

Those That Are Left

Story in Video Games

Narrative Bible



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Story Brief

Genre

ARPG, Top-Down, Hack and Slash, Post-Apocalypse Zombie Theme

High Concept

Those That Are Left is a hack and slash, Diablo style game, where players—solo, or in groups—fight off mutant zombies similar to those in Left for Dead 2.

Story (high level)

Several years after a zombie apocalypse outbreaks, the survivors hideout in a civilization known as the Refuge. A designated group is formed to undergo a series of expeditions, aimed at gathering supplies and expanding secured areas. The group consists of four individuals, and each has a unique set of skills and mastery to have a tactical advantage against the largest of threats.

Although the risk is massive, the possible reward is unmeasurable. With the population of The Refuge growing, the base can no longer sustain itself. The civilians of the Refuge do their part by improving the weapons and gear of the group, and collecting and storing valuable information that is found while on expeditions. Although there is no end to the apocalypse, the group's efforts are the beginning of something new, and a chance to rebuild humanity from it's fallen grace.

Fluff Text

“The Infection starts with an almost immediate neural link, severing any form of pain. Despite that, it's believed that the host suffers greatly, and although quick, it is not a merciful death.”

“If there's any hope of continuing the human race, we have to act, and we have to do it now. I used to believe that help was coming, but nobody is coming anymore. It's just us. If you're happy dying here, so be it, but I've got a little more life in me.”

“Doc says I should be good to go in a week. It was just a scratch, but better safe than sorry.”

“I was all alone before I had refuge, and to be honest, I wasn't sure if I was gonna make it. I'd do anything to protect this place, even if it meant dying to save it.”

Story Integration

The player plays as one of the 4 classes (members of the group). He/She can choose to undergo an expedition solo or with companions. Each expedition is a unique map and contains a large pool of zombies scattered around.

When the map is clear, the expedition is complete, and the player(s) can return to The Refuge. Loot is delivered through killing zombies or hidden in interactables around the map (chest, containers, etc). Loot that is scavenged can be brought back to the Refuge to upgrade or craft new gear.

As the player performs expeditions farther from The Refuge, the monster level increases, and new threats begin to appear. Additionally, the loot quality goes up as the tier increases. NPC civilians in The Refuge offer players quest while they go on expedition. For example a researcher might ask for 50 zombie parts to study the DNA. This might reward the player with "Bottle Caps", the currency used in this post-apocalyptic setting.

World Overview

Setting

The game takes place several years after a zombie apocalypse killed roughly 90% of the world's population. The time since the apocalypse has left the world without power and in ruins as humanity grasps to survive every day. The Refuge, which is the main HUB of the player, is a settlement located on the outskirts of what was once Baltimore, or eastern Maryland. The surrounding area is very green, especially due to the recession of human intervention. Additionally, the area is relatively flat terrain and has a fluctuating climate which can change based on the season. To the west, the more mountainous and forest regions contain a high density of fauna.

Although the game takes place in a relatively closed-off region which expands as the player progresses through the game. Throughout the game, the player ventures out past the walls of The Refuge to expand their territory and rid a larger area of the infected.

Technology / Magic

Through playing the game, the player will scavenge for gear to upgrade their current loadout. Technology is important, but the apocalypse has made advanced weapons very hard to come by. As a result, basic weapons like a bow, dagger, hammer, etc are proven to be just as efficient. However, the weapon master at the Refuge works well with what he's got, so if the player brings him crafting supplies, he can forge powerful weapons to take down hordes of enemies with ease. Enemies in the game do tend to take a less realistic form, however this remains fairly grounded throughout the game's story.

World-Altering Events

Mutant zombie hybrids have rapidly spread amongst the world; the human population is in complete disarray. Over the years, roughly 90% of the world has fallen to the zombies leaving the remaining humans to fend for themselves. Any chance of a cure has long been dismissed and the only goal left for the human race is to survive. However, new things are still learned every day, and although the idea of returning to normal is just a dream, those with hope are still alive.

Cultures / Character Classes / Organizations / Peoples

There are four main classes available for play, each bringing a different play style and feeling to the game. Additionally, through progressing the main story, players can choose from one of two subclasses and put points in that subclass every 10 levels.

The Brawler

Focused on Melee Combat, the Brawler isn't afraid of taking the fight up close and personal. Whether using a bat, club, or axe, the Brawler never fails to pack a punch.

Slayer

The Slayer is a subclass of the Brawler class. Focusing more on assassinating big threats and taking them down swiftly. The Slayer gains additional damage while using swords or daggers, and an increased bleed damage multiplier.

Berserker

The Berserker is the second subclass of the Brawler class. The berserker focuses more on killing large hordes of zombies dealing massive splash damage. Additionally, the berserker gains rage when chaining zombie kills, dealing more damage and granting more attack speed the larger the chain.

The Ranger

The Ranger focuses on maximizing damage from afar. Choosing to use Machine Guns to mow down waves of zombies, or opt for a stealthier approach and choose a Bow/Crossbow.

Scout

The Scout is a fast-paced version of the Ranger. Using dual pistols or SMGs, the scout can navigate through maps quickly. Additionally, the scout gains 3 charges of the dash ability, and a higher energy regen and cap.

Trooper

The Trooper gains the ability to equip heavy weapons. Allowing for a massive barrage of cover fire, the trooper subclass is the perfect addition to any party.

The Medic

The Medic is a healer or support class that no party is complete without. The Medic gains access to crafting first aid supplies and other consumables.

Combat Medic

The Combat Medic is for the supports that want to deal some extra damage. Unlocking access to rifles and bows, the combat medic can dish out damage while continuing to patch up any damage that the party might have taken.

Doctor

The Doctor is the ultimate healing class. Granting a variety of buffs to allies within proximity, the Doctor can help maximize the potential of other survivors.

The Specialist

The Specialist is a wild card class. Gaining access to explosives, the Specialist can choose to bring hell to packs of zombies or use his expertise to set up traps to eliminate specific threats.

Pyromaniac

The Pyromaniac brings a flare of heat to the specialist class. Unlocking both the Molotov Cocktail and a homemade flamethrower, the Pyromaniac leaves those pesky zombies in a pile of ash.

Engineer

The Engineer is the second subclass of the specialist, granting access to new unique crafts to aid the party in combat. Most notably, the engineer can create sentry turrets and proximity mines, allowing the player to relax while their inventions do all the work for them.

Enemies

Roaches

- Low Health Pool
- Medium Damage
- In Large Packs
- Low XP Gain
- Shown in typical clothing.
- Depicts previously alive humans.
- Not very intelligent



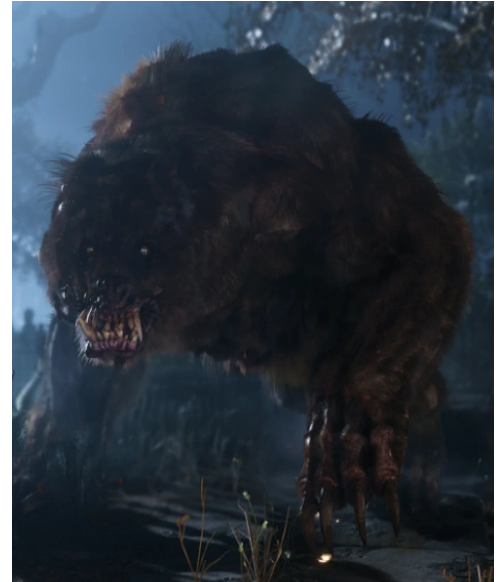
Scratchers

- Very Fast/Agile
- Solid DPS
- Medium Life
- Best dealt with from afar, but can be killed in melee.
- Depicted with Long Claws.
- Are humanoid, but have insect-like characteristics.
- Lunges at players with rapid attacks.



Devourer

- High Life Pool
- Almost Unbreakable Defences
- Slow Movement Speed.
- Slow but heavy hitting attacks.
- Special Attack: Charge.
 - Charges at the player dealing massive damage on impact.
 - If collides with a wall/obstacle stuns itself and weakens defences.
- Forces players to dodge charge attack or suffer massive damage.
- Executing mechanics correctly rewards players with a higher chance to takedown.
- Typically depicted as a beast-like creature such as a bear.



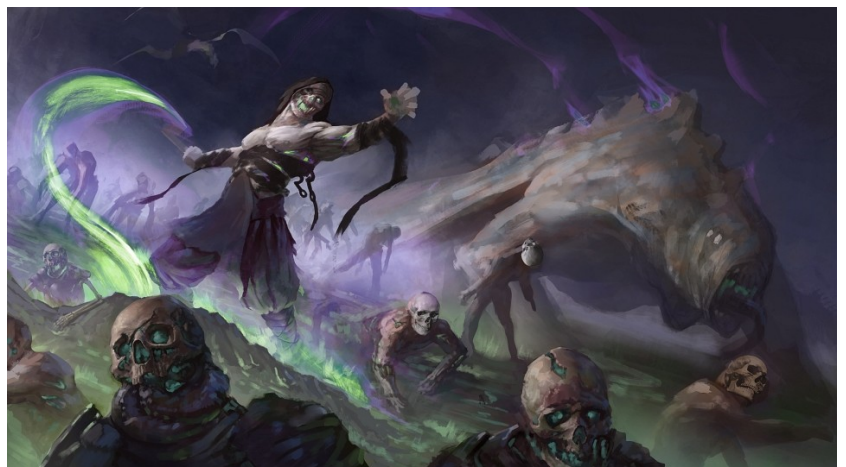
Popper

- Explodes with a toxic fume when killed.
- High Health Pool
- Slow Movement
- Feeds on zombies to heal.
- Heavy Hitter



The Echo

- Medium Life Pool
- Special Mechanic: Resurrect
 - Summons fallen corpses around it.
- Requires target focus or will resummon killed zombies
- High Priority Threat
- Very intelligent



Major Landmarks / Locations

The Refuge

The Refuge is the main HUB for the player and a large coalition of survivors. It consists of close to 200 humans and continues to grow every day. However, the growing population has caused the once stable supplies to deplete quicker than expected. This forces the player's initial goal, to find supplies for the Refuge.

The Western Woods

The Western Woods is a Sector to the west of the Refuge. It is a mountainous and dense forest. Little is known about what lies inside, as only a handful of the entire Refuge has made it out alive. The only thing known for sure is that venturing inside is extremely risky.

The Haven

The Haven is another outpost that is discovered during the game. It is about 50 miles to the northwest of The Refuge. As supplies continue to deplete in The Refuge, the idea of making contact with The Haven is born, in hopes of merging the two civilizations. That said little is known about The Haven, nor the treacherous path between the two encampments.

Wetlands of Maryland

The Wetlands of Maryland is a swampy Creek located East of The Refuge. The environment is mainly marshland, creeks, and coves. It's dense water level is funneled directly from the Chesapeake Bay.

The wildlife, although scarce since the apocalypse consist of a variety of birds, geese, ducks, and swans. Additionally, foxes, minks, and otters, have been spotted.

Although the area is generally flat, the swampy water creates heavy bog that makes the area difficult to cross. As a result, the area has become a wasteland of zombies. Zombies who have wandered into the marsh can be found stuck in the swampy mud.

This goes for the player too, staying inside the Bog will drastically slow movement speed. This, along with the hordes of zombies that surround the area are the player's biggest challenge to move through the terrain. The area is an important sector as it is a middle point between The Refuge and a newly discovered Haven that the player must venture through.



Plan for the World

As the player performs expeditions farther from The Refuge, the monster level increases, and new threats begin to appear. Additionally, the loot quality goes up as the tier increases. NPC civilians in The Refuge offer players quest while they go on an expedition. For example, a researcher might ask for 50 zombie parts to study the DNA. This might reward the player with “Scrap”, the currency used in this post-apocalyptic setting.



Character List

Vincent Kells

Gender: Male

Age: 26

Height: 5'11

Appearance:



Personality: Caring and almost soft, but has grown accustomed to the zombie apocalypse and is now more hardcore and brutish.

Bio: Vincent or Vince, is one of the four members of the Chosen, his experience as a fencer in college led him to become an expert in melee combat. Although he's lost his friends and family, he's made friends with other members in the Chosen as well as those who live in the Refuge. He yearns to return to the normal days, but understands his importance in making that become a possibility.

Story / Plot Involvement: One of the player class characters and serves as the melee character.

Character Development: Delivered through voice lines in game and through NPC dialogue. This gives his thoughts on the events at hand.

Character Growth: Becomes more hardened throughout the story. "Grows up" and carefree view on the world drastically changes.

Relationship with other characters: Develops bonds with other members of the Chosen as well as the NPCs that reside in the Refuge.

Michael Roche

Gender: Male

Age: 28

Height: 5'9

Appearance:



Personality: Very logical, doesn't flinch or hesitate on making the tough calls.

Bio: Michael is another member of The Chosen, he was the first to volunteer despite seeing it as a mistake. He has always been able to make the tough decisions while under pressure, but others see him as different than most people.

Story / Plot Involvement: One of the player class characters and serves as the medic / support role.

Character Development: Delivered through voice lines in game and through NPC dialogue. This gives his thoughts on the events at hand.

Character Growth: Finds meaning in helping others.

Relationship with other characters: Learns to care for the other Chosen members so much that he will go against his core values to save them.

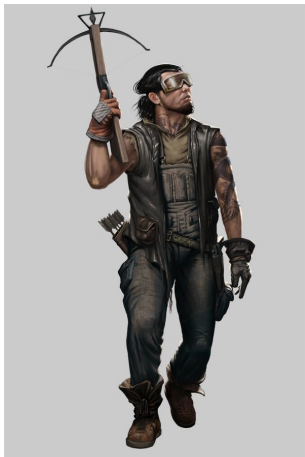
Tony Russo

Gender: Male

Age: 29

Height: 6'0ft

Appearance:



Personality: Tony is and always will be a soldier, he follows orders, is loyal to those around him, and never hesitates to risk his life for a cause.

Bio: Tony Russo is the marksman of The Chosen. Before the outbreak he was a soldier and served multiple tours. Additionally, he was an avid hunter learning how to track and hunt deer and other wild game. This made him an excellent survivor in the apocalypse. That said he chose to be a lone wolf rather than form attachments up until he found the Refuge.

Story / Plot Involvement: One of the playable characters / classes. Serves as the ranged class in The Chosen and uses guns or bows as his primary weapon.

Character Development: Delivered through voice lines in game and through NPC dialogue. This gives his thoughts on the events at hand

Character Growth: Deviates from the “lone wolf” style and forms attachments with the other members as well as the citizens in the Refuge.

Relationship with other characters: Cares for the other members and hints at a crush for Llabeth.

Alex “Sparky” Roa

Gender: Male

Age: 27

Height: 5’10ft

Appearance:



Personality: Alex is the hyperactive, wildcard of the bunch. He is somewhat aberrant or deviant but is always willing to fight no matter how overwhelming the odds. Alex is quick on his feet and is highly intelligent in his craft.

Bio: Alex Roa, or as he is referred to as the group, “Sparky” for the constant sparks that fly by him as he is rigging a trap. Alex is resourceful and oftentimes over-zealous in any given scenario. However, when the group is surrounded, he loses all self of preservation and becomes the ride or die wildcard he is known for.

Story / Plot Involvement: One of the playable characters / classes. Serves as the specialist class in The Chosen and uses traps and explosives to kill zombies.

Character Development: Delivered through voice lines in game and through NPC dialogue. This gives his thoughts on the events at hand.

Character Growth: Interestingly, Alex doesn't really change, but other's opinion and thoughts on him changes greatly. Initially he is seen as weird and off putting but people view him as really intelligent as the story progresses.

Relationship with other characters: Grows close to the members of The Chosen that he fights alongside.

Llabeth Gelfand

Gender: Female

Age: 33

Height: 5'8

Appearance:



Personality: Friendly to others, very nerdy and focused on her work.

Bio: Llabeth helps The Refuge in her own way. By studying the relics of the past she hopes to help the future. She believes that the outbreak is a result of humans interacting with ancient relics. Founders of The Refuge don't believe her and want more substantial proof.

Story / Plot Involvement: A NPC / Vendor for the player, will buy any relics that the player brings back from expeditions.

Character Development: Delivered through talks with players.

Character Growth: Not much growth as a character.

Relationship with other characters: Befriends the adventurer on their journey.

Hero's Journey

Protagonist: Chosen Member (1 of 4 options)

Ordinary World: The player lives in the Refuge, a safe haven from the zombie apocalypse where the walls protect those who live inside from the wrath of the surrounding zombie hordes.

Call to Adventure: The population in the refuge has grown at an accelerated rate, supplies and food are depleting. The founders of the Refuge have called upon select individuals who exceed in their areas to leave the refuge and search for supplies in hope of stabilizing the Refuge.

Refusal of the Call: Despite the odds of dying the members agree to work together in hopes of saving not only the Refuge, but humanity's chance of surviving.

Meeting with the Mentor: The Chosen Members meet the blacksmith who equips them with basic weapons that with their expertise can easily take out dozens of zombie hordes.

Crossing the Threshold: The Chosen venture out on their first expedition to an old shopping mall hopping to find supplies and return safely.

Test, Allies, Enemies: The Chosen continue to embark on expeditions searching for supplies, however over time they begin to bond and grow closer and closer to one another. Additionally they befriend a citizen in the Refuge named Llabeth who helps them along their journey.

Approach the Inmost Cave: The Chosen discover the location of another safe haven and decide to venture towards it. Hoping to contact the group and merge the two civilizations, they are sent out on an impossible journey.

Supreme Ordeal: The group finds new and more dangerous mutants including an animal mutant able to withstand even the toughest of attacks from the Chosen.

Reward: After a perilous fight, the Chosen make it to the Haven and along with resting discuss a potential merge of civilizations.

The Road Back: The Haven suggest a safe alternative route that their scouts have already cleared, on their way back they begin planning moving the population of the Refuge towards the Haven's location.

Resurrection: The Chosen are attacked by a massive swarm of zombies, behind the pack a powerful zombie hybrid able to resurrect zombies that have been slain.

Return with the Elixir: Although almost falling to the horde of zombies, the group manages to slay packs and return to the Refuge where the citizens prepare to move to a new home.

Expanded Story Breakout

The Opening

I. The Introduction of Characters

- Player picks their starting class and decides what character they will play throughout the whole story.
- Members of “The Chosen” convene and discuss the task at hand.
- The Founders of the Refuge say that all four members must participate in order for the mission to be a success.
- The Founders tell the individuals that the Refuge is running out of supplies and scavenging the outer sectors must be accomplished.
- Chosen Members agree to help the Refuge and join forces to save those who have survived thus far.
- Player is told to visit the barracks and find the blacksmith to get some weapons.

II. The Introduction of Conflict

- The plan is to push towards an old shopping mall and scavenge for resources that can be brought back to the refuge.
- Players receive their starting gear and weapons as they begin to venture outside the safety of The Refuge.
- While equipping their weapons, the Blacksmith says that they face hordes roaches as much of the human population is now a roach.
- The Chosen take their first steps outside the walls of the Refuge. They are all determined yet scared.
- Along the way they see the world’s deterioration and how humanity has fallen from its grace.

III. First Combat/Mechanical Trial

- The group is attacked by a small horde of zombies serving as a tutorial for the game's combat.
- This tutorial shows
 - Basic depth of combat system and how to kill zombies.
 - How to use consumables and heal if the player gets damaged.
- This also demonstrates
 - How to loot a zombie when it’s killed.
 - How to equip new items, and craft supplies.

IV. The Disbelief Point

- The players reach the mall relatively unscathed from the zombies thus far.
- The player’s find a dead corpse of another human, The human died recently and was holding a strange carved stone that the Chosen decide to bring back to the Refuge.

- The player learns of relics, key items that lead to the past or future.
- The group is attacked by another larger horde and must fend off this wave from the inside of the mall.
- Players loot and collect goods for themselves and to bring back to the Refuge.
- Group returns to the Refuge with less supplies than anticipated and await their next assignment.

V. Launch Into Mid-Game/Session

- Players return and explain their findings at the mall.
- They show the carved rock and are sent to an archeologist to study the symbol and the rock.
- The player preps the next excursion, this time to the south, and into the forest.

The Mid-Game/Session

- Players will develop a better understanding of combat.
- During the midgame, players will develop their class as well as earn a subclass to develop.
- PC's also bond during this time and grow more familiar with each other.

VI. Setback/Obstacle, Smaller

- Characters head into the forest to clear a path to the next destination.
- As they enter the forest, a man-made trap goes off, alarming a massive horde of zombies that attack the Chosen.
- Just when it appears to be clear, the members of the Chosen turn around and hear a massive ROAR.

VII. Setback/Obstacle, Larger

- Behind them, a massive mutant bear comes charging out of the woods.
- The player's struggle to fight the bear as its hide is near impenetrable with their weapons.
- Player struggles to defeat the bear until it crashes into a rock and starts to break its hide.
- After an intense and scrappy disengage from the bear, The Chosen make it back to the safety of the Refuge.
- Players return to the refuge and are told to visit the blacksmith to upgrade their weapons.
- At this point each player can pick one of two subclasses to diverge into and develop their class and play style even further.

VIII. Things In Danger

At this point, the player runs into Llabeth outside the blacksmith. She tells the group about her discoveries from studying the stone recovered from the mall.

- Llabeth discovers the symbol to be of a "logo" of another possible Haven, to the very far to the east.
- The Chosen decide that they must travel to the Haven and combine the two civilizations in order to save those living in the Refuge.

IX. Reconfirmation

- Now equipped with their new weapons and subclass gear they prepare to headout, hopefully for the last time.
- They discuss the idea with the Founders, who agree with the Chosen's decision.
- The Chosen join forces to push towards the Haven and accomplish the impossible mission through unknown areas of the world.

End Game

X. The Big Huge Setup and Execution

- The Chosen fight their way through the different terrain of Maine towards the Haven, almost 50 miles away.
- Continuing to fight horde after horde the group makes a final push through the unknown.
- The players finally reach the gates of the Haven, promising new opportunities.

XI. The Loss is a Gain

- The leaders of the Haven agree to help the Refuge and merge the two societies.
- After resting, the players now must travel back to the Refuge and tell them of the news.
- The Chosen are told a safer route to travel back that scouts from The Haven have already cleared.

XII. The Big Huge Battle (Climax!)

- Player's travel back to the Refuge.
- After a day's travel a massive horde starts to erupt from the crest of a hill.
- Behind the wave of zombies, a power hybrid with the ability to resurrect roaches commands the army.
- Now against all odds the players must fight through the horde. Their plan to kill the hybrid and hopefully killing the zombies in the process.

XIV. Consequences!

- The player's kill off the hordes of zombies and manage to kill the Hybrid.
- When the Hybrid falls, the resurrected zombies in the vicinity die as well.
- Now injured and battle scarred, the return home to the Refuge.
- The player's reach the Refuge, finding no resistance on the remaining way back.
- The Chosen tell the Founders the information and are awarded for the success.
- The Chosen's effort has kept the flicker of hope for humanity alive and opened up opportunities for growth in the future.