

Global Game Jam 2021 - Lost and Found

Name of Game: TBD

Game Genre: RPG

Description: Who wants to play an exciting fighting game with a climatic final showdown? This thing's got the best feeling numbers and-- oh crud, where'd everything go? Jimmy? Did someone trip on a wire or something? Jimmy, what's-- so sorry, one sec folks, we got this, just-- sorry, so sorry.

Synopsis: Right in the middle of the final climactic showdown of [INSERT FICTIONAL GAME], the connection suddenly goes out, stranding the characters in the black. This unexpected break gives the player a chance to get a behind the scenes look at all of the characters-- and an opportunity to meddle with end game results before the power comes back on.

CHARACTERS

Hero

Name: TBD

Role: Is the player character of [INSERT FICTIONAL GAME], and also the player character of this game.

Background: It's this character's first time being in any game, and they're the lead. They took a long time playing through this game, doing every side quest and exploring every room in every castle that they knew the captive wasn't in. Rarely dies, giving the Second Player character time to tap in, and certainly hasn't died in a long time (since getting some power-up/boost/weapon?) Been so focused on getting through and finishing the game, they haven't thought about what they're going to do once it's over (which once the power comes back on, will be shortly after the interrupted scene is completed.)

Needs: direction, some idea of what they're going to do once the project's over

Possible Solutions: try for spin-off, defect to evil side, pass off MacGuffin powers/title

Relationships

Villain - Has plenty of professional respect for Villain, who has been pleasant and amicable so far, but as they've mostly reacted to each other and spent very few scenes together before this point, Hero feels a little awkward realizing how little they actually know Villain

Prisoner - they worked closely together in pre-production, but haven't seen each other since the game started. Hero expects Prisoner to be excited to reunite after all this time.

Lackey One - has never interacted or acknowledged Lackey One before

Lackey Two - has never interacted or acknowledged Lackey Two before

Lackey Three - has never interacted or acknowledged Lackey Three before

Second Player - interprets Second Player's aspiration for limelight as criticism and a desire for Hero to fail

Cut Hero - has no idea that Cut Hero exists until the blackout occurs

Washing Machine - has no idea that Washing Machine exists until the blackout occurs

Inventory

Crown of Agency - an authentic heirloom, on loan from the MacGuffin estate. Provides the wearer with the powers of the Player Character, including the ability to move around freely. Giving this item to another character counts as an ending condition.

Evilslayer Ultima - the most powerful weapon in the game. Acquired by winning first place in every town's fishing tourney, and assembling all of the trophies together.

Scales of Justice - a low level sword that looks like a fish. It is beginning to rot.

Villain

Name: TBD

Role: Is the villain of the game, making their grand appearance for the final showdown.

Background: Has gotten really tired of being a villain, and is jealous of the cutesy fanmail the sweeter, cuddlier characters in the game receive.

Needs: Love, and a devoted fanbase

Possible Solutions: try for a comedic spin-off, give an eloquent monologue, recruit player character to evil side

Relationships

Hero - Has been waiting for the Hero to get to this final battle for a long time, and is starting to get afraid that the player's just going to rush ahead and miss Villain's chance to deliver emotional payoff

Prisoner - Villain has been using Prisoner as an unofficial therapist, so they're a little bummed that it's time for them to go

Lackey One - Appreciates how hard Lackey One works, but gets uncomfortable because Lackey One admires them so hard, when Villain doesn't quite get why and is uncomfortable to be lionized.

Lackey Two - considers Lackey Two's bad mood to be a passive aggressive critique

Lackey Three - doesn't get why Lackey Three is even here anyway.

Second Player - is good friends with Second Player. They've spent a lot of time fantasizing how they would do their ultimate battle together, maybe.

Cut Hero - Really liked Cut Hero back in the day, but has almost forgotten about them, and had no idea they were still around

Washing Machine - has no idea that Washing Machine exists.

Inventory

Menacing Cloak - an oversized musty, swishy coat. Equally good for wearing around your shoulders to look intimidating, or pulling over your head so no one can see you cry.

Prisoner

Name: TBD

Role: The prisoner who was captured by the villain at the beginning of the game, and then brought back to the villain's castle, waiting for the hero to rescue them

Background: After watching the hero barge through and meticulously inspect twenty castles before coming to the one that the prisoner is in, Prisoner is completely and utterly over this shit.

Needs: something to relieve the constant irritation they feel at inescapable situations

Possible Solutions: a promotion, a spin-off, a snack

Relationships

Hero - annoyed that Hero has been screwing around and wasting time, pushing them to the side

Villain - feels sorry for Villain, but is very tired of being Villain's therapist

Lackey One - finds Lackey One's enthusiasm grating

Lackey Two - Feels for Lackey Two, thinks they're pretty cool

Lackey Three - Has never actually talked to Lackey Three. Thinks they're weird and standoffish.

Second Player - Had one fill in rehearsal with Second Player in pre-production, and hasn't seen them since.

Cut Hero - Loves Cut Hero. Used to sneak off to hang out with Cut Hero when no one was paying attention (they never were.)

Washing Machine - has no idea Washing Machine exists. Will be furious to know how overloaded Washing Machine's work is, if they find out.

Inventory

Joke Book - A book of terrible puns, with heavily dog-eared pages. It's looking ruff.

Lackey One

Name: TBD

Role: An anonymous lackey, but the FIRST one

Background: Is super excited that they got to be in their very first videogame, even as a minion. Finest bootlicker you'll ever meet.

Needs: A chance!

Possible Solutions: A sequel, a spin-off

Relationships

Hero - Is super impressed and excited if the Hero, THE Hero, acknowledges them.

Villain - They're so cool! Looks up to them completely

Prisoner - Likes them, but is intimidated by them.

Lackey Two - Is annoyed that they would complain about this super cool job!

Lackey Three - Like seriously, why is Lackey Three even here?

Second Player -Hangs out with second Player between scenes, helps Second Player practice

Cut Hero - has heard rumors of Cut Hero, but only rumors -- by the time the lackeys were put in, Cut Hero was already gone.

Washing Machine - Has no idea Washing Machine exists.

Inventory

Sense of Purpose - an affirmingly strong desire to be a small cog in the large machine creating this game.

Lackey Two

Name: TBD

Role: one of the anonymous lackies

Background: Has been in many, many videogames, and is realizing they'll never get to be anything but a lackey.

Needs: A new direction

Possible Solutions: Give a bold suggestion

Relationships

Hero - Is SUPER annoyed that this is Hero's first game and they're immediately the hero.

Villain - Feels bad for Villain that they're trying so hard, when the industry's just going to use Villain up and then throw them away

Prisoner - Prisoner's all right. They binge shows together offscreen, and make fun of ridiculous cut scenes they're not in.

Lackey One - Feels sorry for Lackey One in a similar way that they feel sorry for Villain, but occasionally that sympathy is dampened by Lackey One's annoyingness

Lackey Three - Is chill with Lackey Three; a bit envious that Lackey Three has such a strong goal and plan

Second Player - Thinks it's annoying how Second Player complains about how little screentime they get when lackeys have it worse-- no free time because you're onscreen, but no recognition/fame.

Cut Hero - Thinks Cut Hero got a raw deal, and is a sign of how no one can really get ahead or change things.

Washing Machine - Does not know Washing Machine exists.

Inventory

Union Pamphlet - literature spreading radical notions like workers should be paid fairly, and shouldn't be mistreated.

Lackey Three

Name: TBD

Role: anonymous lackey

Background: took the lackey gig because it was something to do, but really wants to be an educational helper avatar (NOT like Clippy not everyone wants to be Clippy, OKAY???)

Needs: Time to study and prep to try and be a helper

Possible Solutions: goad into leaving, ad-libs

Relationships

Hero - Has mostly ignored Hero.

Villain - Talks too much.

Prisoner - They're okay. Quieter than most, which is a plus.

Lackey One - Means well, but DISTRACTING.

Lackey Two - Means well, but SULKY.

Second Player - Got so good at ignoring Second Player, they forgot they were still around and not cut

Cut Hero - heard rumors of Cut Hero, but didn't know they were still around. Would be very scared of experiencing Cut Hero's fate.

Washing Machine - Has no idea Washing Machine exists.

Inventory

Study Aids - Reams and reams of printed out Wikipedia pages.

Second Player

Name: TBD

Role: Understudy, takes over for a turn whenever Hero dies.

Background: Has spent the whole game waiting for the hero to die so they can take over for a little bit. It has been a long time since that happened, and Second Player is bummed that the game is going to end without them getting to take a crack at any endgame stuff.

Needs: to be noticed

Possible Solutions: agree to die, step down

Relationships

Hero - Insanely jealous of the Hero, and thinks it's a little rude Hero doesn't take a night off

Villain - Wants to fight Villain SO bad.

Prisoner - has a snarky text chain with Prisoner, critiquing Hero's choices

Lackey One - A tad too exuberant, but okay for a youngin'.

Lackey Two - Understandably bitter, but feels Lackey Two lashes out at others, as if they're the only one with problems

Lackey Three - Thinks it's fine Lackey Three's pursuing their goal, and happy to have less competition for the limelight.

Cut Hero - The horror story in the back of Second Player's mind that reminds them to play nice with Hero

Washing Machine - The washing machine? What? They've seen it, but it's just a washing machine... you know that, right?

Inventory

Energy Drink - A neon bubbling beverage that eerily glows, and has a strangely fruity scent. It is secretly dosed with chloroform.

Cut Hero

Name: TBD

Role: was the main character of the game, before it was drastically changed and they were cut completely

Background: After loudly questioning tradition and "that's just how things are done", the game was suddenly reconfigured to a more traditional format, and Cut Hero was cut. However, due to an unexpected tangle of how they were put into the game, they couldn't be completely removed, and needed to stick around in the background of the entire game, just offscreen. While this is technically better than full deletion (as they still have to pay Cut Hero to show up), Cut Hero is tired of being hidden away and silenced, and is contemplating leaving games altogether.

Needs: an escape from the endless nothingness, a new path

Possible Solutions: TBD

Relationships

Hero - Doesn't resent Hero for unknowingly taking their job, but does assume that if Hero was brought in to replace them, Hero's probably pretty bland or bootlicky, or both.

Villain - Really liked working with Villain back in the day. A little worried about them.

Prisoner - Would've been in a romantic relationship with Prisoner if they hadn't been cut. Still has feelings for Prisoner, which is one reason they don't completely mind hanging around in the dark.

Lackey One - Wants to cheer on Lackey One's enthusiasm, but worries, knowing all the ways it could get crushed in the next five years.

Lackey Two - Really worried about Lackey Two, and angry on their behalf.

Lackey Three - Impressed with Lackey Three's dedication and realism, and curious about the world of education software.

Second Player - Cut Hero remembers very clearly how Second Player cheered them on and supported their messaging, until Cut Hero was cut and they completely turned their back on them

Washing Machine - Is good friends with Washing Machine. Tries to help them out when they can.

Inventory

Locket - an antique locket. Inside, there is a picture of the prisoner, lightly faded from time.

Washing Machine

Name: Washing Machine, Washie to its friends

Role: a washing machine, secretly keeping the whole game running behind the scenes

Background: Washie was originally brought in, its first game, to be a washing machine. But soon, Washie kept being given more and more tasks that were never intended for a washing machine-- dangerously high-level tasks, tasks that would void its warranty if they were discovered, tasks completely unrelated to washing clothes. And while Washie didn't mind occasionally indulging in off-brand uses when necessary, here we are, at the end of the game, and Washie has not once washed a single item of clothing, their whole reason for being.

Needs: to wash some clothes

Possible Solutions: get some clothes dirty and wash them

Relationships

Hero - Doesn't have particularly strong feelings, though Washie did think Hero would've gotten their clothes dirty at least once by now... especially given how long they took.

Villain - Washie thinks the Villain doesn't have enough charisma or improv experience to be a lead.

Prisoner - Washie thinks the prisoner would make an interesting main character, but that they'd bring Cut Hero back before they ever did that.

Lackey One - Washie thinks Lackey One's going to end up getting used as a patsy.

Lackey Two - Washie thinks Lackey Two should just quit games now.

Lackey Three - Washie judges Lackey Three for thinking they're better than others because they don't plan to stay in games

Second Player - Washie judges Second Player IMMENSELY for complaining about how infrequently they get to be the hero and contribute, when they refuse to ever pick up any of these hidden, behind the scenes chores

Cut Hero - Washing Machine loves Cut Hero, the only character who has ever actually acknowledged Washie. That's why Washie tweaked it so Cut Hero had to stick around, even if they weren't in the story-- so Washie could still have a friend. If they didn't want Washie making alterations like that, perhaps they should consider the appropriateness of some of the tasks and accesses that Washie's been assigned!

Inventory

Laundry Pod - Gets things clean; tastes like candy! A favorite of parents and kids.

VARIABLES

EndGame - triggers an ending sequence

Villain - make contact with Villain to activate

Prisoner - make contact with Prisoner to activate

LackeyOne - make contact with LackeyOne to activate

LackeyTwo - make contact with LackeyTwo to activate

LackeyThree - make contact with LackeyThree to activate

SecondPlayer - make contact with SecondPlayer to activate

CutHero - make contact with CutHero to activate

WashingMachine - make contact with WashingMachine to activate

HeroInv1 = "CrownofAgency" - first item in Hero's inventory

HeroInv2 = "EvilslayerUltima"- second item in Hero's inventory

HeroInv3 = "ScalesofJustice" - third item in Hero's inventory

VillainInv = "MenacingCloak" - Villain inventory

PrisonerInv = "JokeBook" - Prisoner inventory

LackeyOneInv = "SenseofPurpose" - LackeyOne inventory

LackeyTwoInv = "UnionPamphlet" - LackeyTwo inventory

LackeyThreeInv = "StudyAids" - LackeyThree inventory

SecondPlayerInv = "EnergyDrink" - SecondPlayer inventory

CutHeroInv = "Locket" - CutHero inventory

WashingMachineInv = "LaundryPod" - WashingMachine inventory

VonP - Villain gossips about Prisoner

VonL1 - Villain gossips about LackeyOne
VonL2 - Villain gossips about LackeyTwo
VonL3 - Villain gossips about LackeyThree
VonSP - Villain gossips about SecondPlayer
VonCH - Villain gossips about CutHero
VonWM - Villain gossips about Washing Machine

PonV - Prisoner gossips about Villain
PonL1 - Prisoner gossips about LackeyOne
PonL2 - Prisoner gossips about LackeyTwo
PonL3 - Prisoner gossips about LackeyThree
PonSP - Prisoner gossips about SecondPlayer
PonCH - Prisoner gossips about CutHero
PonWM - Prisoner gossips about WashingMachine

L1onV - Lackey One gossips about Villain
L1onP - Lackey One gossips about Prisoner
L1onL2 - Lackey One gossips about LackeyTwo
L1onL3 - Lackey One gossips about LackeyThree
L1onSP - Lackey One gossips about SecondPlayer
L1onCH - Lackey One gossips about CutHero
L1onWM - Lackey One gossips about WashingMachine

L2onV - Lackey Two gossips about Villain
L2onP - Lackey Two gossips about Prisoner
L2onL1 - Lackey Two gossips about LackeyOne
L2onL3 - Lackey Two gossips about LackeyThree
L2onSP - Lackey Two gossips about SecondPlayer
L2onCH - Lackey Two gossips about CutHero
L2onWM - Lackey Two gossips about WashingMachine

L3onV - Lackey Three gossips about Villain
L3onP - Lackey Three gossips about Prisoner
L3onL1 - Lackey Three gossips about LackeyOne
L3onL2 - Lackey Three gossips about Lackey Two
L3onSP - Lackey Three gossips about SecondPlayer
L3onCH - Lackey Three gossips about CutHero
L3onWM - Lackey Three gossips about WashingMachine

SPonV - Second Player gossips about Villain
SPonP - Second Player gossips about Prisoner
SPonL1 - Second Player gossips about LackeyOne
SPonL2 - Second Player gossips about LackeyTwo
SPonL3 - Second Player gossips about LackeyThree

SPonCH - Second Player gossips about CutHero
SPonWM - Second Player gossips about WashingMachine

CHonV - CutHero gossips about Villain
CHonP - CutHero gossips about Prisoner
CHonL1 - CutHero gossips about LackeyOne
CHonL2 - CutHero gossips about LackeyTwo
CHonL3 - CutHero gossips about LackeyThree
CHonSP - CutHero gossips about SecondPlayer
CHonWM - CutHero gossips about WashingMachine

WMonV - Washing Machine gossips about Villain
WMonP - Washing Machine gossips about Prisoner
WMonL1 - Washing Machine gossips about LackeyOne
WMonL2 - Washing Machine gossips about LackeyTwo
WMonL3 - Washing Machine gossips about LackeyThree
WMonSP - Washing Machine gossips about SecondPlayer
WMonCH - Washing Machine gossips about CutHero

ITEMS

Clean Shirt - Look at this shirt! So nice and fresh. *Soiled Shirt transforms into Clean Shirt when given to Washie.*

Crown of Agency - an authentic heirloom, on loan from the MacGuffin estate. Provides the wearer with the powers of the Player Character, including the ability to move around freely. *Giving this item to another character counts as an ending condition. Starts in Hero's inventory.*

Energy Drink - A neon bubbling beverage that eerily glows, and has a strangely fruity scent. *It is secretly dosed with chloroform. Starts in Second Player's inventory.*

Evilslayer Ultima - the most powerful weapon in the game. Acquired by winning first place in every town's fishing tourney, and assembling all of the trophies together. *Starts in Hero's inventory.*

Joke Book - A book of terrible puns, with heavily dog-eared pages. It's looking ruff. *Starts in Prisoner's inventory.*

Laundry Pod - Gets things clean; tastes like candy! A favorite of parents and kids. *Starts in Washing Machine's inventory.*

Locket - an antique locket. Inside, there is a picture of the prisoner, lightly faded from time. *Starts in Cut Hero's inventory.*

Menacing Cloak - an oversized musty, swishy coat. Equally good for wearing around your shoulders to look intimidating, or pulling over your head so no one can see you cry. *Starts in Villain's inventory.*

Scales of Justice - a low level sword that looks like a fish. It is beginning to rot. *Starts in Hero's inventory.*

Sense of Purpose - an affirmingly strong desire to be a small cog in the large machine creating this game. *Starts in Lackey One's inventory.*

Soiled Shirt - Ugggh... it's all sticky... *Energy Drink transformed into Soiled Shirt when used in inventory.*

Study Aids - Reams and reams of printed out Wikipedia pages. *Starts in Lackey Three's inventory.*

Union Pamphlet - literature spreading radical notions like workers should be paid fairly, and shouldn't be mistreated. *Starts in Lackey Two's inventory.*

END GAME TRIGGERS

Give the Crown of Agency - giving over control of being the player character. Shows special ending with new player character.

Ask Washie, before cleaning - if you give up, Washie will send you back, but show up unexpectedly to seek revenge

Ask Washie, after cleaning - players will return to the normal ending, with item appropriate adjustments

Give Washie Sense of Purpose - Washie succumbs to the pressure to be a cog in the machine, and returns player to the normal ending, with item appropriate adjustments