

Brett Knox
Seamless Cutscene Transition

A female robotic AI System gives a 5-minute warning for the mock trial to end. Two teams of students engage in battle in a digital replica of an abandoned town. The mission was to secure the Church before the enemy team.

JEAN's team scouts the area and engages with WARREN's team.

-Gameplay Begins-

From a third-person, over-the-shoulder view, the player can switch between a rifle, handgun, and combat knife. They battle their way through students on the opposing team, crouching to dodge bullets and sprinting to the objective.

When the player reaches the Church, they see the door was left partially open.

-Cinematic Begins-

JEAN bursts through the door, but all is quiet.

Sunlight pierces through the holes in the damaged roof and bullet holes in the walls. JEAN scours the room, looking for signs of movement.

BANG!

JEAN flinches from a missed gunshot and ducks behind a pew.

STUDENT A

You're such an idiot. We're going to have fun taking out your platoon... Right after we put you in the dirt.

JEAN

I'm out of ammo. You got me?

JEAN's HUD displays the name BRITTANY with a microphone symbol next to it.

BRITTANY

Don't worry. I'm in position. We'll beat him this time.

A series of ones and zeros flicker around JEAN's hand and form a handgun while BRITTANY readies her rifle on top of a far-off building.

BRITTANY

You just keep moving forward. I got your back.

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JEAN fires two rounds at a shadowy figure on the top balcony to his right. The figure falls to the ground and disperses into ones and zeros.

JEAN is answered with a spray of bullets.

BANG!

Another body becomes a series of numbers.

BRITTANY
You stopped.

JEAN
I know, I know!

JEAN hunkers down and sprints along the next aisle of pews. He fires at the balcony on his left. More numbers disperse.

Another assailant runs through the door at the back of the Church.

BANG!

The assailant fizzles into numbers from head to toe.

JEAN hears movement behind the pulpit and charges ahead. Just as the figure pops out, JEAN ducks behind another aisle of pews.

POW!

WARREN
I missed?

JEAN repositions.

WARREN roles from behind the pulpit.

POW! BANG!

A chunk of wood is blown from the pew above JEAN's head. The handgun in WARREN's hand explodes into numbers.

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WARREN summons a handgun and slides across the platform, passing in front of the pulpit.

POP!

A flash of light exits the Church, followed by a trail of smoke.

WARREN circles behind the pulpit.

POP! POP!

Two bullets from JEAN's gun lodge into the podium.

JEAN creeps from behind the pew.

WARREN appears, throwing a knife at JEAN's handgun.

JEAN's gun fragments into numbers.

-Gameplay Begins-

JEAN and WARREN fight unarmed. The player can string together attacks, blocks, sidesteps, and grapples to decrease WARREN's life bar to 30%.

The player can use a grapple attack to subdue the enemy.

-Cinematic Begins-

JEAN
BRITTANY, we won.

WARREN smirks.

An explosion erupts. JEAN turns to the door and sees the building where BRITTANY was firing from dissipating into numbers.

JEAN is struck in the face, and WARREN gets the upper hand.

WARREN
Clueless.

JEAN
(laughs hysterically)

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Seamless Cuts scene Transition

STUDENT B
We're in position.

JEAN's team surrounds WARREN.

WARREN
Damn.

BRITTANY
JEAN, did we do it?

JEAN
Hell yeah, we did. I'm looking up at his ass right now.

BRITTANY
Up?

JEAN
Whatever. We still won.

JEAN walks over to STUDENT B and takes his handgun.

JEAN
Looks like you're taking home the L this time.

WARREN smirks

JEAN
See you on the other side.

POW!

WARREN morphs into a series of numbers.