PLUTO Storyboard: The Gameworld

NOTES

Pluto is a work of short fiction. It has game-like elements but is more a story/experience than traditional computer game. It is not a studio-produced AAA game title.

Pluto's script is written into the work itself, as opposed to a standard preset script that is then transferred.

Pluto has an edgy, Lynchian atmosphere and a storyline that remains open to multiple interpretations. It does not physically show its main characters - with the exception of MO (glimpses of MO pepper the gameworld).

PART 1 – CRITICAL CONDITION

You see a black screen. You hear a life support machine bleeping.

You, the READER/PLAYER, materialise in the PLUTO LANDSCAPE.
You are able to free roam through this seemingly unstable, surreal, partly water-covered world.

Glittering, whispering entities called CONTEXT SCRUBBERS speed towards you through the landscape, with the aim of ejecting you out of it. You spy a very large FACTORY structure visible in the distance. Eventually a CONTEXT SCRUBBER hunts you down, and, on surrounding you, _the screen cuts to black._

PART 2 – HOUSE OF REALITIES

You find yourself transported to JOHN & CHARLOTTE'S HOUSE, a matrix of explorable rooms and interactive/non-interactive cut scenes. You start to explore the house.

[JOHN & CHARLOTTE'S HOUSE fluctuates between 4 timezones - 2006, 2009, 2016, 2019. This is illustrated through calendars, house furnishings, written narratives and consumer technology. Each timezone feels like a frozen bubble; domestic life captured at particular moments.]
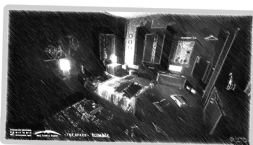
As you explore the house, you realise that it is littered with interactive objects.
When the small dot in the center of your vision turns red, it means that the object before you is designed to be examined.

You find yourself browsing CHARLOTTE's schoolbooks, MO's journals, exploring the loft, listening to telephone messages, engaging with computers and devices. Your progression is measured by 'the percentage of story uncovered'.

The house is riddled with text-based snippets. Many appear hand-written in 3D within the rooms as if the entire building and its contents are a kind of "mental notebook".

Throughout this section, the following can be discovered/uncovered:

CHARLOTTE growing up, questioning her reality/identity & becoming increasingly obsessed with MO's journal and objects.
JOHN becoming mentally unstable and struggling to manage as a single parent/with a mysterious, turbulent past.
MO's apparent history: being sectioned and taken to a place called The Actory, where she later dies in a fire.

The PLUTO LANDSCAPE appears to be a fantasy world depicted by MO in her journals.

PART 3 – MO'S UNIVERSE

After you uncover all of the narratives within JOHN & CHARLOTTE HOUSE, you are ejected back to the PLUTO LANDSCAPE. You are then free to explore and approach THE FACTORY.

You find that this landscape is littered with objects that reflect those found in the house. These objects are constructed from text. You can pick up, rotate, move, carry and drop them. They react with each other on collision - duplicating, transforming and revealing new aspects of the narrative.

PART 4 – THE [F]ACTORY

Once inside THE FACTORY, you piece together a narrative conclusion.
MO is in fact not JOHN's Aunt. JOHN has constructed an elaborate fabrication to hide that he was responsible for his wife (CHARLOTTE's mother) being sectioned in a place called "The Actory" and ultimately her death there.