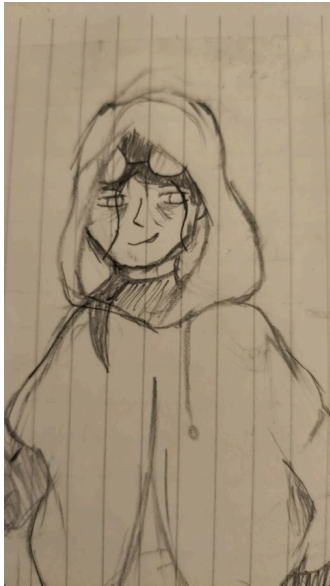


Bug Blitz



Character Overview

Rob Baker



Age: 26

Occupation: Bug Exterminator

Appearance: Middle aged man with a lean and slender build, shoulder length hair tied up in a ponytail with two stray pieces of hair at the front. Abnormally pale complexion and deep dark circles under his eyes from years of underground bug slaying. After joining the extermination program, he can be seen wearing red circular sunglasses, a dark red button up with a black waterproof poncho with bug guts splattered on them, claiming that it's an effective way to strike fear in bugs supposedly. He also wears cargo pants with a gun holder on his thighs, along with ankle lengthened industrial boots with grips at the bottom. During missions he wears a black gas mask with red accents and red gloves.

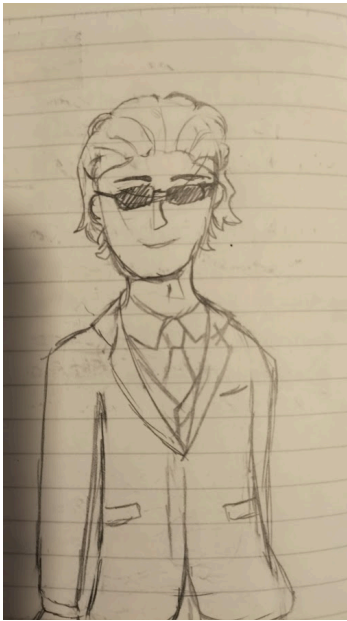
Background:

Born in the year 2000, Rob always had a fascination with bugs like most kids, especially when he can cut them open and watch them squirm as he digs a stick deeper into them, or fry them using a stolen lighter. When they finally breathe their last breath of life, he'll cut them open with scissors, separate all their limbs and encasing them in sap, all the while giggling and smiling during the whole process. Perhaps this 'fascination' is what inspired Rob to be a renowned exterminator as an adult before the apocalypse, they say if Rob's on the job, no bugs will ever set foot on that property for the next 80 years. As fun as the job was, Rob was having trouble making ends meet, until he saw an advertisement that would promise a handsome reward to any participants that agreed to be cryo freezed for a few days for an important experiment. Skeptical of the legitimacy of the experiment, Rob decided to sign up anyway as rent and his work hours were increasing but his salary remained the same and he could do with the extra money. Little did Rob know he'll wake up 30 years later to a bug infested land.

Goals:

As a child, Rob was told killing bugs mercilessly was morally wrong, but if he was to become a bug exterminator, then not only can he keep killing bugs, but he gets thanks for it. However that dream slowly starts to mellow as he grows older when he struggles to make ends meet in the extermination business, his obsession with bugs slowly drifting towards earning enough money to buy groceries. So even in his mutant bug extermination days he strives to have money while also putting holes into bugs for fun.

Larry Neil



Age: 43

Occupation: Exterminator Supervisor

Appearance: A well groomed young man with an average build, Larry has brown ear lengthed hair slicked back and a short beard. He is always seen wearing black sunglasses, some speculate that he is hiding a nasty scar behind those glasses that he got during an extermination mission in the past, but no one has ever seen him without his sunglasses. Larry is always seen wearing a black suit with subtle beetle graphics on, along with a blue tie and a government lapel, and pristine black boots that look untouched.

Background:

Before the apocalypse, Larry was on track to being a bright entomologist, with a deep fascination for bugs. During his training week he noticed some strange behaviour with a species of spider he was studying, it kept convulsing and twitching unnaturally with each passing day, until one day Larry saw the bug dead with yellow giblets all over the tank, like something broke out of the spider, leaving its shell behind, but with no signs of what exactly came out of the spider. Scared by the terrible omen, he left without notice, taking with him a single suitcase in hand. He didn't know where he was going, but he had to get away from there. Over the course of the next few days he heard reports of bugs mutating, Larry being out in the middle of nowhere starts preparing himself for the worst. After a year or so of holding the mutant bugs at bay, he was found by the government and was offered a safe place to stay but in exchange he had to be an exterminator for the government to eliminate the mutant bugs, hesitant at first, he eventually agreed. Curious by the sudden evolution, he devotes his efforts to finding the truth while climbing the social ladder.

Goals:

Traumatized by the mutation incident and guilt ridden for running away and leaving everyone else to die, he wanted to survive, nothing else mattered as long as he could get through this nightmare. But after joining the government and starting to settle in, he feels a sense of duty to find out what the cause of the apocalypse is and how he can reverse the damage.

Spidoll



Appearance:

An arachnid mutant creature standing at 1 metre tall, with 8 long, slender and hairy legs. The Spidoll uses a plastic doll head as a shell for protection, the paint on the doll is often smeared with one eyeball left and being supported by the restless parasites underneath.

The Spidoll is usually dark orange with bright yellow with red accent patterns

on its body. Due to changes in the radioactive and parasitic hosts, sometimes they are a darker blue to blend into the environment more to prey on food easier.

Background:

Originally a small house spider, it mutated rapidly during the Great Radiation Explosion. Instead of being harmless solitary creatures, the hosts in that species of spider makes them more hostile and competitive. The newly mutated Spidoll seems to inhabit shells to better protect the most vulnerable part; the abdomen, where the heart of the host lies.

Goals:

From the studies concluded by the government, their intelligence is not advanced at all. They mainly roam around by themselves and scavenge or hunt for food, they don't have other goals other than to survive, hunt and reproduce (studies are still confused how it could be done).

Flyder



Appearance:

Similar to the Spidoll with the 8 legs and usually bright yellow in appearance, but this variation evolved to have more fuzzy tendrils, two at its front and back end. It also has a doll head at the top, supported by parasites that move the head around.

Background:

Started off as a variation of the Spidoll, however through rapid mutation it has gained the ability to fly by growing out tendrils that can act as helicopter blades.

This creature is usually found airborne, but it can traverse on the ground, albeit slower than a Spidoll. If the Flyder stiffens its tendrils and spins fast enough, it can become a makeshift helicopter that floats around and covers high grounds.

Goals:

Although their appearance has drastically changed from its ancestors, its intelligence and goals seems to be similar to the Spidoll. It does imitate broken human speech to draw humans in and attack from above, it makes for a pretty effective strategy for people who are unaware.

Vice



Appearance:

Using human flesh, a group of parasites has created this abomination that imitates the Spidolls. It stands at around 1.5 metres tall with pulsating flesh that looks like something is moving underneath it, with two beady eyes that seems to resemble a human's eye. It also has two fuzzy tendrils coming from the mouth that it uses to grab objects or an offensive tool, they manoeuvre similarly to the Spidolls with their 8 legs also made of melted flesh.

Background:

With bug bodies dwindling, the parasites need new bodies to take over, so they have resorted to using the remains of human flesh that the mutant bugs have not eaten to create a bug-like shape that can hunt and defend itself.

Goals:

They are very attracted to flesh, when it sees a human it will bolt towards them to take over their bodies and merge them to their bodies so they can use it to keep building itself.

Slimeacite



Appearance:

Simey Snake-like body with 6 puny arms at the front, it has a calcified rib cage that wraps around its body along with a potato sack covering its face. The main body is usually a light blue or green in colour from ingesting a wide variety of foreign

objects. Debris or digested bug and flesh bits can often be seen suspended in the viscous substance on the main body.

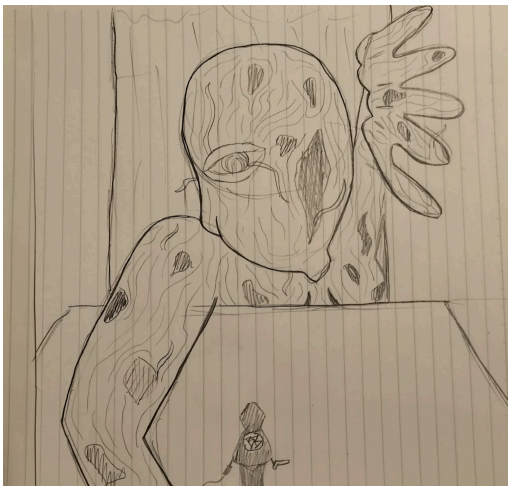
Background:

No one really knows what this is, some assume it is a snake mutation gone wrong, but their numbers increased significantly when the Vices started using flesh as hosts. For the most part they are harmless to most people as long as they keep moving and keep a distance, since they are slow, but have a long range.

Goals:

Slimacites seek sustenance of any form, they will eat away at anything including bricks, flesh, debris etc. They have a particular fondness for flesh so they will slowly crawl to any movement vibrations with the hope of finding its next fresh meal. It usually targets creatures that are resting since they can easily encase them in the viscous substance with the least resistance.

Rakqybcgdb (Pronounced Bick)



Appearance: Colossal being almost 10 stories tall, its whole body can hardly be seen in the sewer environment, but its hands take up the most space in the area, made of pink human flesh with numerous holes in it, which convulses as bugs exit out of the holes. It seems to mimic the appearance of humans, with eyes and mouth made of the same fleshy material, the weight of it seems to make it fall down but every so often it is propped up again, creating an unsettling and crude imitation of a human face.

Background:

Originally a bunch of dead human carcasses, some parasites tried to become a host in those carcasses, but the corpses kept melting off them. More parasites joined in, and through their shared efforts they managed to make a goliath of melting flesh, making it the perfect breeding ground for mutant bugs. The fleshy colossus hosts them and takes care of them until they are ready to go out into the sewers.

Goals:

Create the perfect home for mutant bug children and larvae.

Setting

The world was plunged into chaos from The Great Radiation Explosion. This pivotal moment in history almost put an end to humanity. The only surviving humans are the ones that saw the signs that something big was about to happen, and they were afraid. Or those that hid in bunkers, underground facilities, extremely remote locations... Everything above ground was a toxic wasteland and covered by a sea of mutant abominations. Skyscrapers were spread thin across miles, and small houses completely vanished. Cities are now mounds of debris, and most habitable places have been turned into a real life version of hell. Perhaps all hope was lost.

Back before the incident when the signs were there, humanity was divided between those that did not believe such a catastrophe was possible, those that took the necessary precautions, and those in the middle. The people that feared something *might* happen but were never sure enough to take proper care or couldn't even if they wanted to. These people hid in weakly protected areas, and while some managed to survive the explosion, the radiation still leaked in. Their caution was enough to save their lives, but it proved to be a curse in disguise. The radiation affected their DNAs enough to slowly mutate them into corrupt and malicious creatures. More than humans, the trillions of insects in the world suffered immense changes from the radiation. Some species were more prone to the DNA alteration caused by the radiation and turned into terrifying flesh-eating monsters.

Now, 30 years have passed, and humans have managed to stay alive and form groups, and small towns, and slowly return to the surface. Bugscuffle city is one of the biggest cities above ground in the post-explosion world. In this city people managed to make use of the remnants of a destroyed metropolis to create a new society with a new government and currency. The citizens of Bugscuffle have developed a unique way to survive, defending against themselves and the dangers of the world outside of their walls.

Bugscuffle city is a rare occurrence. It was able to thrive above ground due to their solid government structure and programs to combat the horrors outside of their walls. With a focus on defending the city from mutations, the government helped develop specialised weapons, such as a strong grapple capable of hanging onto almost any solid surface, as well as boot attachments to allow running on a completely vertical wall.

Most monsters roaming the earth in the post Great Radiation explosion time were bug-like creatures. Thus, Bugscuffle's government developed a special "Bug Blitz" program to combat these creatures. After mounting secure walls around the city, they found a new threat coming from inside Bugscuffle. The monsters started coming from underground where the humans once lived. The sewer system underneath the city created a complex maze through which the monsters flooded to invade the city. Because of the complexity of the

sewer system, the “Bug Blitz” program continued to exist and still fight to protect Bugscuffle from the dangers that roam underneath it.

Narrative Overview

The narrative remains the same as last semester, however act 2 is when the game takes place, act 1 is the backstory to the main character; Rob and act 3 is what would happen after the mission.

Act 1

The Ordinary World

The story starts with Rob working as an exterminator for a company that he built called “The Great Bugsby.” He has been working with it for the past 5 years to make ends meet. One day, he saw an advertisement, “Try the new Cryo Tube experiment and get paid for your time! Apply Now!”. Defeated by the current economic climate and being sick of living paycheck to paycheck, he decided to apply for the experiment. A few days later, he got an email saying that he got shortlisted and he was to head to this remote location just outside of the city. Initially skeptical of the safety of the experiment, he almost backs out but ultimately goes since there was nothing else he could do to get more money.

The location of the experiment was an ugly concrete building in the middle of a rural town, the supervisor for the experiment greeted him with an unnatural joyous energy that doesn't fit the monotoned building or stern looking businessmen around him. Eventually he and the supervisor got on an elevator and headed straight down, the seconds turned into minutes and the floor numbers started hitting the double digits and eventually triple digits underground. Rob starts to wonder if he'll even make it out alive, but before he can finish that thought the elevator stops and the room is completely white with a cryopod at the centre of the room. The supervisor outlined the experiment, that he was to be put in a cryo tube for a couple of days and then promised to be released and paid afterwards which Rob hesitantly agreed to do. Little did Rob know, the entire world will shut down a day later, and no one will come back for him.

Call To Adventure/ Meeting the Mentor

The year is 2056, 30 years after Rob was put in a cryopod, the world is in chaos because of The Great Radiation Explosion. This has caused mutations in the world but it is still habitable underground. Only humans that stayed in bunkers survived unscathed. After the cryo tube incident, he was found by the government, his body was still adjusting to the environment around him after 30 years of slumber, he saw a black figure with brown hair. Rob had so many thoughts racing in his mind, where was his money, how he was going to get home, is the ocean technically soup, or what he was going to eat for dinner. But that was all thrown out the window when he saw an abnormally long creature aggressively destroying the

blinding white room. The man in black grabbed Rob's arm and dashed towards the monster with a knife slicing it into 5 different parts all in one motion. Rob stared in awe, a smile crept onto his face as the man carried him out.

Next thing he knew, he was sitting in a grey room with a creaky mattress and a grimy looking sink. The same man in black this time with sunglasses looked at him with a gentle smile on his face with a confident stance, he introduces himself as Larry; the the supervisor for a government program called "Bug Blitz" where they try to eradicate the mutant bugs that has taken over the world for a few decades now. Larry reassures Rob that he will be safe here and he'll be able to live lavishly, under the condition that he works for the program or he will have to work more laborious jobs to help regrow the city, and he'll give him three days to decide. Rob closed his eyes, trying to take it all in, but it just hurt his head even more. Larry quietly leaves Rob to mull it over.

Refusal of the Call

For the next few days, Rob was dazed and confused, taken aback by the sudden change in his life and settings. He didn't want to work for an organisation he didn't know anything about and besides he was just an exterminator that killed smaller bugs for fun, not huge mutant bugs.

The day before the final decision Larry visited him, reassuring Rob that he's perfect for the job, his background in bug extermination is a huge advantage, he doesn't need to worry about money anymore, the government will give him anything he can ever want as long as he serves under the program. But most importantly, he knew Rob had the fire in him to kill bugs without mercy, just waiting to be unleashed. Rob questioned how he knew that he used to be an exterminator, but Larry didn't answer, he left the room with the same gentle smile he saw when he first talked with Larry.

Cross the First Threshold

The day to decide what Rob wanted to do was upon him, Larry waited expectantly for an answer with a kind smile on his face. Rob closed his eyes and sigh, then looked straight at Larry claiming that he's ready to exterminate every last mutant bug on Earth with a smirk on his face. Larry's smile widened, and stood up to shake his hand, welcoming Rob to the program.

Over the next few days, Larry got Rob some equipment and attire to commence training at a nearby sewer where there is little threat present. During training Rob stumbled a bit with the guns, grappling hook and manoeuvres from inexperience, but eventually got it down to an artform. On the final day, a few Spidolls crept up on Larry and Rob, Larry taking this opportunity stated that Rob has to kill the Spidolls to demonstrate his competence. Upon

seeing a huge creature with eight hairy legs and eyes, with a battered up doll's head on its abdomen. Rob's face scrunches and proceeds to grapple up to the ceiling, the spider tried to spit a web to trap Rob, but was made futile by Rob blasting a flamethrower at the web and then gunning it down from above until it was squirming from pain. Rob landed gracefully and then slowly walked up to the creature, smile widening and proceeded to stomp on its remains, even when it was already dead, leaving giblets and a strange yellow ooze behind.

Larry looks at Rob with almost a sense of fear, but quickly covers it up with his signature smile and claims Rob is ready for the real deal.

Act 2

Tests, Allies and Enemies

After a few months of being mission support, Rob was assigned to cleanse the Eastcliff Sewers, where it looked like an abandoned underground city with mossy concrete stretching as far as the eye can see, trash and bloodstains can be seen in some rooms where pillars stretch to the high ceilings. He then saw a familiar face almost like the creature he had encountered during training a few months ago. It looked smaller than he thought. "You're a lot more puny than I thought" he chuckled as he readied his gun. Suddenly he can feel the sewer shake for a few seconds, he looks up and sees a bigger version of the Spidoll staring him down from above, screeching as Rob points a light at it. Even though he was taken aback, he pointed his pistol at it and smirked "now this is what I'm talking about, come at me!" and proceeded to put holes through the Spidolls and throw their dead bodies around the sewers with his grappling hook. Getting bored of the spider's corpse, he stomped on it one more time and moved deeper into the sewers, gunning down anything that moved, filling the sewers with the sounds of bugs screeching in pain and flesh burning. Larry warned Rob about not exerting any more energy than he has to, but Rob rolled his eyes and readied himself for more.

Throughout the slashing and killing, he encountered a very distinct creature. "Huh you look weird, I'll put you out of your misery as well." The creature then stared at him with blank eyes as Rob sliced it up into bits, just when Rob was done the bug bits regenerated into multiple creatures. Confused by the turn of events, he kept gunning them down but to no avail, then he heard a voice from his walky talky, "Oh hey there, forgot to tell you, there are interesting creatures that we haven't discovered yet, it might be best to try some other methods with this one" said Larry. Rob frowned his eyebrows at this predicament, and then proceeded to do what he's always done best; setting bugs on fire! In a few seconds he could hear the flesh of the monster searing and when he stopped all the creatures were charcoal. Happy with what he did he kicked the charcoal to the side and continued pressing forward.

He then continued to cleanse the sewers while listening to the screams of agony of each creature. To them it was torture, but to him it was the most beautiful song he could ever listen to. After a while, he encountered another type of bug, flying around and on high alert, ran up the walls with his trusty wall gripping boots and grappled to ceiling, holding onto the grappling hook with his legs, he took out the flamethrower and pistol and started blasting, sending in a rain of death for the bugs flying below him, then landing gracefully as the rest of the incinerated bug bits fall around him.

Approach to the Innermost Cave

“This is almost too easy, I want something more challenging” said Rob with a laidback smile while bantering with Larry, and almost as if his wish came true, a loud horde of creatures started appearing out of nowhere and approached him. He slid out of the way and proceeded to slide underneath them and split them in half from the bottom. Rob can sense something big is coming, he steels himself and proceeds forward.

The Ordeal

After going through what feels like an entire army of bugs, he finally approached the final section of the sewers. He was met with a really humongous creature the size of a small skyscraper. The creature’s hand was as big as a truck towering over Rob with its deep groan echoing the room as it emerged from the depths of the sewers. Rob took a look at it, a shiver of excitement down his spine and arms, he was so ready to turn this thing into a giant lump of charcoal. He taunted the creature, saying that he’ll end its sad and ugly life, hoping he can find love in hell. Upon hearing this, the creature responded. “Hey I am not that ugly, I even used the blood from a human’s leg as skincare.” The creature then said that its name was Rakqybcgdb (Pronounced Bick) and with a serious tone, it told Rob that he actually killed all of its kids, and it was going to eat Rob as vengeance. Rob said, faking empathy, “I’m sorry I killed your children, but that’s ok because you can join them in hell 5 minutes from now.” then pulled out a pistol and started putting more holes in Rakqybcgdb (Pronounced Bick).

Rakqybcgdb (Pronounced Bick) groaned uncomfortably and proceeded to attack Rob with his spawned children and huge pummels. The force of the pummels can be felt through the whole sewers giving Rob a sense of how powerful it is and how being hit by it could be fatal. He is also being swarmed by heaps of creatures that spawned through the holes of Rakqybcgdb (Pronounced Bick) . “Huh so that’s how babies are made, interesting.” chuckled Rob.

After an intense battle between Rob and Rakqybcgdb (Pronounced Bick), Rakqybcgdb (Pronounced Bick) was left heavily injured and begged Rob to stop killing his children and how he was just trying to survive. Rob mentioned that it was either him or it, he scrunched his face cursing the creature for taking away his normal life, and its only value to Rob was its

death so he can grab his paycheck at the end of this mission. He then landed the final blow to the huge creature leaving it to collapse limply on the ground. With a visible smirk on his face, he finally called Larry to pick him up while complaining about the nasty sewers.

Reward

After getting back to the government base camp, Rob was handed his pay. With a glimmering shine in his eyes, he thanked Larry and proceeded to look through the long catalogue of all the possible luxuries he could buy.

Act 3

The Road Back

Rob then proceeded to spend his money on upgrades for the next upcoming missions and a place to stay in a bunker close to the government base camp. He then blew all of his money on leisure luxuries like the Virtual Beach, alcohol and gambling, and for a second he almost forgot about the apocalypse happening right now.

Resurrection

After a moment of relaxation, he was ready to put more lead in bugs again. Upon entering the mission control centre, his eyes widened at what he saw. Most people are dead and it can be seen that the place was ransacked. He then saw Larry impaled through the wall breathing very heavily. With a trembling voice, he approached Larry and Larry told him that they were attacked by a group of creatures and before he continued to explain in more detail, he sighed his last breath. Clenching his fist, Rob proceeded to check the Cleansing Hub, that must be where those freaks are at, he looked back at the limp bodies around him and grabbed his equipment, readying himself for the next mission.

Return with the Elixir

After choosing the location, he kept walking, but didn't know where to go since he doesn't have the support from the government base camp anymore. Then, Rob sat in the corner looking at the brutal massacre of his people contemplating his life. After a while, a sound took over his scanner with a familiar voice. It introduced itself as L.A.R.S (Larry Artificial Runtime Source) and said that he has the data of Larry since he uploaded it to the device the day before the incident. Rob, filled with excitement, asked if he could get help in finding where to go from Lars. LARS said he has all the data of the world and it is possible. "Next stop, Melt Down City" said Rob.