password location becomes unhidden; the player unfreezes once the flash completes)

(the player heads to the location the image hinted towards, unlocks the 4th password protected file on the desktop (the obituary), then reads it/closes it, and continues onward.)

(following dialogue plays right after the player comes back into knights)

Regan XVII has logged in.

Langelo: hey dave.

Langelo: welcome back.

Regan XVII: Hey! Thanks!

Langelo: you never did answer me on how you got the editor

Regan XVII: Ah.

Regan XVII: After the hacking incident in 2012, massive bugs started appearing within the game :(.

Regan XVII: So, the developers released the editor tool to the community, so they could directly counteract these bugs themselves :(.

Langelo: i see.

(with the relic now in its complete state, the player exits towards lvl3)

(within gamegame; lvl 3 - final boss):

(upon entry:)

Regan XVII: Go Mike, now is your chance!

Regan XVII: Attack him!!!

Regan XVII: Attack him, and be done with this!!!

Langelo: no.

Regan XVII: What?

Langelo: i wont do it.

Regan XVII: What, why not???

Langelo: because i know youre lying to me

Langelo: whoever the hell you are

Langelo: dave is dead

Regan XVII: What are you talking about, Mike?!

Regan XVII: I am Dave :(!

Langelo: the hell you are

Langelo: the real dave died years ago

Regan XVII: ...

Langelo: say something you bastard

Langelo: what did you do to my friend

Regan XVII: ...

Regan XVII: Haha.

(final sequence begins, the angel and demon swap places, (angel completely disappears) implying that the demon is the main bad, guarding its own heart)

(epic starting dialogue)

Regan XVII: A true nuisance until the end, aren't you, Dave?

Regan XVII: With my plan foiled, I have no use for either of you anymore.

Regan XVII: Let your final breaths be taken here, near my forever beating heart.

Regan XVII: So long as these pillars hold, this will be your tomb.

(after 2 of the pillars fall)

Regan XVII: Submit.

Langelo: never!!

Langelo: screw you!!

(epic last fight starts; reference the figma board for details; the angel is fighting the demon as you kick ass and eventually destroy the heart)

(after the last tower is destroyed, the player slices the heart, killing the demon)

(painful screams erupt from regan, before he dies like a generic enemy)

(the angel hovers without care near the player; attacking it before the last dialogue line does nothing)

(messages from the chat app start popping up. The real dave got control back over his account)

XXxx_04v3_xxXX: Hey, Michael.

langelo_iz_kewl2000: wth how are you still here??

XXxx_04v3_xxXX: Wait, please listen to me.

langelo_iz_kewl2000: oh shut up im not falling for the same bull twice.

XXxx_04v3_xxXX: Phish.

langelo_iz_kewl2000: ????

XXxx_04v3_xxXX: You fell for that stupid phishing email back when we were kids.

XXxx_04v3_xxXX: All of your accounts have the name of your favorite ninja turtle.

XXxx_04v3_xxXX: We first met in Knights when we both got stuck in the maze lol.

XXxx_04v3_xxXX: Which ended up being the one place we always made a point to never leave each other at.

langelo_iz_kewl2000: dave!!

langelo_iz_kewl2000: but how??

XXxx_04v3_xxXX: Yeah, it's a long story lol.

XXxx_04v3_xxXX: But, in short:

XXxx_04v3_xxXX: Denet found me.

XXxx_04v3_xxXX: I failed to completely resist its influence.

XXxx_04v3_xxXX: And as I tried to get rid of it, in a desperate last ditch effort, we both ended up getting trapped here.

langelo_iz_kewl2000: jesus christ

XXxx_04v3_xxXX: With that being said...

XXxx_04v3_xxXX: I want to ask a favor of you.

langelo_iz_kewl2000: of course anything

XXxx_04v3_xxXX: Kill me.

langelo_iz_kewl2000: dave...

XXxx_04v3_xxXX: Please.

langelo_iz_kewl2000: ...

langelo_iz_kewl2000: will you feel any pain?

XXxx_04v3_xxXX: Leaning towards a no on that, haha.

XXxx_04v3_xxXX: And besides, gotta kill the boss to end the game.

XXxx_04v3_xxXX: The hero dealing the final blow and all, haha.

langelo_iz_kewl2000: ...

langelo_iz_kewl2000: can we talk more

XXxx_04v3_xxXX: Mike...

langelo_iz_kewl2000: come on lets talk

langelo_iz_kewl2000: just a little bit

XXxx_04v3_xxXX: ...I wish we could, Mike.

XXxx_04v3_xxXX: But I'm tired.

langelo_iz_kewl2000: ...

XXxx_04v3_xxXX: Thanks for everything, Michael.

XXxx_04v3_xxXX: I'm glad we managed to talk, one last time.

langelo_iz_kewl2000: ...

langelo_iz_kewl2000: me too, Dave.

(the camera locks onto the **angel**, the last task unavoidable)

(first and last dialogue between Mike and the real Dave play out in knights)

Langelo: see you next time dude
: Tha-nk-s fo-r be-ing m-y fri-en-d, Mi-cha-el.

(langelo kills the angel)
(the game ends)

(black screen drops in - THE END)

Andrew chat log:

initial:

-----2006-05-24-----

the_only_g_man: Sup

langelo_iz_kewl2000: yo

the_only_g_man: You ready?

langelo_iz_kewl2000: for what

langelo_iz_kewl2000: also who r u

the_only_g_man: Im Andrew. Daves friend

langelo_iz_kewl2000: oh

langelo_iz_kewl2000: okay cool

langelo_iz_kewl2000: he told me about u

langelo_iz_kewl2000: my charater has the same name as my username

the_only_g_man: Ok

the_only_g_man: Ill add you

langelo_iz_kewl2000: okay

-----2006-05-25-----

the_only_g_man: Are you stupid?

langelo_iz_kewl2000: ??????

langelo_iz_kewl2000: wth??

the_only_g_man: Why did you leave?

langelo_iz_kewl2000: oh

langelo_iz_kewl2000: bcuz we failed??

the_only_g_man: Dude. We couldve just restarted at the lobby to try again

the_only_g_man: This game is easy as hell, you have 0 reason to do that

langelo_iz_kewl2000: okay????

langelo_iz_kewl2000: didnt hav to call me stupid tho

the_only_g_man: What you did was pretty stupid though

langelo_iz_kewl2000: ur stupid!!!!

the_only_g_man: Am not!!

langelo_iz_kewl2000: ughhhh

langelo_iz_kewl2000: whatevr

langelo_iz_kewl2000: im done

langelo_iz_kewl2000: screw u

the_only_g_man: Whatever dude

(after closing the last password protected file, the following conversation triggers in the chatbox)

(in the bottom right corner, a notification pops up - "**the_only_g_man is online**")

((the player is supposed to naturally attempt to talk to Andrew at this point, which in turn would start the dialogue))

-----2015-05-27-----

langelo_iz_kewl2000: are you andrew

the_only_g_man: Yes?

the_only_g_man: Hold on, Michael?

langelo_iz_kewl2000: yup

the_only_g_man: Holy shit

the_only_g_man: Dave wouldve flipped

langelo_iz_kewl2000: wouldve??

langelo_iz_kewl2000: look ill cut straight to the point because nothing makes sense right now

langelo_iz_kewl2000: is dave okay

the_only_g_man: What?

langelo_iz_kewl2000: im talking to him now and he feels

langelo_iz_kewl2000: off

the_only_g_man: Youre screwing with me

the_only_g_man: Daves been dead for 3 years

langelo_iz_kewl2000: what the fuck

langelo_iz_kewl2000: im in game with him right now

the_only_g_man: This isnt funny, Michael

the_only_g_man: Dont do this now, not today

langelo_iz_kewl2000: im sorry but please im serious

langelo_iz_kewl2000: we are on our way to kill the final boss in knights

the_only_g_man: Knights 4???

the_only_g_man: That game shut down three years ago

the_only_g_man: God, you are horrible

the_only_g_man: Dave missed you so much in all the years you stopped talking to him

the_only_g_man: All because of that damn game

the_only_g_man: And now you come back out of nowhere, years after all the wounds started to heal, and claim that youre playing the game with him?

the_only_g_man: Fuck you

the_only_g_man: Drop dead

The 4 password locked files giving clues that the real dave is dead:

- 1. A screenshot of a conversation between dave and andrew; dave is worried sick about mike, thinking that he had died. Andrew tries and fails to calm him down
 - a screenshot of the conversation between dave and andrew(so more writing)

-----2008-02-14-----

XXxx_04v3_xxXX:

the_only_g_man:

XXxx_04v3_xxXX:

- 2. The demon of the net - introduces to the parasitic demon that allegedly takes over the minds of unsuspecting or emotionally vulnerable people; interviews (it prays on emotionally vulnerable/unsuspecting people chatting online and using the computer)
 - a fake newspaper article/online article detailing the rumors of "the demon of the net", alongside interviews of people alleged to have been affected by it(writing and design)
- 3. Missing poster - a picture of a missing poster of dave; his eyes are blocked with a black bar
- 4. Obituary/online memorial page for dave - dated 2012, 3 whole years before the events of the game. ((if its an online memorial page, we could use the initial screenshot of Dave's and Mike's DD characters as like a banner to show how much both the game and Mike meant to Dave))
 - After unlocking the last file, the player is pushed to open andrews chatlog, prompting the dialogue between the two to begin (andrew is online)
 - a screenshot of an online obituary/fb-esque memorial page for dave (design)