

NDD

Charlotte Cook

+(MIS)TAKEN IDENTITY+

PROJECT DESCRIPTION	4
GENRE:	4
THEMES:	4
HOW DOES IT END	5
ENDING COUNT:	5
ENDING DESCRIPTIONS:	5
ENDING 01	5
ENDING 02	5
ENDING 03	5
DEATH PATH	5
STORY PREMISE	6
STORY INTRO	7
CHARACTERS	8
You	8
Matilda	8
Stall Keeper - Unnamed Man	8
Goons	9
Theodore	9
Liam	9
Ben	9
Lady Camilla	10
Bushy Stached Man - Unnamed Man	10

Tavern Owner - Bill	10
Tavern Owners Daughter - Lucy	11
Tavern Owners Wife - Beth	11
Detective Melody	11
Detective Todd	11
Apothecary Owner - Elder Nee	12
Apothecary Owners Child - River	12
Old Woman - BiBi	12
VISUAL TIMELINE	13
REFERENCE	14
LOCATIONS	14
MARKET SQUARE	14
TAVERN	14
APOTHECARY	14
ALLEYWAYS	15
HARBOURFRONT	15
SEWERS	15
OLD LADIES HOUSE	15
DELIVERABLE 01	16
DELIVERABLE 02	16
DELIVERABLE 03	16

PROJECT DESCRIPTION

GENRE:

- MULTIPATH
- NON LINEAR
- FICTION
- RPG
- ACTION

THEMES:

- IDENTITY THEFT
- REDEMPTION
- VIOLENCE
- PROFANITY

HOW DOES IT END

ENDING COUNT:

03

ENDING DESCRIPTIONS:

ENDING 01

FAILURE. YOU FAIL TO CAPTURE THE CULPRIT AND HAVE NOT ESCAPED SUCCESSFULLY LANDING YOU IN JAIL FOR A CRIME YOU DIDN'T COMMIT.

ENDING 02

CAUGHT IN THE ACT. YOU CATCH THE CULPRIT AND PROVE YOUR INNOCENCE.

ENDING 03

ON THE RUN. FAILING TO CATCH THE CULPRIT YOU SUCCESSFULLY ESCAPE AND BECOME A FUGITIVE ON THE RUN.

DEATH PATH

YOU DIE. TRAGIC. HOW BORING.

STORY PREMISE

The choices that the player makes for their responses and actions weighs into which ending path they move towards and there are multiple opportunities to redirect said path or abruptly end it.

Play as You. A nameless faceless character with customizable pronouns to choose from to allow further reader immersion into the story.

Mistaken as a thief in the middle of a busy market square you must fight to escape, stay alive or prove your innocence in a world that seems to be fighting against you.

Discover new characters as you wind your way through the various paths within this interactive novel searching for answers and truth.

STORY INTRO

‘Crisp autumn air swirls around the market grounds dancing playfully between the brightly coloured awning valances.

Families shopping for their weekly supplies, busybodies pushing pamphlets into unsuspecting passersby hands spreading the word of god and their cults. Succeeding only in creating more litter lining the cobblestone ground than gaining new followers.

You watch as a child wanders off from her mother, her left shoe buckle broken, flopping carelessly around with every step, a handmade doll clutched to her chest. Excited to be free from her mothers watchful eye she gleefully skips along the cobblestoned ground, carefully avoiding the cracks. A loud bang a few stalls over distracts her and she trips over a stray root.

Her body soars for a moment, you watch almost anticipating what will happen next. Her shoe flying off, buckle flapping uselessly at its side. A look of regret and panic flit across her face and she lands. Hard. Face down in a cow patty, her doll fortunately enough landed just past the pile, limp and raggedy but clean.

Gasps and murmurs begin to buzz about the child as the adults around realize what has happened. You watched as the mother, frantically trying to push through the crowd sees her daughter, now sitting and sobbing covered in cow dung pathetically. She began to make a big fuss, cleaning her daughter off, scolding her for wandering away and collecting her fallen things.

You didn't think it was a big deal but a twinge of jealousy for the child pierced your heart as you watched her mother coddle her. She was lucky that someone cared about her. You wished that were you.

You laughed at your insecure jealousy as you turned away from the crowd.

A stall behind you was lined with delicate and delicious looking fruit. Hues of bright reds, blues, greens and oranges and scents of fresh produce overwhelmed your senses. Your stomach growled urging you to make a choice.’

CHARACTERS

You

The main character in the story and the lens the reader explores the world through. You are who you choose to be. Within the story you decide what your pronouns are, eye colour and hair colour. While this feels unimportant to some, representation is important which is why You can be who you are within this interactive novel. After going out to the Market Square for some seemingly mundane shopping a thief that could very well be your doppelganger shoves past you in a bid for escape. Due to this happenstance you get mistaken as said thief and are now led on a wild cat and mouse chase with unknown captors trying to recover the stolen medallion which just so happens to be in your pocket. Fight your way through multiple paths to gain your freedom and prove your innocence by catching the true culprit, that or escape the clutches of the merciless Matilda and spend your years on the run for a crime you didn't commit. The choice is yours. It is all up to You.

Matilda

Merciless Matilda. Ice in her veins, a black hole for a heart. She is the head guard for Lady Camilla and while not much is known about her or why she is so frigid it is rumoured that her wife and child had been murdered in cold blood by a trusted friend. Since then she trusts no one, except Lady Camilla whom she dedicated her life to protecting since she was a small child. Matilda hunts you down like a dog tracking a terrified rabbit, her ape-like goons always close by to do her dirty work but that doesn't mean when the time comes that she won't take your life into her own hands.

Stall Keeper - Unnamed Man

A man as old as the market itself, he's seen many come and go yet the market remains an ever constant. His eyes weathered yet gentle with skin like worn leather. Everyone knows him but not many know much about him beyond the fruit he sells at his stall.

Goons

Theodore

Large ape-like man that has known nothing beyond being a goon. His father was a goon, his mother a maid for the Lady. Being a goon was in his blood, he didn't think there was another choice let alone a better one. Theodore or as his friends called him Theo still had a secret passion for knot tying, he thought that it could come in hand someday but also just working through the knots relieved stress from his daily life.

Liam

A new recruit. Less ape-like and more chimp in size but his arms could strangle a bear or lift up a small truck. He comes from a few towns over. Leaving home at the early age of fourteen after his parents sent him to make his own way as they couldn't afford so many mouths to feed. He was caught stealing from the Lady's gardens one crisp summer and instead of punishment Matilda saw use in the boy and took him into her fold with the promise of a painful death if he betrayed her. Liam has been working as a goon ever since.

Ben

A man so large the only competition he has is Theo and even that is debatable. Ben comes from another well off family but tired of the how-to-dos and boring daily life of being well behaved he decided to choose his own path. His parents hope that one day he may return but it's been four years. Ben is also in love with Lady Camilla but because of his profession he no longer is a suitable candidate and instead opts to watch her from afar. Ben still has high tastes in music, literature and sweets but hides it from Theo and Liam so they don't make fun of him for being soft.

Lady Camilla

Never had a hard day in her life. Her very presence is like a ray of sunshine, those around her can't help but smile and take in her beauty. Yet she wants to be seen as more and taken seriously. Being beautiful was thanks to good genetics not her own efforts and that is what she would rather people notice her for. She wasn't a prized cow after all! She has a secret passion for knife throwing and has slowly collected hand crafted knives from every town she's visited. She keeps them in a velvet lined wooden chest inside her armoire and takes them out some nights to practice in the garden. As unladylike as knife throwing was Lady Camilla was quite good at it and the only one who knew about her secret passion was Matilda who caught her in the gardens one night but had sworn to keep her secret.

Bushy Stached Man - Unnamed Man

A man born into poverty who clawed his way to high society and prestige but continued to remain genuine and aware of the struggles of the lower classes. Unwilling to stand by and watch as the vulnerable are abused by those with power. He will stand up for you but cannot save you on his own.

Tavern Owner - Bill

A man of few words but a big heart. His actions convey that which he cannot say easily. You meeting him is an important moment in the interactive novel and your interactions with him and his family will weigh greatly on reaching a happy ending. Bill grew up in high society but his father gambled it all away, his mother turned to self medicating to cope with falling from grace and poor Bill had to do it all alone, raise his younger siblings and make a new life for himself. Bill is the father to Lucy and husband to Beth. He owns a tavern just off the market square and lives a modest life.

Tavern Owners Daughter - Lucy

Lucy is a rodent of a child, small nose, large eyes and a pointed chin. She speaks as though she knows more than she lets on but tends to rely on jokes and insults to convey her real thoughts and feelings. As an only child Lucy is quite lonely, not many children come to the tavern as it's not exactly a suitable place for them. She clings to the chance at having a new friend and bombards you with questions and demands. While you never thought about having a bratty little sister as you spend time with Lucy you begin to warm up to her.

Tavern Owners Wife - Beth

A modest woman raised to handle her own. She is the grounding force in Bill's life and runs the tavern alongside him while also taking care of Lucy. There isn't much Beth doesn't know about the frequent patrons of her tavern as well as the goings on and rumors that circulate the town. Beth is warm and welcoming and a good judge of character, when she first meets you she reserves judgment until after hearing your side and opts to believe you.

Detective Melody

Nothing burns quite like a scorned woman. Melody is no exception. Treated poorly and trapped as a lowly detective by her colleagues and higher ups she fights to gain their respect and earn her place in the boys club. Life isn't easy but Melody knew this before joining the detective agency. She thought if she worked hard to prove herself she could naturally move up with promotions but after time and time again watching herself be passed over for promotions because a new guy joined the boys club a chip started to form on her shoulder. Now bitter and eager to see her new male counterpart fail she no longer can see the good in things and only strives to repair her vastly injured pride.

Detective Todd

A new detective that just joined the agency, he is a bubbling go-getter, eager to make friends with his new partner Melody. He refuses to listen to her negative jabs and instead tries to show her the positive in life. Todd doesn't quite see why Melody is so bitter and believes that she just needs to try harder and change her attitude and she will get promoted. He hasn't been with the agency long enough to see firsthand the mistreatment that she suffered being the only female detective as the rest got bullied out. Todd is willing to give you a benefit of the doubt and help you find the true culprit.

Apothecary Owner - Elder Nee

Elder Nee is, despite her name, timeless in age. She is mother to River and sole owner to the town's apothecary. Many equate Elder Nee's youth to her medicinal remedies and potions and other elders in the town have vouched for her age as they grew up with her. In reality Nee had been cursed long ago to forever outlive her children, her partners and everyone she's ever loved. She will teach you about the importance of acceptance, love and patience.

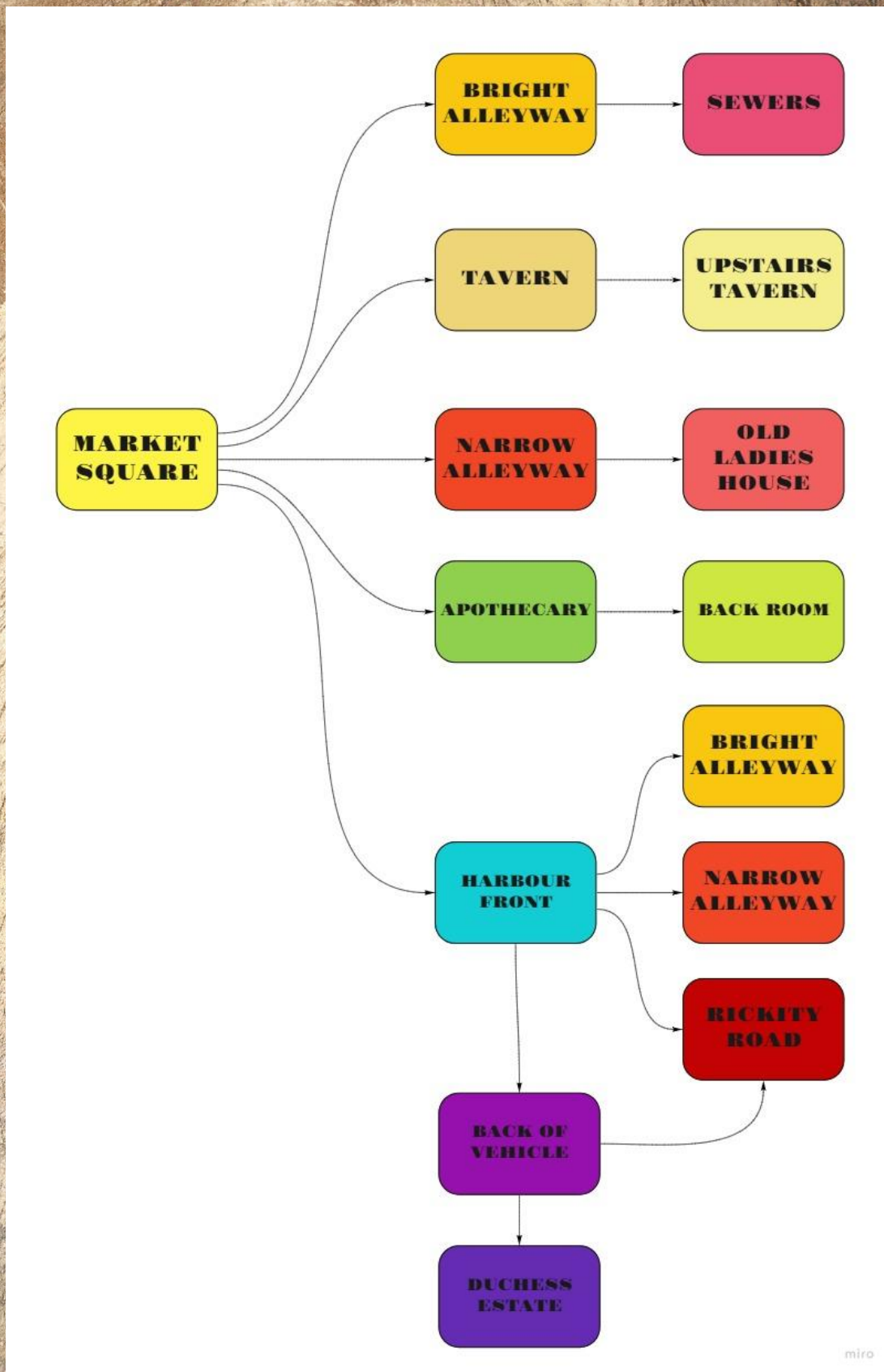
Apothecary Owners Child - River

A child as free flowing as their name, bound by no gender they are an ever changing whirl of enthusiasm. River is always looking to learn and explore new things and while they don't quite know how special their family is they are aware of their mother's condition. River works at the apothecary with their mother and can tell you everything there is to know about slimes, salves and mushrooms. Just don't ask them about their father.

Old Woman - BiBi

BiBi comes from a foreign land, her hands are lined and rippled with scars that reflect the ones on her face. She lived a hard life before coming to this town yet never speaks of it. She wears a smile that hides the sadness and pain she's endured but somehow she is always able to see both sides of the coin. BiBi will teach you about the world being bigger than you, about compassion and integrity and about forgiveness. After getting to know BiBi she will tell you about her past and her journey to becoming a trans woman.

VISUAL TIMELINE



REFERENCE

LOCATIONS

MARKET SQUARE



TAVERN



APOTHECARY



ALLEYWAYS



HARBOURFRONT



SEWERS



OLD LADIES HOUSE



SCHEDULE

DELIVERABLE 01

PROJECT WIP 01 - DUE 10-06-21

- INTRODUCTION TO STORY
- FIRST OF THREE CHAPTERS
 - SETUP
 - INCITING INCIDENT
- WILL BE FUNCTIONAL IN TWINE
- **REMOVED FIRST PUZZLE**

DELIVERABLE 02

PROJECT WIP 02 - DUE 11-11-21

- SECOND CHAPTER
 - BUILD UP
 - ESCALATION
 - RAISED STAKES
- WILL BE FUNCTIONAL IN TWINE
- **ADDED - NDD**

DELIVERABLE 03

PROJECT WIP 03 - DUE 12-09-21

- THIRD CHAPTER
 - RESOLUTION
 - ENDING PATHS
 - DEATH PATH
 - WRAP UPS
- EDITING AND MODIFYING
- WILL BE FUNCTIONAL IN TWINE
- **ADDED - POLISH NDD**