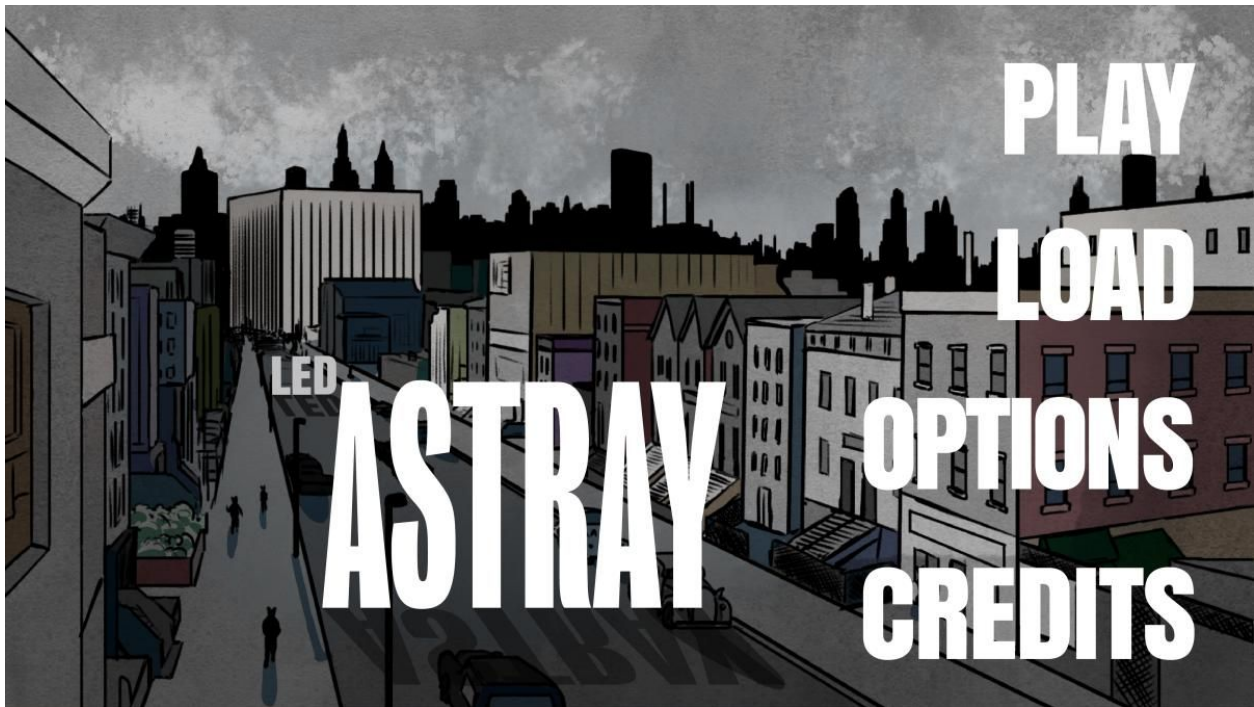


# Led Astray

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# Contents

[Concept](#)

[Characters](#)

[Beatrix Barkside](#)

[Boris Katson](#)

[Domino Tux](#)

[Chip](#)

[Storyline](#)

[Tension](#)

[Structure](#)

[Character Storylines](#)

[Cult Storyline](#)

[Chapters](#)

[Chapter 1](#)

[Chapter 2](#)

[Chapter 3](#)

[Chapter 4](#)

[Extras](#)

[Setting](#)

[Circle of Bastet](#)

[Credits](#)

# Concept

Beatrix Barkside is a private detective searching for her lost partner Boris Katson. Through her investigations, she uncovers the startling truth regarding the civil unrest in the city and a shadowy cult behind it all.

Led Astray is a turn-based stealth noir game, developed out of Unity3D Engine for release on mobile platforms. The development of Led Astray was inspired by the Ubisoft GO games and graphic novels such as Blacksad.



# Characters

## Beatrix Barkside

Beatrix grew up without a pack and spent most of her life as a stray. Through this she became very independent, a fact that makes her very proud. She went on to become a private detective as criminology was an interest of hers and joining the local police force was too much like joining a pack. The friends that she does allow in her life know her as Bea and most of them are journalists or strays who she can pull information. This is how she met her romantic partner, a cat named Boris Katson. **Breed:** Boxer.



## Boris Katson

Boris grew up in a middle-class cat home. Despite this, his family cultivated the belief within him that cats are spiritually next to godliness and that it's their right to rule the world. While at university for journalism, Boris studied classics where he learned of an ancient cat cult: The Circle of Bastet. After university, he worked hard to build his career in journalism, eventually becoming an editor for the local paper, while secretly reviving the Circle of Bastet.

He met Beatrix while he was reporting on a case she happened to be investigating. He formed a romantic relationship with her as a means to hide his cult activities. However, Beatrix's natural isolation as a stray made her perfect for his plans. **Breed:** Silver Main Coon.



## Domino Tux

Domino works as a journalist for Boris. He is good friends with Boris and Beatrix, and is often a source of information for Beatrix. Boris is not a cultist, but has been secretly investigating the Circle of Bastet for sometime. He believes that cats and dogs can live together peacefully.

**Breed:** Tuxedo Cat



## Chip

Chip is a stray and a cultist. He understands that all of his problems stem from a lack of true leadership. That dogs just need to be led by cats. This motivates him to do the dirty work of the cult. **Breed:** Shepard mix

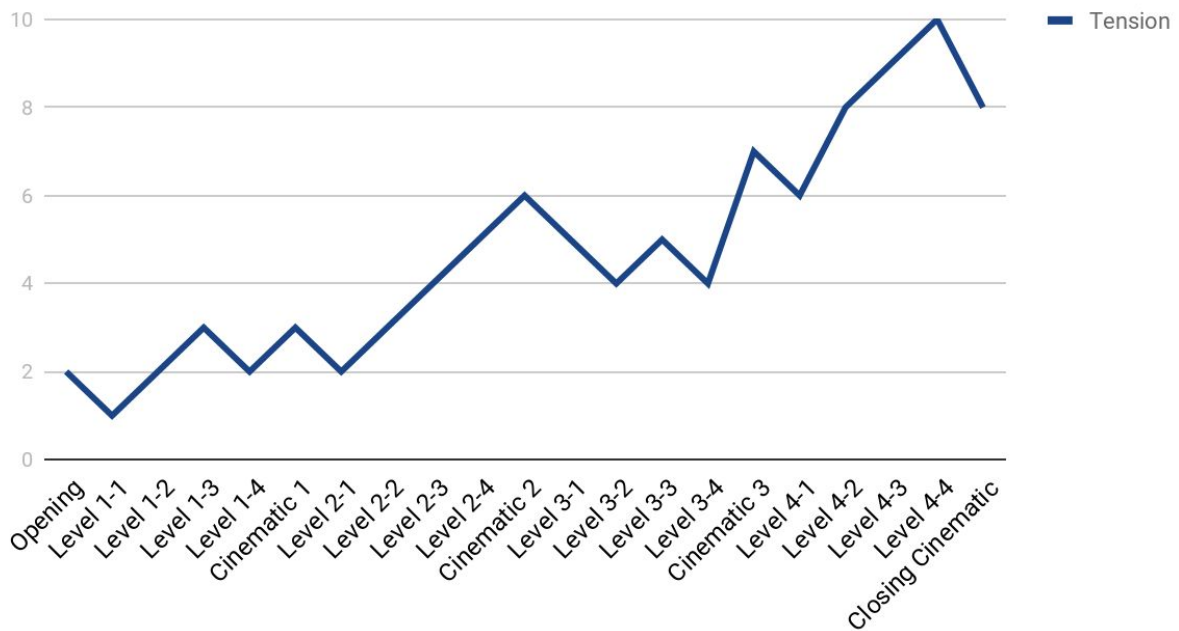


# Storyline

## Tension

The main tension of the game will be pulled primarily from the on-going revelations of the cult activity around the city. The more information Beatrix uncovers, the more apparent the cult activities become. The secondary tension will be pulled from the species hostility between cats and dogs. Especially as the cult uses the secondary tension to their advantage.

### Led Astray Pacing



## Structure

### Cinematics

All cinematics will be done as motion graphic comic book panels. They will be used like book ends to introduce the narrative or establish a chapter.

## Collectibles

Collectibles will be pick-ups that will contain information about the world as a whole or as clues to the ongoing investigation. There should be at least one collectible in each level and the player is rewarded with a different ending should they collect all twelve.

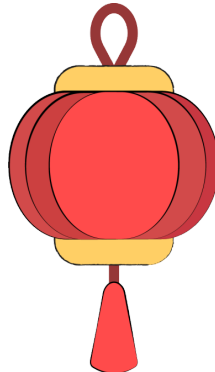
Level 1 Collectable - 4 Newspaper Clippings (World Information)



Level 2 Collectable - 4 Cult Mask Pieces (Cult Information)



Level 3 Collectable - 4 Paper Lanterns (Clues)



Level 4 Collectable - 4 Dagger Pieces (Clues)



## Dialogue

Dialogue will be displayed through text boxes and will usually be used as direct conversations between Beatrix and NPC's or as overheard conversations.



## Ambient

These will be used to enhance the world. Mostly, visual objects like posters or graffiti for world building.

## Character Storylines

### Beatrix Barkside

Beatrix is searching for any information on the disappearance of Boris. Due to lack of information and investigations from the K-99, she decides to break into Boris' newspaper office and look for clues without any interruption or distraction. Ultimately, Domino let's her in to the office, directing her to the mailroom. While searching the mailroom there Barkside finds her first clue and experiences a tremor. When she returns to the main floor Barkside finds the office building has been bombed. With police arriving she escapes out the side of the building to witness three cultists in masks running away.

She follows the cultists to a nearby park where she finds a body. Investigating the body, Beatrix discovers that the dead cat was one of the cultists and pulls a clue from his pocket. Her search is interpreted by Chip returning with a member of the K-99. Beatrix escapes the scene of the crime and follows Chip out of the park.

As she follows Chip through Chinatown, Beatrix picks up more clues about cult activities and their use of strays to stir-up civil unrest. Chip manages to get the jump on Beatrix and uses the fight to set he up as a dangerous stray. Beatrix escapes into the cat consulate. While in the consulate, Beatrix discovers evidence that suggests Boris and other kidnappees are somewhere in the building. In her search she crosses paths with Domino again, who warns her to leave. Beatrix refuses to leave without Boris, but passes all the evidence she has collected to Domino and continues her search. On the final floor of the building, Beatrix finds evidence that proves Circle of Bastet has been creating and using the civil unrest to justify a cat coup.

She enters and searches the ambassador's office where she inadvertently triggers a trap. It is here that Boris reveals himself as the leader of the cult. He staged his disappearance and the trail to trap Beatrix. He plans to use her as a scapegoat. Beatrix, heartbroken, realises there is no way out.

### Boris Katson

Boris fakes his disappearance and sets down clues for Beatrix to follow. He sends Chip to attack his news office and lead Barkside to the cat consulate, where he will trap her and use her as a prime example of why strays can't be trusted. As proof that cat rule is required.

## Domino Tux

Domino helps Beatrix enter the news office where he works and gives her an idea of where she can find clues to Boris' disappearance. After having his interview with the cat ambassador is canceled, he runs into Beatrix again at the consulate. It is there that he tries to warn her away from the situation, but ultimately helps Beatrix again by taking the evidence she provided to the authorities.

## Chip

Chip works for the Circle of Bastet as a low-level cult member. He attacks the news office once it is confirmed that Beatrix is inside. Chips kills one of his fellow cult members to entice Beatrix to follow him, which works. He then leads her to the consulate where he attacks her and twists the situation to frame her as a dangerous stray.

## Cult Story

The Circle of Bastet is an old cult which in recent years has reemerged in popularity. The main goal of the cult is to place cats above dogs as the only species capable of running the world. The cult has been slowly building tensions between dogs and cats starting with small crimes and then into larger terrorist attacks. Once tensions are at an all time high, the cult will take control through the either blackmailed or loyal government officials in the guise of needing to "protect" the people.

# Chapters

## Chapter 1

### Opening Cinematic Synopsis:

Beatrix attempts to break into a news office. Her friend Domino catches her in the act and allows her into the building.

### Level 1-1 News Office Lobby:

*Anti-dog propaganda newspaper clipping.*

*Anti-dog signs on certain doors*

*Collectable: Newspaper Clipping*

Beatrix BARKSIDE has been looking for her romantic partner Boris KATSON. As the police refuse to investigate his disappearance, Beatrix has chosen to investigate for herself. This brings her to the news office, where Boris used to work as an editor, in the hopes that a clue may have been left behind. During her run-in with Domino TUX, she learns that his office has

already been cleared when the police ruled the case a non-missing person, but since Domino has noticed Beatrix hanging around for the last week, he decides to let her in today.

### Level 1-2 Mailroom:

*Dialogue: Beatrix Internal Thoughts Regarding Boris*

*Mail Collectable - A letter from Cat Consulate w/cat cult seal.*

*Collectable: Newspaper Clipping*

Domino tells Beatrix that some of Boris' mail may still be in the mailroom. Beatrix heads to the mailroom in hopes that is true. In the mailroom she does indeed find a letter addressed to Boris from the cat consulate, the letter is subtly threatening towards Boris and the journalistic work his team has been doing. The letter is sealed by the symbol of Bastet. After reading the letter there is a boom from above causing the building to shake.

### Level 1-3 Ruined Lobby:

*Collectable: A blueprint with plan notes on bombing the lobby.*

*Collectable: Newspaper Clipping*

Returning to the main floor of the news office to speak more with Domino, Beatrix finds the office has been attacked likely from a bomb blast. While attempting to safely exit the building Beatrix finds a blueprint of the news office, with plans for the attack written on the back complete with the seal of Bastet.

### Level 1-4 Street Crossing 1:

*Collectable: Stray Help Pamphlet (You can have a pack, too!)*

*Collectable: Newspaper Clipping*

As Beatrix exits the building she witnesses a cat nearly get hit by a car and drop their mask.

## Chapter 2

### Cinematic Synopsis 1:

Beatrix enters the alleyway and finds a painted mask. She examines the clue which provides a lead in her investigation.

### Level 2-1 Alleyway Pt 1

*Dialogue pop-up about Boris no longer just missing, possibly kidnapped.*

*Anti-Pack Graffiti*

*Collectable: Cult Text*

The player must make their way through the alley. Here Beatrix finds a half ripped note indicating that certain cats should be "picked up" and brought to a secure location. Use force if

needed. Although Boris' name is not included in the note, the names listed are of prominent cats or cats who advocate for dog rights.

## Level 2-2 Alleyway Pt 2

*"Help for Strays" Posters*

*Collectable: Cult Text*

Beatrix finds clues that the animals responsible for the attack passed through the area and that a park nearby is a common meeting area for the cult. Beatrix finds scribblings that name the extremist group: The Circle of Bastet.

## Level 2-3 Street Crossing 2

*Player spots an unmarked cat looking suspicious and heading into the park.*

*Dialogue: Domino with K-99*

*Collectable: Cult Text*

To enter the park Beatrix must cross a street. As she passes a fence or something similar where she can overhear Domino explain to a K-99 that he let a dog into the news office prior to the incident. Domino insists that Beatrix is innocent even though she has no pack to vouch for her, but the K-99 becomes aggressive about the fact that a stray can't be trusted and that Beatrix is the prime suspect.

## Level 2-4 The Park

*Anti-cat graffiti*

*Dialogue about being at the park with Boris. Beatrix misses Boris.*

*Collectable: Cult Text*

Entering the park, Beatrix is aware that the K-99 are probably going to be looking for her. As she comes to the end of the park Beatrix finds a dead body of an unmasked cat.

# Chapter 3

## Cinematic Synopsis 2:

Beatrix discovers the body of a cultist. She searches the body and finds another clue. Her investigation is interrupted by Chip and a K-99 approaching the body.

## Level 3-1 Escape the Park

*Dialogue: Chip with K-99*

*Collectable: Lantern - Cult Evidence*

The K-99 begins searching for evidence/clues of the killer and Beatrix must escape the park without getting caught. At the end of the level, Beatrix finally checks the note which indicates

that stray's are to be recruited to help with the attack of the news office as they are less likely to be yappy about the work.

### Level 3-2 Chinatown

*Pro-Stray Posters*

*Collectable: Lantern - Cult Evidence*

Beatrix spots CHIP entering Chinatown and decides to follow him on a hunch that he might know more about the dead body and therefore the news office. An anonymous jeer indicates to the player that strays are not welcome.

### Level 3-3 Follow the Leader

*Dialogue: NPC with NPC - Cult take over is starting*

*Collectable: Lantern - Cult Evidence*

The player follows CHIP. Beatrix continues through Chinatown. CHIP drops a note when Beatrix collects it, the notes indicate that CHIP (who is a stray) should kill the cat cultist after the "job" (the attack on the news office) is completed. The cult will provide a fake paper (a collar) for his pack credentials. And, then he will be required to return to the consulate to help with their "Charges" (the kidnapped cats?!?)

### Level 3-4 Chinatown continued

*Collectable: Lantern - Cult Evidence*

Beatrix follows CHIP to the cat consulate on the outside of Chinatown. Beatrix finds CHIPS collar discarded in the trash.

## Chapter 4

### Cinematic Synopsis 3:

Chip attacks Beatrix, forcing her to defend herself. As Beatrix is winning the fight, Chip falls into the street and twists the situation to appear like Beatrix attacked him.

### Level 4-1

*Evidence: List of Kidnapped Animals*

*Collectable: Dagger - Conspiracy Evidence*

The lobby of the consulate is dark. A nearby memo indicates that the building has been shut down because of the news office bombing. There are indications that cat centred operations are being targeted as other cat run businesses have also been attacked. All non-essential personnel are to be sent home until the ambassador can deal with the situation. As Beatrix navigates the Lobby she finds evidence that the cult is here and that this is where they are

keeping the kidnapped cats. A list of names is also included and Boris' name is on it. As the consulate has no basement, Beatrix must check the upper floors.

## Level 4-2

*Dialogue: Domino With Beatrix*

*Collectable: Dagger - Conspiracy Evidence*

As Beatrix enters the second floor she runs into Domino again. Domino claims to be here as part of a press release, but his interview was cut short when the ambassador was called away to her office on the top floor. Domino warns Beatrix to leave as a dog in the cat consulate will look bad, especially for a Stray. Beatrix refuses to leave without Boris and Domino is shocked to hear that Boris is in the building. Leaving Domino Beatrix navigates the second floor. During this time she finds documents that the Circle of Bastet is a cat extremist group determined to make cats religious icons again.

## Level 4-3

*Collectable: Dagger - Conspiracy Evidence*

Beatrix begins searching the third floor. She finds evidence that the missing cats have either been taken out of the city to an undisclosed location known as Bastet's Tomb or they are being kept in a secret room in the ambassador's office. The ambassador is being blackmailed by the cult. Further exploration reveals that the cats have been generally hiring stray dogs to cause mischief and petty crimes. They have been slowly ramping these dogs up to commit more aggressive/violent crimes such as outright attacking cats on the streets. Some of the cat cultists have faked their own kidnappings to add to the growing chaos.

## Level 4-4

*Completion of the final puzzle they inadvertently trigger a trap set for Beatrix*

*Collectable: Dagger - Conspiracy Evidence*

Finally making it to the top floor, Beatrix discovers that the cult is intertwined with the government. The attack on the news office was intentionally made to look anti-cat. This is compounded by the evidence that the cult knew Beatrix was looking for Boris and that Boris' office needs to be cleaned of ties to the cult. Boris is part of the cult! Beatrix although devastated resolves to find more evidence in the ambassador's office to fully expose the cult and hopefully to find a kidnapped cat as a witness. Beatrix finds the ambassador's office unlocked and empty. Searching the desk she finds Boris' tie and the switch to open the hidden room. The room is empty. Entering the room Beatrix finds the final plan left on a table. It indicates that Boris wants to use Beatrix as an example of why dogs need to be controlled. "Look at how this stray attacked a source of information, killed a cat in the park and then attack another of her kind?" A trap is triggered and a cage drops on her.

### Closing Cinematic Synopsis:

Boris reveals that he was behind everything and he trapped Beatrix. He reveals that he plans to use her as a scapegoat. The whole thing was a set-up.

### Post-Game Narrative

After the completion of the game a newspaper headline will reveal that Beatrix and many other strays are responsible for the cities problems. Martial law is put into effect and a push is being made to make the cat ambassador leader of the city. The villain won. However, if the player collected enough evidence through-out the game, the headline would reveal that Boris' plans were unsuccessful and that the cult is exposed. Beatrix would be set free.

## Extras

### Setting

Led Astray takes place in an urban environment, specifically a large city during the early 20th century. This city contains two types of humanoids, dogs and cats. Although dogs and cats have integrated their societies, there is still tension between them.

There was at some point an Egyptian type society of cats. Their main deity was Bastet. Many cats feel like that empire was the height of cat society.

### World Terminology

**Pack:** A dog's family or chosen family. This can include non-familial members such as friends, gangs, work associates, or organizations. (In similarity cats would have Prides)

**Stray:** A dog (or cat) without any ties to family, friend groups, or other organizations. Usually loners. Sometimes homeless animals.

**K-99:** The police force of the city.

### Circle of Bastet

This cult wants to make cats religious icons again.

- Egyptian inspired

- Bring back the worship of Bast (Bastet)
- Put species in their rightful place. (Cats above dogs)
- Corrupting the government, classic wants to rule the world.

## Credits

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