**2.75: Diaries, Quests and Cutscenes**

**1) Describe one scene in your game where you tell part of the story in actions or images without using dialog. Use no more than a few sentences. Getting your point across concisely is an important skill in the game industry.**

**One of the scenes in my game uses parallel action. This will be to show two simultaneous events to give a dramatic feel. In this scene, the protagonist is busy reading big books on vampire hunting, and then we cut to the vampires, hunting her.**

**2) Write a diary entry from a character that would reveal part of the story to your audience. Write at least two paragraphs.**

**It is 1:42 AM on October 17th, 2013. Only hours ago I returned home from the library. I am still in the process of reading about vampires. I would like to confront the vampire that attacked that young boy earlier today. So far, I have learned many things, and I have much more to read.**

**What was that!? Oh, it was just thunder. I’m a bit jumpy tonight. What if the vampire decides to attack me next? What if there is more than one? This book says that a vampire hunter must be ready for anything. In the morning, I will prepare for safety. For now, I think it’s time to call it a night. I can’t miss school tomorrow. I need to be up in 4 hours and 18 minutes.**

**3) Imagine your story as a videogame. Describe a short quest your player could be assigned which would move part of your story forward in a game. (Keep it to 1-3 paragraphs.)**

**One of the short quests that the player in my game could do is: search the house for vampire safety gear. This gear could include the following items: a flashlight (to help the player see in the dark), a wooden stake (to stab through the heart of the vampire), garlic cloves (repel the vampire), a crucifix (a holy symbol) and holy water (a second holy symbol). These items will complete the gear that is needed to move on in the game, and find the vampire.**

**The quest will begin with the player in their room. (Just woken up, and needing to get ready for school) This is when they will begin searching the house for their gear, and they will only have a certain amount of time to do so. This is on account of needing to be on time for school, which will start at 8:00 am. This means that the player will be given one hour to complete the task. The house is a 3-story house, and the items will be placed in different rooms that hold no significance to the item that the player will find in that room.**

**Finding all of the items in a quick amount of time will be an award for the player, which will be a trench coat. (to wear while searching for the vampire) This will be an incentive for the player to try their hardest to complete the task faster. The player will not be awarded the trench coat if they do not complete the task in a set amount of time.**

4) **Describe another short quest for your game. (Keep it to 1-3 paragraphs.)**

**Another quest that will be in my game is at the very beginning, after the first dialog. This is when the Player Character (protag) is on their way to school, and hears a group of people screaming. The point of this quest is to find out where the screaming is coming from. The only way to figure that out is to get past obstacles that are blocking you from that area of the terrain.**

**Obstacles will block the player, such as: trees, roadblocks, holes in the ground, and other people who are walking. You will not be able to pass any of these items by any of the following: jumping over trees, pushing through road blocks, jumping over holes in the ground, (though you can fall in and die), or by rudely pushing through people who are walking by. Due to the restrictions, the player will need to figure out how to get past the obstacle, without doing the obvious, instead they will have to get through a maze like terrain.**

**The final point of the maze is that, when you finally find the group of civilians that have just witnessed the killing of the young boy the vampire has already gotten away. The civilians will then tell you information that you will need to remember in order to remember which book you will need to take out at the library.**