

## **Made by: 23 Enterprise**

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## **Game analysis**

This is a third person adventure game in which the protagonist is a bullied boy, he has to solve puzzles to make traps, kidnap his victims and interact with the NPCs. In the different levels he has to be careful because he can be caught doing the traps and this becomes even more difficult in each level.



Wraith, *Apex Legends*

## **Data Sheet**

Gender: Action | Gore| Adventure | Logic

Development: 23 Enterprises

Distributor: 23 Computer Entertainment

Players: 1

Translated: Yes

Dubbing: English(official), Spanish, Italian, German, Japanese, French, Portuguese

Release Date: 03/05/2023

## **Target audience**

The group of people who can enjoy the game is over 18 years old, with a target audience of gore fans and the art of killing people, aged between 18 and 35. It is also aimed at people with a computer, as it will only be available for this device.

Financially, considering the money that new games go on sale for, we want to make the game affordable for most people, with the launch price being cheaper than normal, €29.99.

## Competitors analysis

Games like *Yandere Simulator* (Alex Mahan, 2020) can be a strong competitor, because like this game, it has gore and action. In both games you have to kidnap and kill a lot of targets. In the Japanese game, the victim is killed directly, whereas in our game the victim must first be abducted and then tortured. In addition, in our game it will be necessary to do puzzles in order to kidnap people.



In game, *Yandere Simulator*

Another game could be *Saw the videogame* (Zombie Studios, 2009). In both games people are killed, tortured and need to do puzzles to survive. The most important difference between the two games is that in 'HILLBILLY' we control the killer and in 'Saw' we control the victim.



Cover, *Saw the videogame*

# **SWOT analysis**

## Weaknesses:

- Very selective targeting
- Launched for PCs only
- Need for a moderately powerful computer to play

## Threats:

- The current war causes a crisis and a large amount of global unemployment
- Strong changes in the economy
- Increase of electronic devices which requires constant renewal
- Hacking of the game and its illegal acquisition
- Possible lack of interest from players

## Strengths:

- Unique game type on the market
- Digital release (Steam)
- Motivated staff
- Good developer and distributor
- High quality facilities and technology

## Opportunities:

- Booming of video game industries
- Technological innovation
- Growth in the diversity of video games played
- Increase of electronic devices for game development
- Global factors are not as important in this sector



## **Narrative synopsis**

In 1972, Matt, a boy living in a village near Toledo, was very friendly and smiling. He is well known in the village because his parents had a farm where he helped them to do some chores. One tragic day, his parents had a car accident and died, and because of this, Matt, being a minor, had to live with his aunt and uncle in the city, where they have a daughter. He didn't like this situation very much, because he hated the city. The accident happened in the summer, so he would start the next school year there. When he moved in, his aunt and uncle didn't take care of him, because they were only focused on their little daughter, so Matt got separated from the family, and his aunt and uncle ignored him a lot. He doesn't make a big deal out of it, because he didn't expect so much from them.

At last the first day of high school started, so our protagonist was going to make new friends and his life in the city was going to be more pleasant, but the opposite happened. The first few weeks went well, he talked to people, but casually, and above all he fell in love with the most popular girl in the class. Little by little, Matt started to get along with her. One day, he decided to tell her that he loved her and if she wanted to be his girlfriend. But she started laughing and said she would never be with someone like him, a boy who smelled like an animal. The girl took the proposal badly, so she decided to make Matt's life a living hell, outside and inside the school, he suffered physical and psychological abuse constantly.

Matt's teachers and uncles ignored him and didn't lift a finger to stop him. Little by little, that smiling face disappeared, while the madness and the feeling of hatred for all his classmates grew inside him, because they were all involved. When his last year of high school came, Matt would be 18 years old, and he would be back on his farm, where he could be happy. One day, his classmates crossed the line, and Matt pushed one of them through a window, and he broke his legs.

Matt was not of age, so he went to juvenile detention centre, to stay for a while. During this period there, his madness grew a lot, because all the people who made his life impossible were now heroes. When he finally got out, all he wanted was to quench his thirst for revenge. He wanted to take revenge on his uncles, on his classmates and also on the teachers, because they didn't care about him.

To carry out this revenge, he spends some time fixing up the farm, where he decides to keep the living, abducted bodies of the aforementioned. To do this he devises a master plan for each victim, to abduct them by stealth where they usually move and take them to the farm to 'talk' with them.

Once Matt's job is done, a final choice will appear on the screen. The game, if the player has previously been decided to abduct the cousin and take her to the farm, will give a choice whether to leave her alive, orphaned and without any family for life or also to murder her and have no witnesses no matter how young she is.

After all that Matt has suffered, he has finally achieved what he wanted so much, to put people through what he went through, but he is no longer the same. Now he has already tasted what it is to kill and his thirst for blood increases every day.

As he needs to kill to keep from losing his sanity even more and in his town he was in danger of being caught for all the crimes he had committed, he decided to pack his bags and put on the HillBilly suit again in another place... HILLBILLY 2?

First of all, Matt is seen cleaning the whole barn and erasing all the clues and evidence about him. And also, if it is decided to leave the cousin alive, Matt returns to the aunt and uncle's house for the last time to leave his cousin in the cot and leave Toledo for good for another city. If it is decided to kill her, Matt is seen killing her and shedding a tear because she is the only one who hasn't really done anything to him and he feels sorry for her, and then packing his suitcase and leaving for another city. If the cousin is not kidnapped, he is seen just packing up and leaving the farm.

## Characters

**Name:** Matías (Matt) García Fernández although in the game he is called HillBilly.

**Acting role:** Antihero

**Relevance in the story:** he is the main character.

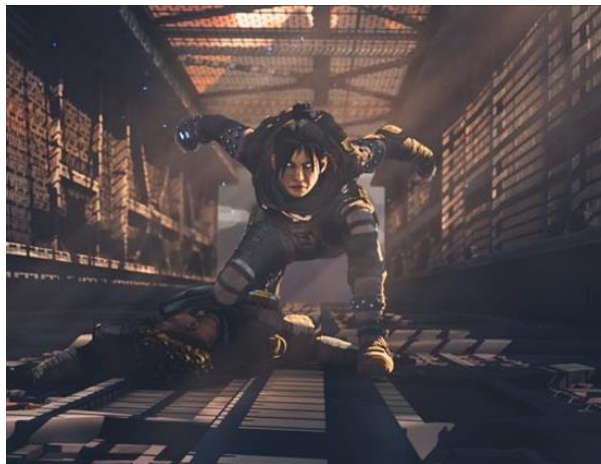
**Motivation:** to capture all those people who have hurt him in his childhood and to take revenge in the present.

**Physical characteristics:** Matt is a dark-haired boy of about 70 kg and 190 cm. In his student life he was a normal boy and a bit shy, reflected in his clothing. Matt always wore a cap and dark clothes.

After 18 and in his dark period, Matt changed his way of dressing being very gothic and flashy. In addition, in his abductions, the boy wore a sewing suit with a bear mask and an axe always accompanying him.



Quentin Smith, *Dead by Daylight*



Wraith, *Apex Legends*



The Huntress, *Dead by Daylight*

**Biography:** Since his childhood Matt has been a very humble, friendly, kind and exceptionally educated person. After the death of his parents he received a great economic inheritance that would help him in the future. He moved to the city and it was hard for him to adapt to the new changes since he changed schools. When he met a girl he liked and told her he liked her, he was constantly harassed by everyone in the school, that is, they did not stop picking on him. They would push him in the hallways, throw him to the ground, many days they would wait for him outside of school to pick on him. It was constant bullying on a daily basis. This led him to do things that even he did not like, because he was changing his way of being. Over the years, Matt decided to take revenge on all those people who hurt him in the past in order to torture them to death.

**The character now:** The protagonist has an apathetic character since he tends to mental weakness and difficulties to establish relationships with other individuals. He presents an aggressive behaviour except when he has to capture his targets, which is quite patient; he has a weakness to spiders and his passion is to kill everyone.

**Character progression (transformation arc):**

Personality:

The protagonist's personality is changing from the beginning to the end of this story, it's seen how he is evolving socially. At first he was a nice person, eager to meet everyone, humble, etc.. Little by little he becomes evil, cruel, until he thinks inside himself that he should torture all those people who made him suffer in the past.

Function:

Matt's function is to use different tools to torture such as: the Falaris bull, the iron maiden, the hanging cage, upside down pot on the stomach full of rats and heat it up, the oral/rectal/vaginal pear, the interrogation chair, etc.

**Name:** Claudia López Gutiérrez.

**Acting role:** Initiator.

**Relevance in the story:** The person who starts the whole process of Matt's transformation.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** She is a girl of average height, blonde with brown eyes, thin and gifted with good physical characteristics. She is very conceited and comes from a rich family, so she always wears nice clothes and is very well groomed.



Kate Denson, *Dead by Daylight*

**Biography:** She is the popular girl of the institute, she is arrogant, quite surly, but very intelligent. She's not good at sports and enjoys hurting others. She is the one who starts to make life impossible for Matt when he asks her out and she takes it as an offence, from this moment everything started.

**The character now:** She feels no remorse for what she caused to Matt and lives without worries, knowing that Matt is locked up in a juvenile centre and will never go for her, she is currently studying a career in Economics and has a bad relationship with her parents, because despite being rich they have closed the tap to Claudia, so that she can earn her money.

**Character progression (transformation arc):**

Personality:

At the beginning of our story she is a girl who doesn't care about anyone and only looks out for her own good, being a full-fledged manipulator. When Matt kidnaps her and locks her up she shows off her manipulation skills, but when she realised

that none of her tricks were working and her mind started to give in to Matt's confinement, she started to rethink her life, regretting everything she had done even going as far as apologising to Matt.

Function:

To try to survive Matt's tortures and convince Matt to release her.

**Name:** Miguel García Aguirre (Uncle)

**Acting role:** Initiator

**Relevance to the story:** Another of the causes of Matt's suffering.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** He is a corpulent man, very tall and with brown eyes. He has black hair with a receding hairline. He is a very classic man, almost always wears a shirt and a sweater or jacket.



Michael de Santa, *GTA V*

**Biography:** Matt's uncle, he and his wife adopted him when his parents died because he was a minor and had nowhere else to go. They didn't pay attention to Matt even though he was having a hard time and never tried to help him.

**The character now:** A married man living happily with his wife and daughter.

**Character progression (transformation arc):**

Personality:

He was never interested in Matt, he only lived for his family and although he didn't get along very well with Matt's parents, he agreed to take care of him for a payment they received from the state, which Matt never had access to and his uncle always spent it on things for his daughter or his wife. When Matt broke into their home and kidnapped them, he didn't regret anything he had put Matt through because he always thought someone like him deserved such treatment. Although his wife and daughter wanted to leave the farm alive he never gave in to Matt.

Function:

Try to survive Matt's tortures and convince Matt to release him.

**Name:** Amelia Pyatov Escobar (Aunt)

**Acting role:** Initiator

**Relevance to the story:** The person who starts the whole process of Matt's transformation.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** She is a woman of medium height, slim build, red hair and black eyes. She is very sporty and likes to wear comfortable and wide clothes. She almost always wears her hair in pigtails or braids.



Ash, Tom Clancy's Rainbow Six Siege

**Biography:** She is Matt's aunt, she and her husband adopted him when his parents died because he was a minor and had nowhere else to go. They didn't pay attention to Matt even though he was having a hard time and never tried to help him.

**The character now:** A married lady living happily with her husband and daughter.

**Character progression (transformation arc):**

Personality:

Quite cold and distant with Matt, never got along with him or his family, as she considered Matt's father a jerk for marrying Matt's mother, has a strong neo-Nazi ideology and is quite elitist. When Matt broke into their house to kidnap them, she was the only one who put up the most resistance to Matt. During the confinement she tried to escape in every possible way, but in the end she ended up losing faith and the woman she was became a kinder one trying to get her husband to talk to Matt to escape from that horrible place.



Function:

Try to survive Matt's tortures and convince Matt to release her.

**Name:** Laura García Pyatov (Cousin)

**Acting role:** Initiator

**Relevance in the story:** The person who starts the whole process of Matt's transformation due to the uncles' lack of attention towards the main character.

**Motivation:** None, she is a child who is not aware of the situation.

**Physical characteristics:** She is 4 years old, she is a sweet and nice girl with red hair and blue eyes. Her parents like to dress her up in dresses.



Anna, *Frozen*

**Biography:** The daughter of Matt's aunt and uncle.

**The character now:** She currently lives with her parents enjoying childhood but suffers in silence that her cousin Matt has left home without explanation.

**Character progression (transformation arc):**

Personality:

She is sweet and innocent, she doesn't understand why her parents ignore her cousin Matt, she is very fond of him, even though her parents won't let her get close to him and tell her he is just a house servant. When Matt left she had a hard time and her parents didn't understand why, and the reason was that Matt always played with her when her aunt and uncle were away. When Matt broke into the house to kidnap them, she couldn't believe how coldly her cousin had done that and during her confinement she only wanted to talk to him to understand why he did all this and when Matt told her everything her feelings towards her cousin changed, hating him for how he thought of her.

Function:

Try to survive Matt's tortures and convince Matt to release her.

**Name:** Lucas Alcón del Viejo

**Acting role:** Initiator

**Relevance in the story:** One of the people who follows Claudia's orders and makes Matt change.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** He is a boy of medium height and a little chubby. He has brown helmet hair and brown eyes. He wears glasses and always wears polo shirts and jeans.



Eric "J.R." La Chappa, *Friday the 13th: The Game*

**Biography:** He is Matt's former best friend, but since everyone started to bully Matt he left him aside so they wouldn't do the same to him.

**The character now:** Lucas is now in college studying Mathematics. He is a very lonely boy who since he stopped talking to Matt has not had such a good friend and has had few other friendships.

**Character progression (transformation arc):**

Personality:

He had the same mentality as Matt before he went crazy, but what Matt didn't know was that Lucas also liked Claudia, so when he saw what was going to happen to him if he stayed close to Matt and saw that he could get close to Claudia, he didn't hesitate for a second and left him, showing a side that Matt didn't know about. When he sees an opportunity he takes it even if he has to go over the heads of others or lose people he cares about, he is usually quite arrogant in terms of intelligence believing he is the best in everything. When Matt went after him, from minute 1 he already tried to apologise to Matt in order to escape and even offered to help him, which Matt took advantage of to later use his ideas against Lucas.

Function:

Try to survive Matt's tortures and convince Matt to free him.

**Name:** Carlos Muñoz Gonzalez

**Acting role:** Initiator

**Relevance to the story:** One of the people who follows Claudia's orders and makes Matt change.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** He is a boy of medium height, brown eyes and with a strong complexion. Carlos does not have a defined clothing style, he varies a lot on a daily basis.



Michael Monroe, *Until Dawn*

**Biography:** Matt's classmate who makes his life miserable following Claudia's orders, he is the most popular boy in class.

**Character now:** The boy is going to college but he spends very little time studying because he has to work in the afternoons and spend time with Claudia.

**Character progression (transformation arc):**

Personality:

He is Claudia's boyfriend and will do whatever she tells him to do, because he is so in love with her that he will do anything she asks him to do without questioning her. He is quite overbearing as far as brute force is concerned and is not smart at all, he is the funny one in his group although they all laugh at his thanks so he doesn't beat them up. When Matt went after him he resisted but not being very smart Matt was able to take him on. He tried to escape from the place where Matt had him imprisoned by trying to break the place, but as Matt had already thought of that he ended up giving up. During all his confinement he only thought about finishing Matt although in his last moments realising that there would be no escape he tried to persuade Matt.

Function:

To try to survive Matt's tortures and convince Matt to release him.

**Name:** Sofía Ibáñez Nakamura

**Acting role:** Initiator

**Relevance to the story:** One of the people who follows Claudia's orders and makes Matt change.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** She is a dark-eyed, black-haired girl with Asian features. The girl is of average height and weight. She is very conceited, so she is always painted and well dressed.



Emily Davis, *Until Dawn*

**Biography:** Matt's classmate who makes his life impossible following Claudia's orders, she is Claudia's best friend.

**The character now:** She is still Claudia's best friend. Sofia dropped out of school and started working in an ice cream parlour. On the days she is not working at the ice cream shop, she works as a cleaner or helps her mother with household chores.

**Character progression (transformation arc):**

Personality:

She sometimes clashes with Claudia as they both have strong personalities, but they get along quite well for that very reason, when Claudia told her what she was going to do to Matt she helped Claudia, she is more manipulative than Claudia and is very blackmailing, being the second most popular girl she takes advantage of this by flaunting her attributes to get whatever she wants from whomever she wants. When Matt locked her up she tried to persuade him to let her go and she would do Matt a couple of favours, but seeing that Matt wouldn't budge she started insulting and threatening him.

Function:

Try to survive Matt's tortures and convince Matt to release her.

**Name:** Aritz Zubizarreta Goytisolo

**Acting role:** Initiator

**Relevance to the story:** One of the people who follows Claudia's orders and makes Matt change.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** He is a blond boy with blue eyes, he is the handsome guy of the institute. He is of average height, slim and is quite strong. He always dresses in a posh but sporty way.



Tommy Jarvis, *Friday the 13th: The Game*

**Biography:** Matt's classmate and Sofia's future boyfriend. He also makes life impossible for the main character.

**The character now:** Aritz is repeating high school, since his family wants him to study, but he doesn't take much notice of that. He spends most of the day in the street with friends drinking and smoking.

**Character progression (transformation arc):**

Personality:

Rather headstrong and stubborn, he only thinks about girls and sports, he doesn't stand out for his intelligence, although he's enough of a threat to get the smart ones in class to do his homework for him so he can get good grades. When Matt locked him up he tried the same tactic as Carlos with the same result, he tried to persuade Matt with the same as Carlos, however Matt decided to give him a special treatment that ended up traumatising him and he ended up becoming Matt's toy.



Function:

Try to survive Matt's tortures and convince Matt to release him.

**Name:** Omar Poopola Ndiaye

**Acting role:** Initiator

**Relevance to the story:** One of the people who follows Claudia's orders and makes Matt change.

**Motivation:** To make Matt's life impossible.

**Physical characteristics:** A boy with African-American features of average height and normal weight. He has black hair, shaved to 1 and brown eyes.



Franklin Clinton, *GTA V*

**Biography:** Matt's classmate who makes his life impossible following Claudia's orders. Close friend of Aritz.

**The character now:** Omar dropped out of school to work in the fields with his father and uncles. He works every morning and some afternoons. When he is not working, he is in the street with his friends just like Aritz.

**Character progression (transformation arc):**

Personality:

He is the school bully, he is always in altercations or else he provokes them himself, a product of being on drugs and having a deranged brain, and although he is more or less of the same mentality as Carlos and Aritz he is more waspish than the two of them in certain aspects. When Matt went to kidnap him he put up quite a fight, being the hardest to catch. As soon as he arrived at his confinement he had several relapses due to not consuming drugs for a while and Matt had to supply him with drugs so he wouldn't die so quickly, something that made Omar suffer a detox and try to take advantage of those moments that Matt entered to escape.

Function:

Trying to survive Matt's tortures and convince Matt to release her.

**Name:** Alejandro Fraga Rodríguez

**Acting role:** Initiator

**Relevance to the story:** High school principal who completely ignores what Matt's classmates were doing to him.

**Motivation:** None, he just doesn't want to get into trouble.

**Physical characteristics:** Short, thin and with little hair. He has brown eyes and a wide brown moustache. He always wears glasses and wears a white shirt and suit.



Bernie Kroop, *Los Increíbles*

**Biography:** Matt's high school principal, he doesn't want to get in trouble so he decides not to help Matt with his problems at school and just ignores everything.

**Character now:** He is still the high school principal.

**Character progression (transformation arc):**

Personality:

Serious and bad tempered. In the past he was a proud and respected man by his generation, but once he became principal he began to slack in work, rule-following and interest in the students, leaving much to be desired when any series of alterations occurred. His only concern is his own well-being, not meddling and minimising any personal problems of anyone outside of himself. When locked up by Matt, he resorts to persuading him into believing that he was the only person who had supported him from his position and blames other teachers and parents of his classmates in his decision making. He comes across as a docile and harmless person who tries to appear as someone who is willing to help Matt, talk some sense into him and convince him that if he releases him he won't say anything.

Function:

Trying to survive Matt's tortures and convince Matt to release her.

## **Maps**

### **- Physical definition (geographical, natural phenomena, climate system, etc.):**

The different scenarios in which the game takes place are set in Toledo, Spain, and in a nearby village where Matt's house, Las Nieves, is located. As the game takes place in autumn, at the beginning of the school year, the weather is some days with the first autumn rains and an average temperature, and others cloudy and warmer. When he is at home, Matt always acts at night, but when it comes to capturing targets, he will act during the day.

### **- Society, races and cultures (brief history and current status of different races and cultures, prevailing social order, urban and rural organisation):**

The game is set in Spain in the 1970s, so most of the people are Caucasian and Mediterranean. The settings are urban of the period as they are located in Toledo, except for Matt's house, which is rural. The economic situation of the main characters is average, neither very rich nor poor.

### **- Political system and conflicts (relevant system of political organisation):**

In 1972, Spain was in the home stretch of Francoism, and there were many upheavals in the Spanish state. There was speculation that the dictator would change the designation of the "successor" in favour of his granddaughter's husband. But Franco was clear, Juan Carlos was the chosen one, the Bourbon prince, whom he made Duke of Cadiz.

In addition, there were deadly attacks on Franco's regime. ETA assassinated the Prime Minister, Luis Carrero Blanco.

The situation in Spain was very delicate.

### **- Belief system and ideology (prevailing religious, philosophical and political models. Conflicts between them):**

Christianity is installed by the state, just like Francoism. Although there were many people against it, it was what prevailed.

**- List of scenarios (list of envisaged scenarios by groupings):**

**Urban:**

Aunt and uncle's house

University

Shopping centre

Street

Highschool

**Rural:**

Matt's farm 1

Matt's farm 2 (torture site)

## Aunt and uncle's house



outside



great hall



office



bedroom

Matt's aunt and uncle's house where he was taken in after the unfortunate events that happened to Matt. It is a luxurious townhouse which has been the envy of the rest of the family. It has two floors and a basement consisting of: a large living room, kitchen with a pantry room, five bedrooms, although the uncle used one of them to transform it into an office, two bathrooms and a toilet as well as a garage. The decoration was redecorated after a few years by the famous interior designer, Pascua Ortega in his first steps in the industry, while he was in New York. At first all the rooms were full of expensive objects and decorations, but since Matt bumped into a valuable painting and broke it, the guys left his room almost bare.

## University



Toledo building

After finishing school, Lucas, Claudia and Carlos decide to study at university. Lucas decides to study engineering because he is good at maths, Claudia decides to study architecture and Carlos, who is the laziest of them all, decides to study business administration. In this scenario, the player must go through the different buildings to find Lucas and Claudia in order to torture them on the farm. Carlos however is secondary, the player can get through the game without torturing him. Matt will have to be careful because this place is full of people, he will have to plan well these missions in the farm because he could be discovered.

## Shopping centre



outside

inside

In the mall, as in the university, Matt will have to be careful with his victims because there are a lot of people and he could be discovered. There is also a lot of security in the different shops that make up this place and he could get into trouble. In this scenario we find Sofia, as she has a clothing shop. Carlos, however, as he is so lazy, arrives at 11am, walks around the corridors for a while until lunchtime and the two of them eat together in a Burger. After lunch, he leaves for the university because he has to go to class. Matt, in those lunch breaks that Sofia takes, must kidnap her and take her to his farm. It won't be easy, but it won't be complicated either.



## Street



Toledo street

It is a street like any other in Toledo, nothing special except that Omar lives here and often meets Aritz to talk as they are good friends. Here we kidnap Omar and optionally Aritz.

## Highschool



outside

inside

One of several high schools in Toledo, it is located on the outskirts of the city and has a large courtyard. Being on the outskirts, it is a place where it is easier to kidnap people. Here the player kidnaps the headmaster of the school and optionally also Aritz, as there are characters that can be kidnapped in different places, all at the choice of each player.

## Matt's farm 1



outside

Matt's childhood home that was left abandoned after Matt moved in with his aunt and uncle. Matt had to clean it up and redesign it to make it optimal for his macabre plan. It will be Matt's base of operations, where he will prepare each plan to kidnap each of his victims, as well as a hall where we will go every time we carry out a mission, with a board where the victim we have chosen to kidnap will appear and different secondary or preparatory missions, to have everything ready for our torture, items that will appear in our house and will have to be installed in the torture room, in case they are the tools that Matt decides to torture and not objects necessary to carry out the kidnapping. As we complete missions and depending on our decisions, the internal decoration of Matt's house will change, with his trophies of his victims. At the start of the game some parts of the house will be locked, but as we complete certain requirements in the missions and progress through the story, they will be unlocked little by little.

## Matt's farm 2 (torture site)



inside

It is the old barn of his farm, converted into his torture room, and this is where most of the game takes place. Every time we select a new victim, we will have to prepare the setting for their torture, so the room will change depending on who we torture and how long the torture lasts. Of course, Matt is not perfect and there will always be small flaws in his traps or in the barn itself, which the victims can use to escape and Matt will have to improve the barn so that this does not happen. Matt can decide if he wants to leave the bodies or parts of them in the torture room, so that he can torment his victims if any of them are related, as for example he could use his uncle or aunt to torment his cousin, with the bodies or parts of her parents.

## Gameplay

This game is set in third person. The protagonist is Matt, better known as Hillbilly, his killer name. There are many puzzles to create traps and games to torture all the people who have been harassing him. He has to abduct our victims undetected and stealthily interact with the NPCs so that the townspeople and the police don't suspect anything and Matt can have his beloved revenge. In many parts of the story we have to make decisions, which can shape the path we take throughout the game, making each playthrough unique.

Example image of what the gameplay looks like:



In game, *Hitman 2*

## **Narrative structure and levels**

### **Start-up kinematics**

In 1972, Matt, a boy living in a village near Toledo, was very friendly and smiling. He is well known in the village because his parents had a farm where he helped them do some chores.

One tragic day, his parents had a car accident and died, and because of this, Matt, being a minor, had to live with his aunt and uncle in the city, where they have a daughter. He didn't like this situation very much, because he hated the city. The accident happened in the summer, so he would start the next school year there.

When he moved in, his aunt and uncle didn't take care of him, because they were only focused on their little daughter, so Matt got separated from the family, and his aunt and uncle ignored him a lot. He doesn't make a big deal out of it, because he didn't expect so much from them. At last the first day of high school started, so our protagonist was going to make new friends and his life in the city was going to be more pleasant, but the opposite happened. The first few weeks went well, he talked to people, but casually, and above all he fell in love with the most popular girl in the class. Little by little, Matt started to get along with her. One day, he decided to tell her that he loved her and if she wanted to be his girlfriend. But she started laughing and said she would never be with someone like him, a boy who smelled like an animal. The girl took the proposal badly, so she decided to make Matt's life a living hell. Outside and inside the school, he suffered physical and psychological abuse constantly. Matt's teachers and uncles ignored him and didn't lift a finger to stop him.

Little by little, that smiling face disappeared, while the madness and the feeling of hatred for all his classmates grew inside him, because they were all involved. When his last year of high school came, Matt would be 18 years old, and he would be back on his farm, where he could be happy. One day, his classmates crossed the line, and Matt pushed one of them through a window, and he broke his legs. Matt was not of age, so he went to juvenile detention centre, to stay for a while. During this period there, his madness grew a lot, because all the people who made his life impossible were now heroes.

When he finally got out, all he wanted was to quench his thirst for revenge. He wanted to take revenge on his uncles, on his classmates and also on the head teacher, because they didn't care about him.

## Gameplay

At the beginning and between each level a main menu will pop up where you can select whichever level you want to visit at that moment. The levels are divided into maps which you must investigate (as Matt) and then abduct the targets (as HillBilly) and Matt's farm, where all the previously abducted living characters are located.

The player can go to the outdoor maps in no particular order. He should go there dressed as Matt to investigate the behaviour and routes of the characters you meet there, in order to plan how he can stealthily abduct the characters. The more time he spends researching the map, the easier it will be to abduct the target.

There are characters that can be abducted in different locations, so if they have been previously abducted in one location, they will not appear in the other.

At Matt's farm all the living characters who have already been abducted will be placed. There we will be able to take the characters present to the torture room and talk to them and decide what and how they will suffer.

## **Missions**

The missions will be divided into maps:

### **- Uncles' house:**

To complete this mission, you first enter the house through Matt's old bedroom window. When you open the door, you hear the uncle in the living room talking to a friend on a landline phone and the aunt walking under the hallway light towards the stairs to enter the double bedroom and then the office.

The house is located in the center of the city with several buildings next to it. Most of the time the weather is good.

### **Investigating the uncle:**

If the aunt is in the house, Matt has to wait for the aunt to enter the office and sneak downstairs where he finds the uncle in the living room laughing while smoking a cigar and playing poker with two of his co-workers and listening to a football game on the radio. As the game progresses, the smoke from the cigars will increase in the living room. When the smoke reaches a considerable level of thickness and the radio stops the game, one friend will take the opportunity to go to the bathroom and another to open the living room window, ventilate the room a little and watch the street. At that moment the uncle will pass by the fridge and check what Laura (his daughter and Matt's cousin) is doing in her room. When he goes upstairs, the uncle will entertain Laura for 10 minutes, they will give each other a hug and return to the living room with his companions.

### **Abducting the uncle:**

To kidnap Uncle Matt, he has to go downstairs and, on the one hand, look for forks in the kitchen and make a lock with the forks on the bathroom door so that the partner cannot get out. On the other hand, Matt must sneak up behind the other partner who is looking out of the window, knock him unconscious with a blow, tie him up and hide him. If he takes too long, the man locked in the bathroom will start calling for help and the guy will discover the lock, so Matt has to kidnap the guy before he arrives and escape with him through the front door. Before escaping, if the aunt is in the house, Matt must get the fellow locked in the bathroom out and into the boot of the car in the garage.

### **Investigating the aunt:**

Matt must stay hidden in the room until he hears the aunt's footsteps and a door close. Then, on leaving, he goes to the bathroom where he can spy the moment when the aunt walks from the room to the office and takes the opportunity to enter the room. In the room you will have 7 minutes to investigate the hiding places and



possible exits from the room and then prepare the kidnapping; if you take longer than that, the aunt will return to the room and detect Matt, so you lose the game. After a few minutes, the aunt goes downstairs to the kitchen, looks in the fridge for a snack, eats it on the bathroom counter and goes back upstairs. One of the hiding places is the cupboard, for which you have to learn the timetable for entering and leaving work.

### **Abducting the aunt:**

During the range of hours where he works, Matt has to empty all the clothes and hide some of them under the bed and some in his old room being careful of the patrols of the uncle and passing between rooms while he is not around. In addition to finding a hiding place, Matt has to find an exit for the kidnapping, this exit is the access to the balcony which is usually locked from the inside. The mission consists of 2 phases as Matt and one as HillBilly, the first phase is completed by investigating both the hideout and the exit, the second phase is completed by creating the hiding space and leaving the balcony door open; and finally the third phase is completed by escaping unseen with the abducted aunt over the balcony.

### **Investigating the cousin:**

The cousin will always stay in her room, in her cot.

### **Abducting the cousin:**

Can only be abducted once Matt's uncles have been abducted. This is the only objective in the game that does not have to be abducted, at the player's choice.

#### **- University:**

Once the mission has been accepted, Matt will have to gather information about the place: the university has five faculties and a large courtyard between them being the centre of the university together with a cafeteria (a large square courtyard with two faculties on the right and another two on the left, at the back the other faculty together with the cafeteria and the entrance at the beginning of the courtyard). Matt, as he doesn't go to the university, must first get his student card so that he can access the different buildings and look for Lucas, Claudia and Carlos (optional). He will have to be patient as there are a lot of people walking and studying there.

### **Investigating Lucas:**

Matt now has to learn Lucas' route to see where best to capture him and the best escape route. From Monday to Friday he spies on Lucas for the 8 hours he is at the university and always takes the same route, he enters through the door and goes to his faculty (the first one on the left, engineering), goes to the third floor and enters the classroom, then goes to the cafeteria at 2 o'clock and at 3 o'clock he goes to class again until 5 o'clock in the afternoon. When he gets out of class he always goes to the emergency exit (stairs behind the faculty) to smoke and usually stays there for an hour, then he goes home. Now, given this route, Matt has to think about what moves to take in order not to be seen by anyone.

### **Abducting Lucas:**

Matt has already thought of a strategy to capture Lucas and his respective escape route. When Lucas is on the stairs smoking Matt must turn into HillBilly where he will have to kidnap Lucas. They have a bit of a nasty fight and now, with Lucas tied up in the stairwell, the exit is now missing. They both go downstairs, HillBilly takes some pliers out of his rucksack to manipulate the wire surrounding the university so he can cut a hole in it and get into the car parked next to it. No one will have known he was there, making this an easy mission.

### **Investigating Claudia:**

When it comes to planning Claudia's mission, it will be more difficult than Lucas'. Claudia is in the architecture faculty, right at the back of the university. Matt will have to sneak through the middle of the courtyard, or around the back of the faculties. He has to watch Claudia's route and see her weak spot in order to catch her. She enters the university at 3 o'clock, after having lunch at home with her mother. She goes to class and leaves at 7, but right at the change of classes (which is at 5) she usually goes to the bathroom. Now Matt has to figure out how to get into the women's bathroom and how to get her out of there, so he starts to investigate. He discovers that there is a duct that goes from behind the faculty to the bathroom (through the ventilation system), but what Matt didn't know is that it was full of dust and he can't stand it, so he looks for another way to carry out this plan. As the bathroom has no windows, he can't think of any other way than to go through a cleaner and his aim is to get hold of a cleaning cart, leave Claudia incapacitated in the bathroom and take her out to his car.

### **Abducting Claudia:**

Matt now has to carry it out. He starts the mission while he is at the farm, he has to make himself a university staff ID card to be able to access the premises, then he has to buy some clothes and once he is done he takes the car and goes to the university having to park near the 'staff only' entrance. He enters easily but he has to be careful with the guards and not get too close to them otherwise he can be detected and he has to start the mission again. He goes to the cleaners' room to get a cleaning trolley so he can go to Claudia. When Matt is at the architecture faculty at

about half past two, he goes to the bathroom where she usually goes and waits for her but she doesn't show up, it's 3 o'clock and she still doesn't show up. At 3:10 she shows up but with a friend so HillBilly doesn't know what to do, it's the best chance he's had to catch her but now he has to think about whether to take her friend with him or leave her in the bathroom. After knocking out Claudia and her friend, he puts Claudia in the cleaning trolley and leaves her friend in the bathroom. He walks out of the university, around the other buildings until he reaches the exit, but he has to be careful again with the guards because he could be discovered. When he leaves the university he goes to his car with the cleaning trolley so he can put Claudia in the car and take her to his farm.

### **Investigating Carlos (optional here):**

Carlos is a very lazy person, he hardly does anything. He just arrives from the shopping centre at about 3 o'clock to go into his college, sits at the back of the class, puts his head down and totally ignores all the people. At 7pm he finishes and heads to the university exit ready to get in the car and go home. Matt, after investigating him and seeing the routes he takes, has realised that he takes random routes and that they are not accurate. He can't abduct him from the university and will have to find another way to do it.

#### **- Shopping centre:**

Once the 'shopping centre' mission is accepted, Matt will have to organise a plan to kidnap Sofia and Carlos. The shopping centre consists of two floors, on the first floor there are 4 shops, a burger bar and a park in the middle; and on the first floor there are another 5 shops, Sofia's is there, the one at the back next to the emergency exit. There are always guards all over the compound, as Matt has to learn his routes and escape routes for the victims. It won't be an easy job and he'll have to make the mission a success.

### **Investigating Sofía:**

After hours of investigating Sofia, Matt discovers that she always follows the same routines, first going to work around 9am and then at 2am she goes to lunch with Carlos at the burger. After lunch he goes back to the shop to close it and then leaves the mall and goes to his car to go home.

### **Abducting Sofía:**

For this mission Matt will need to get his hands on some lock picks in order to open the door to Sofia's shop. Entering the mall as Matt, he will have to watch out for the guards, he will approach Sofia's shop when she is eating so that he can open the door with the lock picks. After a great effort, he manages to open the door of the shop, and will stand waiting behind the door in the dark as HillBilly. Once she is

opening the door, he prepares himself, attacks, leaving Sofia incapacitated with a blow to the head. Now it's time to get her out of there and back to the farm, Matt will have to watch out for the guards and take her to the emergency exit 15 metres from the shop. There are also a lot of people walking through the aisles of the mall, so HillBilly will have to be very careful and slowly advance hiding with her until he reaches the emergency exit. After he is able to do this, he climbs down the ladder and takes her to his car, leaving her in the boot.

### **Investigating Carlos (optional here):**

Now Matt has to plan how to kidnap Carlos. Carlos has always been very lazy, so at about 11am he heads to the shopping centre for a walk until lunchtime where he eats with Sofia at two o'clock at the Burger and then leaves to get his car from the car park and heads to the university at 3 o'clock. He thinks the best route will be when he picks up the car after lunch, when he is heading to the university and it will take him 10 minutes. Matt then has to plan how he can jam his car route. The best way to do this is to divert his car to another street where there are hardly any people and stop there. He will have to make use of several construction cones.

### **Abducting Carlos (optional here):**

Matt heads to the turn-off to set up the cones, and will become HillBilly. He will wait for Carlos after he takes the detour, 100 metres ahead, so he can intervene. When pofin stops Carlos' car because he can't continue HillBilly attacks the car, Carlos resists but eventually ends up incapacitated on the ground. He then puts him in his car and drives him to the farm so he can torture him.

#### **- Street:**

Once this mission is accepted, Matt will have to find Omar's exact house, as he knows the neighbourhood where he lives but not the house, so the player will have to investigate every street at different times of the day to find them. They sit on the stairs in front of Omar's house and meet almost every day of the week and even at night. In the neighbourhood there are always people on the balconies, so you will always be watched by the neighbours during the hours when you are alone.

### **Investigating Aritz (optional here):**

After investigating when Omar and Aritz meet, the player will see that 2 of the 4 remaining days they meet at night as this way they are calmer. Aritz always takes the same way to go home, so the best way to do this is to kidnap Aritz at night when he says goodbye to the meeting with Omar.

### **Abducting Aritz (optional here):**

Matt goes to one of the crossroads where Aritz is heading home and waits for him to finish meeting Omar. As Aritz passes by, Matt immobilises him and puts him in the car to take him to the farm.

### **Investigating Omar:**

Investigating Omar we can see that he leaves in the early hours of the morning to go to work and as he is close by he walks or rides his bike. We can see that Omar works in a restaurant and from time to time, some days he has to go to the rubbish dump behind the restaurant where people never pass by.

### **Abducting Omar:**

To kidnap Omar, Matt must intercept when Omar is going to throw away the rubbish so that Matt will hide inside the rubbish bin and when Omar opens the lid to throw away the rubbish Matt must pounce on him, knock him unconscious and put him in the car he has a few metres from the rubbish bin and take him to the farm.

### **- Highschool:**

As soon as we start the school mission we will be able to capture the director and Aritz if he has not been captured in the street mission. In the school there is a large building with offices and different classrooms, a courtyard where you can go out during recess and a sports centre where you can play different sports.

### **Investigating Aritz (optional here):**

Aritz always goes to class and at break time he goes to do some sport in the sports centre, he does this alone as he has no friends from the new year. The route from home is always the same, although as other students go it is difficult to abduct him at that time, so the best time to abduct him is at break time when he is at the sports centre playing sport.

### **Abducting Aritz (optional here):**

After investigating we will proceed to capture Aritz. To do this Matt will have to pose as a cleaner wearing a reflective waistcoat who is cleaning the sports centre. When Aritz enters to do sports Matt will immobilise him and leave him unconscious and put him in the cleaning cart so that he can leave the institute in front of everyone with Aritz hidden in the cleaning cart, finally he will leave the institute and put him in the car putting everything away and heading to the farm.

### **Investigating the headteacher:**

Investigating the headteacher, we see that he always goes to the school a little earlier so that everything is open and always leaves a little later to close everything properly. During school hours he is always in his office and goes to some classes to check that everything is in order. Seeing this, the best time to kidnap is when he is closing the school as there is no one else there at that time.

### **Abducting the headteacher:**

Matt will wait in the car outside the school for everyone to leave and leave the headteacher alone. When everyone has left Matt will turn into HillBilly and go to capture the headteacher. You will have to sneak up behind him and knock him unconscious and take him to the car and then to the farm.

#### **- Matt's farm 1**

At Matt's farm we will be able to approach the barn (the only thing accessible on the farm), located at the back of the house. Here, all the living characters that have already been kidnapped will be placed. There Matt can walk around and move as it wishes, approaching the characters already placed in their specific locations in the barn.

These characters cannot see each other but they do shout and know at all times who is also abducted by Matt. The abducted targets can be heard crying or shouting from time to time phrases like: "HELP ME!", "Get me out of here!" or "I'm (character's name), HELP!".

At the top of the barn, there will be boards with information about the targets. As the player progresses through the story and investigates the characters, all the information gathered and necessary to abduct them will appear. Once the character has been abducted, they will appear crossed out with all the information collected.

When Matt approaches any character, he will give the option to take him to the torture room to make him suffer all that he suffered.

#### **- Matt's farm 2 (torture site)**

### **Conversation with uncle:**

-Matt! Please, I beg you, make this hell stop. -said Miguel.

+Don't make me laugh, man. You think that after all I had to endure, I'm going to do what you ask me to do? That I'm going to obey you and you're going to get away with it? -said Matt as he approached his uncle.

-I'm sorry Matt," said Miguel crying, "I wasn't aware of the damage we were doing to you, please kill me now or let me go, I won't tell anyone about this I beg you, but don't continue with this hell. -said Miguel as he knelt down in front of Matt.

+This can only end one way, man, and we both know it. I can't let you go, it would be too risky. -Matt said with a cold look on his face.

-Then do what you have to do, I'm already dead. -said Miguel dejectedly on the floor.

(OPTION 1, THE GUY DIES)

+Goodbye uncle, I'm going to enjoy this like you can't imagine," said Matt as he pulled out his knife and slowly approached his uncle.

-Please God, make it quick," Miguel whispered.

+Of course it's not going to be quick, man. You're going to suffer until the last second of your sad, miserable life! -said Matt as he slowly plunged the knife into his uncle's eye.

(OPTION 2, THE UNCLE LIVES)

+I won't kill you, I'll have something you never had with me, compassion. -said Matt as he approached his uncle.

-Oh thank you Matt, thank you for coming to your senses. -Michael said happily.

+However, that doesn't mean you're going to be a free uncle, I can't risk you going to the police and locking me up. So from now on you'll be my servant and you'll do whatever I want Capisci? -said Matt as he untied him.

-Yes, yes Matt. I'll do whatever you ask me to do. -said Michael in a trembling voice.

### **Conversation with aunt:**

-Matt, I don't know what day it is, I don't know how my daughter is, I don't know how much longer I'm going to put up with this. Finish me off. -said Amelia on the verge of tears.

+My dear aunt, how could I finish with you, if this is when we're having the best time. -Matt laughed.

-Do with me what you want, but kill me, I don't want to go on living like this, I'm a disgrace to the Escobar family, I can't go on like this. -said Amelia.

+I don't care about your family, your dishonour or whatever, you fucking bitch! You, you're going to stay here until I feel like killing you, because this...is nothing more than a game to me. -said Matt punching Amelia's face.

(OPTION 1, THE GIRL DIES)

-If you don't end this madness, I will Matt, I'm going to kill myself and end this. - said Amelia defiantly.

+I'm going to go to the end, that's what bothers me the most about you, this game is only over until I say so and the only one who can end you and your miserable life, is me. -said Matt pulling out a pair of pliers from his pocket.

-Yes, go ahead and finish me off, I don't want to suffer any more. -said Amelia determined.

+Wait, do you think this is for you? -said Matt laughing.

-Hey, where are you going?" said Amelia crying.

+Ta-da! Here we have little Laura," said Matt.

-Don't you dare touch her. -said Amelia angrily.

+Shhh, it'll be quick, I liked her the best. -said Matt as he immediately plunged the pliers into her head.

-NOOOOOO, MY LITTLE GIRL! -cried Amelia.

+Well, now that you've lost everything, like me, it's your turn to go to your daughter, but I'll do it slowly, and the first thing I'll remove will be your eyelashes, so you can get a good look at your daughter, all the way through the process. -said Matt as he ran to get a pair of scissors.

(OPTION 2, THE AUNT LIVES)

-If you don't end this madness, I will Matt, I'm going to kill myself and get it over with," said Amelia defiantly. - said Amelia defiantly.

+Come on come on aunt, let's not get like this, the truth is that it would be a waste of time to kill you, no, I have something much better thought for you. -said Matt with a devilish grin.

-What do you want from me? - said Amelia confused.

+You and I, Amelia, we're going to continue this madness, but if you try to betray me, I'll take the high road. So you better not betray me, huh? -said Matt with a macabre smile.

-Yes Matt, I won't betray you," said Amelia.

**Conversation with Claudia:**



-Matt, I take back everything I said about you, I really regret how I treated you, I shouldn't have reacted like that, now that I've met you I knew I should have given you another chance. -said Claudia crying.

+You expect me to believe all that shit that just came out of your mouth? -said Matt laughing.

-Matt please let me go, I can't stand being locked up here anymore, I-I just want to forget about this and we can hang out or be friends, do you want to? -said Claudia trying to manipulate Matt.

+Mmm, let me reconsider, it'll just take a moment. -said Matt as he turned to grab his tools from his desk.

(OPTION 1, CLAUDIA DIES)

-So, what did you think, M-Matt? -said Claudia with a fake smile.

+Well, due to recent events Claudia, I have decided that your sentence will be...drum roll please...death...death. -said Matt as he approached with a demonic grin.

-Why Matt, why why?! I've learned from my mistake, please I won't say anything to anyone, it'll be our little secret. -said Claudia crying.

+Very simple Claudia, because a bitch like you, doesn't deserve to be forgiven, or to be saved, or to be redeemed, a bitch like you, only deserves death, a death that I'm going to enjoy, like you can't imagine. -said Matt as he took out a car battery and proceeded to connect it to Claudia.

(OPTION 2, CLAUDIA LIVES)

-So, what did you think, M-Matt? -said Claudia with a fake smile.

+Today is your lucky day Claudia, fate wants you to stay alive, but don't get excited so fast, alive, on my terms. -said Matt as he picked up a bucket of manure.

-What are you going to do to me with that Matti? -said Claudia.

+Well, since you called me a stinking animal, I wanted to return the favour, so, you will work for me, as a dirty stinking animal and as the animal you are, when you are no longer expendable you know what will happen. So you better hope that day never comes. -Matt said as he threw the bucket of manure over him.

-Yes, my love. -said Claudia submissively.

### **Conversation with Lucas:**

-M-Matt, we've been friends for many years, I've helped you on more than one occasion, let me help you now and I promise I won't fail you again. -said Lucas.

+Ayy, Lucas, Lucas, how can you still be the same ass-kissing worm? After all this time, I thought you would have given up a little, but I see it's not going to be like that. Well, I've had enough of you, if I'm honest, you haven't amused me as much as I thought you would. -said Matt.

-Matt, what do you want to do to me? Kill me? Let me go? -said Lucas.

+Lucas, for worms like you, there are more solutions than those two, you can be useful to me in many ways that you can't even imagine and of course, I'm not going to be stupid enough to tell you, otherwise, the fun is lost. -said Matt as he hovered around Lucas.

(OPTION 1, LUCAS DIES)

-Matt, please forgive me, I know I haven't been a good friend, but don't kill me, please, I beg you. -said Lucas crying.

+Shut up, you human trash! You don't deserve to live, you're not good for anything, you've been useful to me up to a certain point and I have you to thank for that. But you're a human waste, you're not even good enough to feed the pigs. -said Matt as he pulled out a screwdriver.

-Please, Matt, I'll do anything you ask! But don't kill me, come to your senses. -Said Lucas, scared to death.

+Goodbye Lucas, you were a good toy for a while, but your time has come, and don't think I'll be fair with a human trash like you, you'll die like one. -said Matt, plunging the screwdriver into his sternum.

(OPTION 2, LUCAS LIVES)

-Matt, please forgive me, I know I haven't been a good friend, but don't kill me, please, I beg you. -said Lucas crying.

+If I hear you talk like that one more time, I'll cut out your tongue! So shut up before that happens. I'm going to let you live Lucas, but you're going to be the one to help me create the next traps, your mind can be a little twisted sometimes, you might even become a great assassin like me. -said Matt as he untied him.

-Thank you for this opportunity Matt, I promise I won't let you down, I'll do my best. -said Lucas.

+But, don't think you're going to be my equal, you're going to get a lesson, you're not going to get away with it just like that. -said Matt as he cut off Lucas' hand.

### Conversation with Carlos:

-Son of a bitch, when I get out of here I'm going to rip out your jugular with my bare hands, I promise you Matt, you've had a lot of fun, but at some point it's going to be my turn. -said Carlos angrily.

+Look, Carlos, I know you're still a pimp now, but we both know you cry like a baby all the time and you're repressing that right now. -Matt laughed.

-I don't know what you're talking about, I'm not like that, I'm the one who's going to make mincemeat out of you, you little wimp. -said Carlos in a trembling voice.

+But do you hear yourself? If you're on the verge of crying, come on baby, cry, cry for me, amuse me these last moments of your life, because you're not going to get out of here.

#### (OPTION 1, CARLOS DIES)

-Matt, I apologise for everything I did to you, if you let me go, I'll help you bring more people and we'll be buddies, OK? -said Carlos.

+I'm laughing with you Carlos, and while we're at it we'll go with your girlfriend, the three of us, holding hands and running through a field of flowers. -said Matt mockingly.

-I'm trying to be useful to you, so you can see that I'm not expendable. -said Carlos as he tried to untie himself.

+Well, well, trying to escape, eh? I had planned to have a little more fun, but seeing the picture you paint of me, you leave me no choice Carlos, say hi to your friends for me when you go to hell, will you? -said Matt as he pulled out a sledgehammer.

-Wait, Matt, don't do it, I wasn't trying to escape, it was a joke, man, no no no, stop it. -said Carlos crying.

#### (OPTION 2, CARLOS LIVES)

-Matt, I apologise for everything I did to you, if you let me go, I'll help you bring more people and we'll be buddies. -said Carlos.

+You know what? With your strength and my intelligence, something could come out of this, you bring them in and I'll deliver my justice. -said Matt, smiling.

-Then untie me and let's be a team. -said Carlos.

+You'll be my henchman, but on certain terms, starting with this one. -Matt said as he stuck Carlos with a needle.

-What the fuck did you stick in my neck Matt? -said Carlos in a daze.

+It's a toxin to make you more submissive to me, we don't want any mishaps, do we? -said Matt seriously.

### **Conversation with Sofia:**

-Matt, what more do you want from me? Haven't I given you enough fun? -said Sofia crying.

+My dear Sofia, I see you're right, this is the end of our fun together, I'm afraid you're not as much fun as you used to be. I'm going to have to find myself a new toy and you know what happened to my previous toy when I got tired of it. -said Matt referring to his other victims.

-But, this time it can be different, I don't have to die or be a slave for you, what could a nobody like me, with no special talent, bring to the table? -said Sofia trying to manipulate Matt.

+All the more reason for me to kill you, if you don't have anything to give me, or maybe you've changed your mind now. -said Matt turning to her.

#### **(OPTION 1, SOFIA DIES)**

-I-if you forgive me I can be useful to you, I can convince anyone to come here and have more victims. -said Sofia

+No Sofia, I don't need you for that, if I've been able to kidnap my other toys, what makes you think I need you for such a useless task like that. -said Matt resolutely.

-But Matt, please, there might be something I can do for you, anything. -said Sofia, crying.

+The only thing you can do is try to escape, try to live or hold on to these last moments of your life, because the last thing you're going to see is my face of satisfaction that yet another pig who made my life a living hell is finally dead. -said Matt as he picked up a chainsaw.

#### **(OPTION 2, SOPHIA LIVES)**

-I-if you forgive me I can be useful to you, I can convince anyone to come here and have more victims. -said Sofia

+That task is too easy and besides, who tells me you won't escape and go to the police. It's too risky, Sofi. -said Matt.

-But you're thinking about it, aren't you? -said Sofia happily.

+Yes, but not in the way you think, you could be a slave here, inside the barn, I still have several other people to take care of and it's too heavy to do this alone, so I

might need someone to help me with the tools. -Matt said as he reached into his toolbox for something.

-All right Matt, I'll help you, but tell me what you have in there? - said Sofia confused.

+The thing is, I'm going to put a bomb collar on you, so that if you try to run away from me, it will activate and blow your head off, it will also do it if you try to take it off, so for your sake, behave yourself Sofia.

### **Conversation with Aritz:**

-Matt, I don't know what you intend to keep on doing with me, I don't have the strength to keep on taking your beatings, can't you see that I'm worn out, man. -said Aritz with difficulty.

+But Aritz my dear Aritz, you can still have a lot of fun. I have more ideas to play with, but first I'll ask your mother if you can, because you're still going to school. Anyway, Aritz, what can you do, you used to pick on me for being a nerd and now look at me, you can't even look me in the face. -said Matt, very sure of himself.

-Untie me and we'll check it out. -whispered Aritz.

+Sorry, did you say something? It's just that I was cleaning your blood off my tools. -said Matt mockingly.

-If you want to finish me, do it, I have nothing to lose now, not Sofia, not Omar, not anyone. -said Aritz.

+If that's what you want, that's what you'll get. -said Matt approaching him with something behind his hands.

(OPTION 1, ARITZ DIES)

-Hey Matt, what have you got there? - said Aritz scared.

+Oh, this you say, it's... a carpet spatula, you know, it can come in handy sometimes. -said Matt getting face to face with Aritz.

-But Matt, there are no carpets here, it's your farm, you don't have to be very clever. -said Aritz confused.

+Oh I know, I know, but soon there will be one here. Do you see what I mean, Einstein? -said Matt mocking him.

-No man, I don't really follow you. -said Aritz even more confused.

+Well you see, the carpet that will go here, will be made of your own skin and I'm going to use this to rip it out of you, little by little, until I kill you, like this. -said Matt as he shoved the carpet spatula into Aritz's face.

(OPTION 2, ARITZ LIVES)

-Hey Matt, what have you got there? - said Aritz scared.

+Ah, this you say, just a knife to cut the rope to untie you, if I cut anything else by mistake. I'm sorry, but it's for you to listen to me and be attentive to what I'm going to tell you. -said Matt as he positioned himself behind Aritz.

-Yes, of course, I'm listening to you. -said Aritz.

+Well, the conditions are, you'll be my henchman, you'll help me with the tasks I tell you to do, no big deal, lest an airhead like you gets his brains blown out by complicated things. -said Matt as he cut the rope and parts of Aritz's back to cut his nerves.

-Matt...I'm not feeling some parts of my body. -said Aritz scared.

+I know, I know, these are preventive measures, things I've learned about the human body, well Aritz, you'll do the dirty work and I'll plan everything, so when you get up and notice that you've lost some mobility, I'll make you prosthesis so you can walk, but if you betray me, I'll leave you worse than you are now. -said Matt.

### **Conversation with Omar:**

-Matt, man, you know when I get out of here I'm gonna come back with all my niggas and we're gonna break you in two, right? -said Omar a little dazed.

+Wow, looks like you're still in the warrior spirit. I don't know what makes you think you're going to get out of here, let alone alive, but if that keeps you going then keep thinking that. -said Matt.

-If you want me to beg for my life you're going to get it, I've been through a thousand things worse than this, the mafia was worse to me than you, I can take anything you do to me and more. -said Omar pulling himself together.

+The... mafia you say? Ah from when you came from Africa on a boat and that, if your intention was to impress me so that I would stop and be afraid of you, you failed. I don't care about your stories and stories of the street and how you had to survive, in fact, I think everyone is going to thank me when I'm done with you. Enjoy the time you have left while you can. -said Matt as he rummaged through his tools.

-Go ahead and kill me, I've been dead for a long time, but not killing me will be your worst mistake, because if I manage to get loose, even if it's just one hand, I'll end up beating you to a pulp. -said Omar, sure of himself.

(OPTION 1, OMAR DIES)

+Well, if you want to die so be it, but you're going to go to the other neighbourhood as I want you to go with a bit of joy, you're very serious Omar. -said Matt while he was inserting a syringe with epinephrine.

-What did you do to me? Is this adrenaline? -said Omar getting excited.

+That's right, you're going to get very excited Omar, but take it easy, you don't want your heart to literally burst out of your chest. -said Matt laughing.

-You asshole, with this, I'm going to be able to get loose and finish you clown. -said Omar getting more and more energetic.

+You know what? You still have a very bitter face, I'm going to put some more on you. -said Matt as he gave him another injection.

-Matt, I'm going to kill you before you kill me to stop you from doing this to more people so I can die peacefully. -said Omar angrily.

+You look upset, let me take this out of you to calm you down. -Matt said as he reached into Omar's chest and ripped out his heart.

(OPTION 2, OMAR LIVES)

+If you want me to kill you, I'll do just the opposite, you're going to stay alive, congratulations, you've won the lottery. -said Matt as he laid Omar down on a stretcher.

-It doesn't look that way to me if you're putting me here. -said Omar.

+Oh, I know, it's just that I have something in mind for you, you'll be my new bodyguard. -said Matt as he reached for a screwdriver.

-How? I'll never work for you, whatever you do, I'll never work for you, do you hear me? -said Omar.

+Shh, shut up, I'm going to cut your tongue out so you can stop being a pain in the ass, you're a pain in the ass. -said Matt as he cut Omar's tongue with a pair of scissors.

+Ahhh, music to my ears and now be quiet, you don't want the lobotomy to go wrong, do you? -said Matt as he inserted the screwdriver into Omar's head.

### Conversation with the headteacher:

-If I'm honest, son... I never thought that someone like you would be able to make such a mess. I always thought of you as someone more useless. -said the director.

+Useless me? The only useless one here is you Alejandro, you never did anything to stop everything that was going on in your stupid school and yet, you allowed me to do all that without lifting a finger. -said Matt angrily.

-Yes...I'm a lousy principal...never in all my years of teaching will I ever forgive myself for what I put you through and not intervene, I've learned my lesson son. -said the principal.

+Now comes the part where I cut him loose, we go live in the bush and have a happy dysfunctional family don't we? I have nothing to apologise to you for Alejandro, if you are going to absolve yourself of your sins, to go to heaven is not my problem, but here I will put you through hell until that foetid heart stops beating.

-Do what you must do, anything will make my soul free of everything I did to you and you will forgive me, because I... I can't hate you anymore. -said the headmaster.

+Go as a saint or whatever you want, old senile man, but your mind is already mine, you are no longer what you were long ago and just seeing what you say, shows that you, you are my toy until I kill you.

#### (OPTION 1, THE DIRECTOR DIES)

-Kill me, Matt, I implore you, I need to purge my soul as soon as possible, I can't go on in this cruel world knowing that I made a child prodigy, a cruel and heartless monster. -said the headmaster grabbing Matt's leg and crying.

+Get away from my trash, your time hasn't come yet, you're still fun for me. -said Matt kicking the principal in the face.

-Matt, I only implore you on one thing, finish me, I just want to escape from this torment and you are my instrument to achieve it. -said the director.

+I said, shut up and let me think clearly about what I'm going to do with you! -said Matt as he threw kicks and punches at the principal.

-Yes, that's it Matt, finish me off, kill me now. -said the director happily.

+You're insufferable, I hope they serve good food for dinner in hell for cretins like you. -said Matt as he shot the director in the stomach.

#### (OPTION 2, THE PRINCIPAL LIVES)



-Kill me, Matt, I implore you, I need to purge my soul as soon as possible, I can't go on in this cruel world knowing that I made a child prodigy, a cruel and heartless monster. -said the headmaster grabbing Matt's leg and crying.

+Get away from my trash, your time hasn't come yet, you're still fun for me. -said Matt kicking the principal in the face.

-Matt, I only implore you on one thing, finish me, I just want to escape from this torment and you are my instrument to achieve it. -said the headteacher.

+No, death would be too easy for someone like you, you are going to be useful to me, as much as it pains me to admit it, there are things I don't know that you know, and that brain of yours can be useful to me. -said Matt approaching the director.

-No, that's not how it was meant to happen! I was supposed to die and purify myself, not stay here and be used as just another monster..." said the director.

+Well, think that inside each one of us there is a monster, I already got mine out, now it's your turn to get yours out, but if you dare to try anything I'll make you suffer, leaving you paralysed so that you won't die until you're a sad old man. -said Matt, untying him.

-All right Matt, you win. -said the headmaster.

## Final kinematics

Once Matt's job is done (this final animation will play when all targets have been killed), a final choice will appear on the screen. The game, if the player has previously been decided to abduct the cousin and take her to the farm, will give a choice whether to leave her alive, orphaned and without any family for life or also to murder her and have no witnesses no matter how young she is.

After all that Matt has suffered, he has finally achieved what he wanted so much, to put people through what he went through, but he is no longer the same. Now he has already tasted what it is to kill and his thirst for blood increases every day.

As he needs to kill to keep from losing his sanity even more and in his town he was in danger of being caught for all the crimes he had committed, he decided to pack his bags and put on the HillBilly suit again in another place... HILLBILLY 2?

First of all, Matt is seen cleaning the whole barn and erasing all the clues and evidence about him. And also, if it is decided to leave the cousin alive, Matt returns to the aunt and uncle's house for the last time to leave his cousin in the cot and leave Toledo for good for another city. If it is decided to kill her, Matt is seen killing her and shedding a tear because she is the only one who hasn't really done anything to him and he feels sorry for her, and then packing his suitcase and leaving for another city. If the cousin is not kidnapped, he is seen just packing up and leaving the farm.

## Sample script

SECUENCIA 1. [INTERIOR] [TARDE] [GRANJA DE MATT]

PLANO 1: PG de **GRANJA DE MATT**.

Una granja echada a perder, reformada por MATT, con tejas blancas, las paredes exteriores negras, 3 ventanas por la parte frontal de la casa y un gran ventanal en la parte trasera de la casa en el desván. La cámara enfoca la **PUERTA** para entrar a la **SALA DE TORTURAS**, el viejo ganero de la granja, del mismo estilo que la granja, con las tejas blancas y las paredes negras, por dentro está reformada por Matt, para resistir cualquier golpe y que no escapen sus víctimas, antes guardaban los animales como si fuera un establo, dónde **MATT**, el pelo negro, largo y suelto, las manos hinchadas, llevando una chaqueta azul y unos vaqueros largos negros ,siendo **HILLBILLY**, con cuerpo delgado casi desnutrido con una chaqueta destrozada y negra, camisa gris sin los dos primeros botones superiores ya que lleva la máscara de oso puesta, se dirige a ella para entrar, donde dentro de LA SALA DE TORTURAS estará **ALEJANDRO**, un hombre escuálido y de estatura por debajo de la media, con una gran calva y poco pelo a los laterales, lleva gafas con unos cristales enormes, un bigote prominente y una nariz igual de prominente, lleva una camisa blanca con una corbata roja y unos pantalones de color café largos, así como también unos zapatos negros.

FUNDIDO A NEGRO:

SECUENCIA 2. [INTERIOR] [TARDE] [SALA DE TORTURAS]

PLANO 2: PG de la **SALA DE TORTURAS**.

MATT entra, ALEJANDRO está atado con **CADENAS** en una parte de la habitación y delante de él hay una **SILLA** a la cual se dirige MATT para sentarse y hablar con él.

PLANO 3: PMC de **MATT** y **ALEJANDRO**.

Cuando MATT se sienta, ambos personajes se disponen a intercambiar palabras.

PLANO 4: PLANO MEDIO

ALEJANDRO

*(con sinceridad/miedo)*

Si te soy sincero, hijo... Nunca pensé que alguien como tú fuera capaz de armar semejante lío. Siempre pensé en ti como alguien más inútil.

PLANO 5: PLANO GENERAL

MATT enfadado, dando vueltas alrededor de ALEJANDRO, se quedan varios segundos mirándose, con el **SONIDO DEL AIRE** golpeando a los árboles desde fuera en la ventana. Tras pasar un breve lapso de tiempo, MATT decide hablar.

MATT

*(enfadado)*

¿Inútil yo? El único inútil aquí eres tú, Alejandro, nunca hiciste nada para detener todo lo que sucedía en tu estúpido colegio y sin embargo, me permitiste hacer todo eso sin mover un dedo.

PLANO 6: PRIMERÍSIMO PRIMER PLANO

MATT lo observa de reojo.

PLANO 7: PLANO GENERAL

Le da a ALEJANDRO un **VASO DE AGUA** que tenía al lado, pero éste se lo tira encima.

PLANO 8: PLANO MEDIO

ALEJANDRO

*(decaído)*

Sí... soy un pésimo director... nunca en todos mis años de docencia me perdonaré lo que te hice pasar y no intervengo, he aprendido la lección hijo.

PLANO 9: PLANO MEDIO LARGO

MATT empieza a cabrearse y coge la **PISTOLA** que tiene cerca.

MATT

*(indignado)*

Ahora viene la parte en la que lo suelto, nos vamos a vivir al monte y tenemos una familia disfuncional feliz ¿no? No tengo nada que pedirte perdón Alejandro, si te vas a absolver de tus pecados, ir al cielo no es mi problema, pero aquí te haré pasar un infierno hasta que ese corazón fétido deje de latir.

PLANO 10: PLANO MEDIO

ALEJANDRO

*(decaído)*

Haz lo que tengas que hacer, cualquier cosa hará que mi alma se libere de todo lo que te hice y me perdones, porque yo... no puedo odiarte más.

PLANO 11: PLANO MEDIO LARGO

MATT

*(confiado)*

Vete como un santo o como quieras, viejo senil, pero tu mente ya es mía, ya no eres lo que eras hace tiempo y sólo con ver lo que dices, se demuestra que tú, eres mi juguete hasta que te mate.

### **OPCIÓN 1 (MATAR AL DIRECTOR)**

PLANO 12: PLANO MEDIO

ALEJANDRO, el director del colegio, está desesperado por morir y toda la culpa se le echa encima, lo único que puede hacer es rogar por morir.

ALEJANDRO

*(rogando)*

Mátame, Matt, te lo imploro, necesito purgar mi alma cuanto antes, no puedo seguir en este mundo cruel sabiendo que hice de un niño prodigio, un monstruo cruel y desalmado.

PLANO 13: PLANO MEDIO ALTO

MATT

*(pegándole una patada al director y riéndose de él)*

Aléjate de mi basura, aún no ha llegado tu hora, todavía eres divertido para mí.

PLANO 14: PLANO GENERAL

MATT sigue riendo y torturando al director, haciéndolo pasar por varios **INSTRUMENTOS DE TORTURA**

PLANO 15: PLANO MEDIO

ALEJANDRO

*(rogando que lo mate)*

Matt, sólo te imploro una cosa, termina conmigo, sólo quiero escapar de este tormento y tú eres mi instrumento para lograrlo.

PLANO 16: PLANO MEDIO LARGO

MATT

*(indeciso lo golpea con patadas y puñetazos)*

Dije, ¡cállate y déjame pensar claramente en lo que voy a hacer contigo!

PLANO 17: PLANO MEDIO

ALEJANDRO

*(decaído)*

Sí, eso es Matt, acaba conmigo, mátame ya..

PLANO 18: PLANO MEDIO LARGO

MATT

*(rabioso, le pega un tiro en la barriga)*

Eres insufrible, espero que en el infierno sirvan buena comida para cenar a cretinos como tú.

## **OPCIÓN 2 (PERDONAR AL DIRECTOR)**

PLANO 19: PLANO GENERAL

MATT se dispone a optar por otra opción para la vida de ALEJANDRO pero está dudoso de poder hacerla así que decide ir adelante con lo que tiene planeado.

PLANO 20: PLANO MEDIO

ALEJANDRO

*(llorando y rogando mientras agarra la pierna de Matt)*

Mátame, Matt, te lo imploro, necesito purgar mi alma cuanto antes, no puedo seguir en este mundo cruel sabiendo que hice de un niño prodigio, un monstruo cruel y desalmado.

PLANO 21: PLANO MEDIO LARGO

MATT

*(pegándole una patada al director y riendose de el)*

Aléjate de mi basura, aún no ha llegado tu hora, todavía eres divertido para mí.

PLANO 22: PLANO GENERAL

MATT sigue riendo y torturando al director, haciéndolo pasar por INSTRUMENTOS DE TORTURA para tan solo ver como ALEJANDRO sufre.

PLANO 23: PLANO MEDIO

ALEJANDRO

*(rogando que lo mate)*

Matt, sólo te imploro una cosa, acaba conmigo, sólo quiero escapar de este tormento y tú eres mi instrumento para conseguirlo.

PLANO 24: PLANO MEDIO LARGO

Matt

*(enfadado mientras se acerca)*

No, la muerte sería demasiado fácil para alguien como tú, me vas a ser útil, por mucho que me duela admitirlo, hay cosas que yo no sé y tú sí, y ese cerebro tuyo me puede ser útil.

PLANO 25: PLANO MEDIO

ALEJANDRO

*(asustado)*

¡No, no es así como debía suceder! Se suponía que debía morir y purificarme, no quedarme aquí y ser utilizado como un monstruo más...

PLANO 26: PLANO GENERAL



MATT ya tiene pensado un modo de vida para ALEJANDRO, pero antes de todo tiene que serle útil, tanto en el presente, como hasta el día de su muerte por vejez.

PLANO 27: PLANO MEDIO LARGO

MATT

*(enfadado)*

Bueno, piensa que dentro de cada uno de nosotros hay un monstruo, yo ya saqué el mío, ahora te toca a ti sacar el tuyo, pero si te atreves a intentar algo te haré sufrir, dejándome paralizado para que no mueras hasta que seas un triste anciano.

PLANO 28: PLANO MEDIO

ALEJANDRO

*(resoplando)*

Muy bien Matt, tú ganas.

## **Development plan**

We have already spoken about the game, so about it's development, it needs a 1M€ budget.

We will need many programators, more or less 8, that can easily understand between them. 4 artists that can planify the various scenarios such as the village where the game takes place and the place of the farm. 2 musicians that can make their own music for many levels, charging screens and the tenebrous music for the farm. Also, contract translators for the different languages that are already written on the data sheet.

The above mentioned programmers and artists will be the heads of the different sections, which also means that they will have more programmers and artists working with them to speed up the process.

It is predicted to be working for a year, from April to April, giving one month to relax.

In May it will be launched an alpha version of the game to locate the bugs and improve the efficiency of the game until its release date, which is going to be at the end of the summer with a cost of 29,99€ and it will be a demo version with only one level to attract public and catching their attention.

Work team:

PROGRAMMERS	ARTISTS	MUSICIANS
- 8 heads - 5/10 per section	- 4 heads - 5/10 per section	2 heads

Economy:

BUDGET	PREDICTED TIME
1M €	1 year From April to April

## **Annex 1: DISCARDED IDEAS**

**Pedro idea:** FIFA 24, 25, 26 STORY MODE: 'FROM THE GROUND TO THE SKY'. In the first season (FIFA 24) a young player (nationality 'important' to choose) is a canterano of an important team in Spain, Germany, Italy or France. After several missed opportunities, his contract is terminated. As the player does not want to give up soccer, he decides to travel to England to try out for a 3rd division team. There he

shines during the first half of the season and in the winter transfer window he is signed by a mid-table team of the Premier League. Little by little he is integrated into the team and is the star of it to get the cup title, the FA Cup. In the second season (FIFA 25) you decide whether to be the idol of the fans staying in your team and fight to get into European places while playing 'Europa League' or go to a Top 6 team in England to fight for everything, League, Cup and Champions League. Depending on how the matches go you can win the different competitions or not. In the last season (FIFA 26), he will be called up and become a regular and important member of the national team. Meanwhile, regarding the club, offers will come from the best teams in Europe willing to make him one of the stars of their squad to win the Champions League. But, in the middle of the season, an injury puts his presence in the World Cup. The player must recover physically and psychologically well to reach the championship even having to make difficult decisions.

**Alejandro idea:** COOPERATIVE STORY MODE 'SURVIVAL KEYS'. Five friends of 16 years old one day went to investigate some caves, found a key with indications and did not know where it could be. After hours of investigating, it led them to an abandoned house, as they were afraid to enter. They managed to enter with the same key and upon entering the door was locked, thus preventing their exit, now they will have to see how to get out. They investigated the interior, only the areas where they could enter because many doors were locked. They were getting keys little by little after challenges that the house itself put them in could kill the children, they managed to open some doors and now they only had one door left. To open the door they had to put all the keys they had found in the lock, but they had one key left to insert. They did not know what to do and thinking and thinking they came up with something, they had to investigate the grave of the owner of the house. In the end they managed to enter and there, on top of a very old desk, was the only key that would open the door of the house so they could get out of it. Cooperative game for 2 players in which they manage the characters following the same path together or each one, a different one according to the moment of the story.

**Lucas idea:** RUSSIAN FISHING TOURNAMENT. It is a fishing tournament, but more bizarre, being able to play as several world leaders and in case of choosing Putin you will have several advantages over your rivals, in case Putin or another leader of controversial character is able to declare war. In each phase of the tournament events will occur that will serve to improve the statistics of our world leader and in case of completing all the events, no world leader will be able to declare war. The first round will be a normal duel, fishing for specific fish, but not with a fishing rod, but with an AK-47. At the end of the round, if you are Putin, you will be

given more rewards than the others, as well as going directly to the final round. In between the second round there will be a two-week break, in which all the leaders will go out for milkshakes at McDonald's and then go for a cosmetic session, in this event you can fraternise with the leaders or make enemies with them, being able to make the rounds more difficult, being helped by their bodyguards annoying you, or giving you the necessary requirements to win the rounds. The second round will be a salmon fishing competition with the mouth, mounted on top of bears, if you manage to finish first you can skip the next round and move on to the next event. For the next event if you finish first, you will have a month break and you can go to see your compass, in this event coincides with Christmas and everyone will make a stay in a hotel to give their gifts of invisible friends, if you have not fraternized with any leader, your gift will be a bomb and you will be hospitalized, losing points in the tournament, if you have fraternized with several will fight for you and several will be indisposed, if only one, will give you a very special gift that only you two can use, unlocking a secret event. The third round will be spearfishing with narwhals, without diving equipment, just catching air and bareback, the test is to go fishing for small fish and the end will be a killer whale with anabolics. If we have won the previous test we can go to see our friends or go to a private box with Putin, to fraternise with him or challenge him to a duel of sea bass before the last round. The next event coincides with Valentine's Day, if we have fraternised with a single leader, we will have a passionate time with him, if there are several we will have to decide for one of them and when we decide the others will become potential enemies for the final test. The final of the tournament will be a battle royale with sea bass and the winner will be proclaimed supreme king of the wild fish.

**Reyes idea:** Gladiator Slaves Simulator. It is a multiplayer game where you manage, hire and equip your gladiators to win battles and increase your power and fame. As a user you can train to develop gladiator skills (strength, agility, vitality, speed, defence (ability to block), heal gladiator wounds, accept/choose from various battle proposals, equip weapons and equipment, modify your coliseum with different traps/obstacles that can affect both gladiators owned by the user and gladiators belonging to others. Battles can be both cooperative and individual, and within the cooperative battles, gladiators of "friends" can participate to fight against the rest as only gladiators of the user. Gladiators who die do not revive or heal. Depending on the skills possessed by the gladiators, they can carry different weapons that require the necessary stats. Depending on the stats they gain, they can develop skills.

**Erik idea:** HILLBILLY. Matt is a very friendly and cheerful village boy known by everyone because his parents had a farm and were well known in the village, one day his parents had a car accident and both died on the spot, because of this Matt being a minor (15 years old) had to go live with his uncles who had a young daughter

in the city, this did not make him much fun because he did not like the city. This happened in the summer so she would start the school year in the city. When he settled in his aunt and uncle's house, they didn't like him very much because they had a daughter and they only thought about his welfare, always leaving Matt aside and treating him badly, Matt didn't give him too much importance to this and let it pass because he didn't expect much from them either. Finally the first day of high school started so Matt was going to meet new friends and that his life in the city would be more enjoyable but just the opposite happened. The first few weeks were going well, he talked to people casually, but mostly he noticed the popular girl in his class with whom he had fallen in love. Little by little Matt was trying to get closer to her to start making friends and he succeeded, one day he decided to tell her that he liked her and that he wanted to be her girlfriend but she started to laugh saying that she would never be with someone like him, a small town boy who smelled like an animal. Because of this the girl took it as an insult and decided to make his life impossible inside and outside the institute and the abuse both physically and psychologically were constant but even so both teachers and Matt's uncles passed quite the subject and did nothing about it. Little by little Marr's cheerful face was disappearing while he was generating some madness and hatred towards all his classmates since they were all involved. When he finally reached his last year of high school where Matt would finally be 18 and could return to the village and the farm to return to his life where he was happy but one day everyone in his class was out of line and Matt exploded and pushed one of them out the window of the school, this broke both legs and as Matt was not of legal age he was sent to a juvenile facility to be a season. During this period in the juvenile centre his madness increased because those who had made his life impossible had gotten away with it and he ended up being the one who got hurt, when he finally got out of the centre the only thing he wanted to do was to quench his thirst for revenge. He wanted to take revenge on his uncles, classmates and also on the teachers who knew everything that was going on and did nothing. To take this revenge he spent some time fixing up the farm where he would carry it out. In this game the protagonist Matt will be called Hillbilly which is his name of "murderer", there will be puzzles to create traps / games to torture all those who have made him change, you will also have to go kidnapping victims without getting caught stealthily, interact with NPC so that the townspeople and the police do not suspect anything and thus to achieve the revenge that Matt wants so much. Also at some points you can make decisions which will change the fate of the game and each game can be different.