

# NARRATIVE IN *PHANTOM OF WHITECHAPEL*

## 1.1: Explicit Narrative

The story in *Phantom of Whitechapel* will be driven forward by a combination of three things; Engine cutscenes that will be fully animated and voiced. Dialogue scenes will be scenes in game with only facial animation and the player has topics of dialogue that they can choose to push the conversation in a certain direction. The final form of storytelling that we will use is talking heads, these have no animation and the player has no choice over the dialogue been spoken. As well as using the spoken word we will also use facial expressions, movements and cinematic methods to push the story forward and provide the player with an immersive experience.

The dialogue will inform the player of the world they are inhabiting as well as player backgrounds and their motivations. Through the dialogue we aim to produce believable characters with realistic personalities. The dialogue is highly important because it will show the player Matt's journey and his frantic hunt for Jack the Ripper.

## 1.2: Implicit Narrative

Our story doesn't use a lot of implicit story telling techniques. A lot of the story is given to the player and there isn't any way other way that the player can interpret the story. This has been done intentionally because the player needs to fully understand what is happening in the story to progress the game.

## 1.5: Historical Accuracy

When we were concepting the story for *Phantom of Whitechapel* we researched heavily into Whitechapel at the time of Jack the Ripper as well as the victims of his crimes. All of the victims are named after the true Ripper victims. We also have two characters, *Henry Moore* and *Edmund Reed*, who are police officers in our story. Historically these characters worked on the Jack the Ripper cases and were Detective Inspectors at the time.

*The Whitechapel Vigilante Group* were an organisation at this time that hired Private Investigators to investigate the Jack the Ripper cases as well as roaming the streets to make sure they were safe. We saw an opportunity to use them in the story as *Matt's* call to adventure.

# PLOT SYNOPSIS

## 2.1 Plot Synopsis

Below is an overview of the plot for *Phantom of Whitechapel*. The game has a linear story that the player must follow. However, gameplay, the player investigating crime scenes and interviewing suspects is key to the story and the progression of the game. We are not providing a full in depth look into the story in this document. Instead we are providing a list of important points and moments within the player's journey through the game.

1

**Emma Elizabeth Smith** (NPC merely used to set the scene) is walking down the dark streets of **Whitechapel** when she is startled by a **shadowy figure** (Jack the Ripper). She panics and starts running then she enters an alley out of camera view and screams as **Jack** murders her. This transitions to Private Investigator, **Matt Hobbes** (Main Protagonist) who is reading about the recent murders. A letter arrives from the **Whitechapel Vigilance Group** (NPC 'main quest givers') asking for his assistance in solving the murders, **Matt Hobbes** refuses and opens the rest of the letters, where he reads a letter from **Quincy Brown** and heads off to his **News Agency** to help him with his gang troubles(Begin tutorial).

2

After the fight at the gang hideout, **Matt** goes for a drink to quiet down, whilst there he runs into **Elizabeth Stride** (NPC, Prostitute, friend of the protagonist), the player discovers the history between the two characters as well as **Matt's** disdain for her line of work. Later **Elizabeth** is murdered by **Jack** and this drives **Matt Hobbes** to take the commission from the **Whitechapel Vigilance Group** so he can find the killer. **Matt Hobbes** interviews prostitutes and brothel patrons (some Side quests are received here). He speaks to **Catherine Eddowes** (NPC, Ripper victim), she refuses to get involved and ushers **Matt** away. Unexpectedly matt receives a lead that suspicious activity has been going on at the park. While returning from investigating the park, **Catherine Eddowes** is found by **Matt** as the latest 'Ripper Victim'.

3

**Matt Hobbes** discovers the body of **Catherine Eddowes** and begins to investigate the crime scene, during which time he discovers a handkerchief with initials sewn in. He sees a **shadowy figure** (Jack the Ripper) and stuffs the handkerchief into his pocket. He gives chase (QTE Chase scene) but unfortunately loses the **shadowy figure** in the alleys. **Matt Hobbes** goes to the police station and breaks in to look for any clues they have (Cut scene), Searching the desks, **Matt** discovers opium in the desk of his friend **Henry Moore**. Soon after he is caught and interrogated until he is bailed out by **Henry Moore** and **Edmund Reed** on the condition he stops investigating.

2

4

We re-join **Matt** sometime after the last murder (Time jump cut scene). He's searching through his evidence draw and stumbles across the handkerchief, because of this he goes to the brothel to check their records for the owner of the initials unfortunately they are not in to be found.

5

**Henry** having followed him asks **Matt** for his help in taking down an opium dealing gang led by **Left Hook Larry**, the gang is arrested after a fight. **The police** begin to suspect him as being **Jack the Ripper**. **Matt** loses hope in ever finding **Jack the Ripper** and gives up, taking to alcohol.

6

**Matt** is re-motivated after his recent friend **Quincy** in the news agency tells him about the letters (letters from hell) from **Jack**. He begins following up on the latest murders and plans to finally apprehend **Jack**, He goes in search of more clues and devises a strategy. **Matt** realises he must put someone else risk to finally catch **Jack**.

7

**Matt** goes to the brothel and hires a **Prostitute** to lure **Jack** into his trap. He takes the prostitute to the prepared trap.

8

**Matt** is lured away by **Edmund**, who shows up out of nowhere, the **prostitute** is alone and is promptly killed by **Jack**. **Matt** see's this and chases **Jack** with **Edmund**.

9

**Matt** chases him to a brewery where they fight in the cellar. There is a QTE combat that ends with **Matt** saving **Edmund** from being killed by **Jack**, only for **Matt** to be wounded instead as **Edmund** is knocked unconscious, **Matt** grabs **Jack** and pulls him into the **Black Ditch**. The screen fades to black.

10

Afterwards **Edmund** is shown waking up in the hospital with **Henry** informing him that the **Prostitute** is found dismembered and **Matt** is still missing

# ACT STRUCTURE

## 4.1: Act Structure

*Phantom of Whitechapel* will use a five act structure, this is to allow us to implement the monolith structure. Our main protagonist also has a point of despair during the story and the five act structure means that this downfall can be told in an easier manner and have more impact on the story.

### Act 1

In the opening scene **Emma Elizabeth Smith** (NPC First Ripper Victim) is wandering through the dark streets of **Whitechapel**. Suddenly she is ambushed by **Jack the Ripper** (Main Antagonist). The scene changes to a month later and **Private Detective Matt Hobbes** (Main Protagonist) is introduced. **Matt Hobbes** is contacted by the **Whitechapel Vigilante Group** (NPC quest givers), who ask him to help solve the recent murders, but he refuses to take the job. **Matt Hobbes** carry's on with his daily business and works on other cases, he opens a letter from **Quincy Brown** and leaves for the **News Agency** (tutorial). When **Matt** arrives at the **News Agency** he sees **Quincy** talking to his old friend **Edmund Reed**. There is a brief conversation between **Matt** and **Edmund** and then **Matt** leaves to investigate **Left Hook Larry's** gang for **Quincy**. While gathering evidence at the gang hideout, **Matt** gets discovered by the gang members and a fight breaks out. After completing these cases **Matt** goes to the local **pub** for a drink, while there he runs into **Elizabeth Stride** (prostitute/Ripper victim). The backstory of the two is established and they talk about their old life, current affairs and how **Matt** frowns upon her line of work. He also raises concerns about the prostitute killer but she ignores his advice.

*New Characters:* Emma Elizabeth Smith, Jack the Ripper, Private Detective Matt Hobbes, Whitechapel Vigilante Group, Elizabeth Stride, Extras, Quincy Brown, Edmund Reed, Left Hook Larry.

*Locations:* Whitechapel Alley, Matt Hobbes office, Whitechapel streets (day), Market, Whitechapel streets (night), Pub, News Agency, Factory.

### Act 2

One month later, whilst reading a newspaper, **Matt** discovers that **Elizabeth** has been murdered by **Jack the Ripper**. This motivates him to take on the **Whitechapel Vigilante's** job offer to find the killer and put him away for good. He goes to speak to the group and begins his investigation, **Matt** confronts civilians who could be related to these events, such as prostitutes, the **Brothel** owner **Madame Ophelia** and regular citizens. **Matt** interviews a prostitute from the brothel, **Catherine Eddowes**, who later becomes the next victim and during another case which was received in the brothel, **Matt** stumbles upon her body whilst following up a lead he received from a brothel patron. Investigating the crime scene, **Matt** sees a shadowy figure and gives chase believing it to be **Jack** (QTE chase scene going through multiple locations), however **Jack** manages to escape. **Matt** believes the police are withholding evidence that could be vital to the case so, he breaks into the local **police station** to find any clues they might have. While searching the police station **Matt** goes into the office of **Henry Moore**, an old friend and high ranking police officer. **Matt** searches **Henry's** desk, he

doesn't find any clues but he discovers a vile of opium and the tools to use it. This leads **Matt** to suspect that **Henry** is taking opium. The police catch **Matt**, arrest him and question him but, **Henry Moore** and **Edmund Reed** (NPCs acquaintances of **Matt**) hear about his arrest and they call in a favour to get him out on the condition that he quits the investigation. Before leaving the police station **Matt** confronts **Henry** and asks him about the opium, **Henry** tells **Matt** it's none of his concern and orders **Matt** to leave.

*New Characters:* Catherine Eddowes, Madame Ophelia, Henry Moore, Extras.

*Locations:* Police Station, Brothel, Alleys, Streets (day/night), Rooftops, Factory, Catherine Murder scene, Park, Police Cell.

### **Act 3**

A month passes to the next Ripper murder, **Matt** believes he has found evidence that may lead him to **Jack**, in his evidence draw **Matt** comes across a handkerchief with initials on it that don't belong to any of the victims. Using his initiative he goes to the brothel to search for the owner of the handkerchief. While there **Matt** doesn't find any evidence that leads to the owner and **Henry Moore**, having followed **Matt**, grabs **Matt** and takes **Matt** to **Matt's office**. **Henry** informs **Matt** that the police are beginning to get suspicious of **Matt**, believing him to be **Jack** due to his involvement with the previous two victims as well as being present at both of their murder scenes. Distraught over his lack of progression with the investigation and the police's suspicions of him, **Matt** gives up on the case and begins to pursue lesser crimes instead. **Matt** is in his office, when he is approached by **Henry Moore**, who asks for his help, off the books. **Henry** reveals that he isn't addicted to opium and he is actually in the middle of an undercover operation to take down **Left Hook Larry**, who is smuggling opium into the country. **Henry** needs **Matt** to aid him in taking down the operation, they leave for the gang's hideout (**Factory**). **Matt** and **Henry** defeat **Left Hook Larry's** gang and arrest **Left Hook Larry**. **Matt** begins to visit the **pub** regularly and starts drinking heavily. This affects his ability to solve cases and his career begins to suffer.

*New Characters:* Extras

*Locations:* Matts Office, Whitechapel Streets (day/night), Pub, Factory.

### **Act 4**

**Quincy Brown** (NPC friend of **Matt**) who works at the **News Agency**, finds **Matt** in the **pub** and shows him some of the threatening letters **Jack** has been sending the **News Agency**. This motivates **Matt** to return to the investigation and finally apprehend him. Having been caught up on the more recent murders, **Matt** goes in search of more clues and devises a strategy to stop **Jack** once and for all. (Main missions and side missions are completed here).

*New Characters:* Extras.

*Locations:* News Agency, Whitechapel Streets (day/night), mission locations e.g. Factory, Warehouse, Brothel, Pub.

### **Act 5**

**Matt** is convinced he can stop **Jack** by using under handed methods. He recruits a **prostitute** to serve as bait and lure **Jack** to his trap. Whilst waiting to see if he will show up, **Matt** gets distracted by unexpected footsteps close behind him and decides to investigate to find out that it is **Edmund**. Whilst the **prostitute** stands alone in the **Whitechapel alley** waiting, **Jack** finally strikes and murders her. Hearing her scream, **Matt** and **Edmund** run back just in time to see **Jack** looming over her body. **Jack** runs and is pursued by both characters (QTE chase scene) the chase ends in the local **brewery** where they both confront **Jack** (QTE fight scene), the fight takes them into the cellar of the brewery, which has access to the Black Ditch a subterranean river. **Jack** is about to kill **Edmund** but, **Matt** jumps in the way and is stabbed, **Edmund** stumbles and hits his head on the wall, rendering him unconscious. When **Jack** turns to face **Edmund**, **Matt** musters up the strength to latch onto **Jack** and send them both into the river. **Edmund** wakes in the Hospital with **Henry** standing beside him, **Henry** tells **Edmund** that the **prostitute** was found in the **police station's** basement in an unrecognisable state and that Matt Hobbes is missing. It ends with **Henry** telling **Edmund** that the case to catch **Jack** continues.

*New Characters:* Unnamed Prostitute (Pinchin Street Torso), Extras.

*Locations:* Whitechapel Street (Night), brewery, town houses, Alley, Thames, police station, Hospital.

## SAMPLE SCENES

### 6.3: Tom Pugh Sample Scene

#### Scene 3.6:

Scene Type: Dialogue Scene.

Location: Matt's Office.

Description: Henry visits Matt's office to check up on him. Matt is sitting at his desk drinking from a bottle of whiskey, he doesn't acknowledge Henry's arrival into the office. Once they begin talking Matt asks Henry about the opium and it is revealed that Henry isn't addicted. Henry tells Matt that he needs his help to take down Left Hook Larry, Matt agrees and they both leave for the Gangs hide out.

*Matt is sat at his desk, swigging from a cheap bottle of Whiskey. There is a knock at his office door, Matt keeps on drinking. The door opens and Henry Moore walks in, a stern expression on his face.*

#### SEGMENT 1

MATT

(Mumbling, angry tone)

"Why are you here?"

HENRY

(Firm tone)

"I came to make sure you were alright, believe it or not I'm worried about you."

*Henry looks at the bottle and shakes his head, Matt takes another swig from the now dry bottle.*

- **Positive:** “Thanks for your concern but, it’s not necessary” **Go to SEGMENT 1.A**
- **Negative:** “I don’t want any of your concern, leave my office now.” **Go to SEGMENT 1.B**
- **Avoidance:** “...” **Go to SEGMENT 1.C**

#### **SEGMENT 1.A**

*Henry slowly walks towards Matt’s desk. Matt places the bottle onto his desk and runs his hands through his hair in an attempt to focus his mind.*

HENRY

(In a sympathetic tone)

“You’re going through a rough time and I’m your friend.

MATT

*Matt leans forward in his chair and slams his fist down on the table causing the bottle to fall over.*

(Shouting in an angry, aggressive tone)

“If you were my friend you wouldn’t have kicked me off my own case and I wouldn’t be a suspect!”

“How can you and your Police lackeys even think I’m Jack?”

*Henry stares at Matt and shows no sign of backing away, Matt sits back in his chair but keeps eye contact with Henry.*

HENRY

(In a calm tone)

“Look Matt, I didn’t come here to get into an argument with you.”

MATT

(Keeping a calm tone)

“Let’s be honest here Henry, you’re an arrogant, rude, egotistical fool. You make the bare minimum requirements of a friend, just get out of my office”

*Henry draws a deep breath and shakes his head.*

HENRY

(Calm and apologetic tone)

“Matt, I came here for your help”

MATT

(In a questioning tone)

"My help, why?"

## **GO TO SEGMENT 2**

### **SEGMENT 1.B**

*Henry stays stood by the door and raises a hand to cover his eyes, he shakes his head and draws a deep breath. After a second he looks back up at Matt. Matt places the bottle on the table and slumps down into his chair.*

HENRY

(With an irritated voice)

"Look Matt, you can stay here and look for an answer in the bottom of Whiskey bottle or you can help me do some real police work."

MATT

(In an irritated tone)

"What like the real police work that you're doing. How can you people even suspect me! I've had bigger breaks in this case then any of you idiots!"

*Henry walks over to Matt and grabs the bottle out of his hand, he throws it across the room and puts his hand on Matt's desk, staring him right in the eye.*

HENRY

(With a raised voice)

"You're lucky your friends with Edmund and I, because if you weren't, you would be locked up in the tower right now!"

"All you have to do is keep your nose out of the Jack the Ripper case"

*Matt runs his hands through his hair, stands up and goes to look out of the window, he stares down at the Whitechapel streets.*

MATT

(With a sign and a calm tone)

"Ok Henry, seems like this is important, what help do you want?"

## **GO TO SEGMENT 2**

### **SEGMENT 1.C**

*Henry walks further into the room and sits down in an arm chair.*

HENRY

(With a soothing voice)

"Look Matt, you can stay here and look for your answer in the bottom of Whiskey bottle or you can help me. I've got an undercover operation and I need your help."

*Matt keeps looking at the bottle.*



HENRY

(Keeping his tone)

"Look I'm going to need some help with this and I can't ask anyone in the force."

*Matt still ignores Henry.*

HENRY

(In an angry tone)

"Ok if you're going to ignore me I will just leave and face this myself. Goodbye Matt."

*Henry turns and walks towards the door, as he opens it and is about to walk out, Matt looks up.*

MATT

(In an Urgent tone)

"Wait!"

*Henry stops and turns back around to face Matt.*

"Why do you need my help?"

**GO TO SEGMENT 2**

## **SEGMENT 2**

*If Henry is stood by the door he moves and sits in the armchair, if he is in the armchair he stay there, if he is stood by Matt's desk he moves and sits in the armchair. If Matt is stood by the window he moves and sits at his desk.*

HENRY

(In an eager tone)

"Ok, basically I'm taking down Left Hook Larry."

*Matt looks at Henry with an interested expression and rubs his chin.*

MATT

(With confidence)

"I've had a run in with Larry before, I can tell you where his hide out is but without more information I won't be much help."

HENRY

"I've been undercover in his gang for months now. I couldn't tell anyone in the force because he has informants everywhere."

MATT

(Realising)

“And that is why you’ve come to me, someone out of the force who can help you get the job done.”

HENRY

“Exactly.”

*Matt rubs his eyes out of tiredness and then leans back in his chair.*

MATT

“So you need my help to get in there un noticed and arrest the biggest smuggler of opium that Whitechapel has ever seen?”

*Henry Leans back in his seat with a shocked expression on his face.*

HENRY

(In a shocked tone)

“You know that he’s smuggling opium.”

MATT

(Confident tone)

“Anyone worth their salt knows he’s smuggling opium. It doesn’t take great police work to figure that out, Larry just has his friends in the force to get him out of trouble”

HENRY

“Ok then Matt, will you help me?”

- **Positive:** “Ok Henry, tell me the plan.” **Go to SEGMENT 2.A**
- **Negative:** “So you didn’t want my help with Jack, but you want my help with this!?”  
**Go to SEGMENT 2.B**
- **Avoidance:** “Well, I don’t know Henry, I’m kind of busy ” **Go to SEGMENT 2.C**

## SEGMENT 2.A

HENRY

(In an excited tone)

*Henry leans forward in his chair and clasps his hand. An excited expression on his face.*

"Right, ok, we're going to go to his hide out and go through the back entrance taking out as many of his men as possible. Once we find him we're going to subdue him, arrest him and take him back to the cells."

"How does that sound?"

*Matt begins laughing at Henry.*

MATT

(In a sarcastic, belittling tone)

"You make it sound so easy, we're just going to walk into a building full of men and arrest their leader. Sounds like the kind of heroic bullshit you'd find in a book."

HENRY

(In a defensive tone)

"Well you wanted to hear the plan. You seem like you're in the mood for a suicide mission so I thought I could ask you, I guess I was wrong."

*Henry Stands up and walks towards the door.*

"Goodbye Matt, hopefully I will see you again, if not, you're welcome."

*Matt laughs.*

MATT

(In a quizzical tone)

"Ha! Welcome for what?"

*Henry stops by the door with his hand on the handle, he turns to look at Matt.*

HENRY

(In a stern but disappointed tone)

"For getting you out of the cells, for not keeping you in there for breaking into my office and for removing you as a suspect at the moment. So, you're welcome."

*Henry turns back around, Matt sighs.*

MATT

(With a defeated tone)

"Henry wait, I'll help you but I've got a question first. Tell me about the opium I found in your desk."

*Henry turns around and looks at Matt.*

**GO TO SEGMENT 3**

**SEGMENT 2.B**

HENRY  
(Shouting in an aggressive tone)

"You got too close to the case! We couldn't have your help because you turned yourself into a prime suspect!"

MATT  
(Shouting)

"I was doing a better job than you real police! That's the only reason you arrested me!"

HENRY  
(Shouting)

"I didn't arrest you! You got yourself arrested when you decided to break into a Police station!"

*Matt looks down at the floor shaking his head. Henry stands up and walks towards the door. He opens the door and is about to walk out.*

MATT  
(In a determined tone)

"Henry wait, I'll help you but I've got a question first. Tell me about the opium I found in your desk."

*Henry turns around and looks at Matt.*

**GO TO SEGMENT 3**

**SEGMENT 2.C**

*Henry leans forward in his chair and clasps his hand. An angry expression on his face.*

HENRY  
(In a low angry tone)

"You're busy? What exactly is it you're doing Matt?"

MATT  
(Condescending tone)

"Well clearly I'm busy drinking."

*There is a long pause between the two. Matt stares at the empty bottle and Henry stares at Matt. Henry breaks the silence with a sigh.*

HENRY  
(In a sympathetic tone)

"I know you want to catch Jack and believe me I do too. But, the fact is that we have no leads and if you keep turning up at crime scenes you're going to get arrested."

MATT  
(In a calm tone)

*Matt looks up and rubs his eyes.*

"Henry, I'm not much use to anyone right now. I think you're asking the wrong man."

HENRY  
(In a calm tone)

"Ok then."

*Henry gets up and walks towards the door, while he is walking over Matt looks around his office and sees a picture of Elizabeth. Matt shakes his head and stands up, Henry opens the door.*

MATT  
(Mumbling to himself)

"She wouldn't want me to be like this."

(In a determined tone)

"Henry wait, I'll help you but I've got a question first. Tell me about the opium I found in your desk."

**GO TO SEGMENT 3**

**SEGMENT 3**

*Henry looks at Matt. With a shocked expression on his face Henry walks back into the room.*

HENRY  
(In a deep tone)

"So, you did find the opium in my desk, I thought so."

MATT

(Straight faced matching Henry's tone)

"I did. How deep is this undercover going? Are you taking it? Because if you are then I'm not giving you the time of day."

*Henry walks into the centre of the room and Matt walks around his desk to come face to face with Henry. The two men look like they are about to fight.*

HENRY  
(Same tone)

"No I'm not using, it was in my desk as evidence, it was part of my cover. Do you think I'm an idiot?"

MATT  
(Same tone)

"You could have fooled me."

*The two stare at each other before laughing and taking a step back.*

- **Positive:** "Thank you for coming back. I appreciate it." **Go to SEGMENT 3.A**
- **Negative:** "Right then idiot, you owe me a bottle of whiskey." **Go to SEGMENT 3.B**
- **Avoidance:** *The two of them shake hands.* **Go to SEGMENT 3.C**

### SEGMENT 3.A

HENRY  
(In a happy tone)

"You're welcome Matt."

MATT  
(Confident tone)

"Let me get my coat."

*Matt walks over to his coat stand and puts on his coat.*

### GO TO SEGMENT 4

### SEGMENT 3.B

HENRY  
(In a condescending tone)

"If anything I think we're even."

MATT  
(In a sarcastic tone)

"Yeah I suppose you could say that."

*Matt walks over to his coat stand and puts on his coat.*

**GO TO SEGMENT 4**

**SEGMENT 3.C**

"Let me get my coat."

*Matt walks over to his coat stand and puts on his coat.*

**GO TO SEGMENT 4**

**SEGMENT 4**

*With his coat on Matt turns around to see Henry staring out the window.*

MATT

(Calm tone with a hint of excitement)

"Ok then Henry, well done you managed to get me out of the office."

HENRY

(With a chuckle)

"I know, I think I deserve a medal, or possibly a knight hood."

*Matt walks over to his desk and pulls out his truncheon, attaching it to his belt.*

MATT

(In a cheeky tone)

"If anything in this office deserves a medal it's that armchair for having your ass sat on it."

*Henry turns around with a smirk on his face.*

MATT

(With a smile and a confident tone)

"Ok, let's go and ruin Larry's day."

HENRY

(Same tone as Matt)

"Lets."

*The two of them head out of the office. The camera stays in the office and watches the pair of them leave.*

MATT

(In a cheeky tone with a chuckle)

“Do you think he’ll remember me?”

*Fade to black.*

**END OF SCENE**





