

Initial brainstorming notes:

- Demonic entity
- "smth happens that forces you to leave"
- Story beat: upon finding the thing to log into the game, you get into a rly badly made world
- Nostalgic
- "this isn't my friend"
- Does the player know that their friend is dead
- Searching for smth
 - Nostalgia leads to curiosity
 - Hope for communicating with a dead loved one
- "pure internet friends"
- Messages from 10 years ago
- (old chat log)
- **Paranoia over people who pass away without your knowledge**
- The demonic entity eats away at your insecurity
- Thru sleuthing you discover that your friend is actually dead, and has been dead for 6 years And then the demonic entity reveals itself
- "in world lore : the compaster (computer imposter)"
- "metaphorical voice of reason" that helps you
- The real friend wasn't dead, he was simply trapped within the game in a failed transfer
- The angel is your dead friend
- The demon is pretending that the angel is a bad guy, the main threat of the game game
- ~~But in reality, the demon needs the friend to die to free up space to swap you with it in the game~~

[illegible]

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

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.

NARRATIVE - ALPHA EDITION

Chat logs: no alterations; add them in as normal (from the full narrative section of this doc)

note: insert andrew's chat log up until 2006, an empty chat log for steve, and two placeholders(titled placeholder 1 and 2)

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.

RESCOPED NARRATIVE (4th iteration)

Main difference between 3rd and 4th iterations - the relics and password unlocks are tied together - the good ending is now the default ending, the player is strung along a linear narrative/storyline.

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 the scene, and move onto the next level.

Lvl 1 - finding the first two relics.

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

Part 2 - finding the sword, combat + **editor** intro - **2nd relic is stationed before the portcullis**. Upon encountering a collision-less platform, Dave gives you access to the editor, in same manner as the Knights exe,

Lvl 2 - finding the latter 2 relics.

Part 1 - hedge maze - **3rd relic is hidden within 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 within one of the two floors**.

Lvl 3 - final boss (one ending & objective - killing the demon). An involved encounter between the player and the demon, destroying 4 obelisks using all the mechanics the player encountered within the game.

Note: As soon as you collect a piece of the relic, you get a flash of where a password is hidden within the level(like a screenshot)

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

15 min NARRATIVE (4.5th iteration)

Main difference between 4th and 4.5th iterations - its shorter (has less soul 🌹).

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 the scene, and move onto the next level.

Lvl 1 - finding the first two relics.

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

Part 2 - finding the sword, combat + **editor** intro - **2nd relic is stationed before the portcullis**. Upon encountering a collision-less platform, Dave gives you access to the editor, in same manner as the Knights exe,

Lvl 2 - finding the latter 2 relics.

Part 1 - hedge maze - **3rd relic is hidden within 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 within one of the two floors**.

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

Note: As soon as you collect a piece of the relic, you get a flash of where a password is hidden within the level (like a screenshot)

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

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