

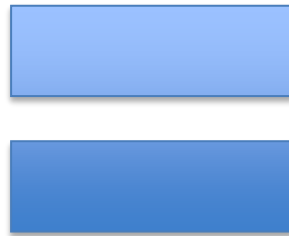
# *Dead Man's Gun*



Written by:  
Tyler Patrick  
[TPatrick84@outlook.com](mailto:TPatrick84@outlook.com)

***Executive Summary:***

*Dead Man's Gun* is a console based third person shooter that mixes the Wild West with classic horror. Think Red Dead Redemption 2 meets Castlevania.



*Dead Man's Gun*

## ***Audience Analysis:***

The target players of DMG are males (age 18-35), especially those with interest in westerns and horror. With the success of games like Red Dead Redemption 2, the audience interest in western based games is at an all time high. Despite the fact that fan's are clamoring for a DLC to that game, Rockstar has thus far focused more on the online gameplay aspects. DMG is intended to capitalize on that fan desire and fill the void that has been created.

## ***Story:***

*Dead Man's Gun* follows Everett "Sundown" Allison, a stoic retired gunslinger, as he chases down Claude Donovan, the vampire responsible for killing his family. The game starts with Everett bearing witness to the massacre of his family. He is struck from behind and wakes up drained and groggy inside his home. A message scrawled in blood telling him where Claude is greets Everett. He buries his family and embarks on his journey.

Along the way, Everett passes through several towns/settlements that have fallen victim to Claude and his minions of demons. Everett must take out the demons put in charge of each town to progress forward. Once defeated, the town is set free and our hero learns more about Claude.

Claude is the oldest vampire in the west. He's become bored with life and is looking for an heir. Everett is the prime choice because of his former cold hearted nature as a gunslinger. In Claude's eyes, his family was the only thing holding him back. By killing Everett's only ties to humanity, Claude has unleashed the animal within.

This is slowly giving Everett new abilities. He becomes stronger, faster, and an even better shot than he was before he was bit. These new found perks come at a cost, though. If he uses them too much, Everett must feed his growing hunger for blood. He feeds on cattle and random bandits to satiate this. In a pinch, an innocent bystander serves nicely.

Upon his arrival to Claude's town of Damnation, Everett finds the people are worse off than any other town. They refuse to open any doors or give any information to help. Clayton Maldonado, the local barkeep, is the only one to offer any sort of reprieve.

This is a ruse to get in better with Claude. Minions descend upon the saloon and Everett has to fight his way through. Clayton dies at the hands of the minions, but he tells Everett that Claude is at the big manor on the hill.

Surviving the initial waves of the creatures, Everett rushes off to the manor at the north end of town. It is here that the final face off begins. Claude watches from his balcony as demons attack Everett. The gunslinger fights through and makes his way to Claude. An epic battle ensues with Everett coming out on top. This is where the player must make a choice.

- If the player chooses to let Claude live, Everett becomes his heir and the two take over the Western United States. They leave a trail of blood wherever they go. Soon after, Everett turns on his master and kills him. Thus becoming the animal Claude wanted him to be. He claims his title as the one true master of the Wild West.
- If the player chooses to kill Claude, Everett exacts his revenge and then rides off into the sunset. The minions that are left are tracked and killed. He retires in solitude, finally finding peace and leaving his bloody past behind him.

## *Characters:*



### **Everett "Sundown" Allison:**

**Flaws:** He's a loner, doesn't let anyone get close to him.

**Traits:** exceptional with firearms, relentless when he has his mind set on something.

**Summary:** Everett is an old school gunslinger. He is a loner because of his past. He wants nothing more than to retire on his farm and live life with his family. He is a stoic and no-nonsense type of individual to everyone outside of his wife and son.



### **Claude "The Governor" Donovan**

**Flaws:** Arrogant

**Traits:** Good at manipulation.

**Summary:** Claude is the self appointed ruler of the town of Damnation. His manor acts as his castle. He is a charming, but dangerous individual. He targets Everett because he wants an apprentice/heir.



**Clayton Maldonado**

**Flaws:** Over eager/ Can't say no

**Traits:** Good at hiding his true intentions.

**Summary:** Clayton is the Inn Keeper/Bartender in the town of Damnation. He is loyal to Claude out of fear. Clayton hasn't fought a fair fight a day of his life. He plays games with his guests to distract them until his "master" can send for them. He doesn't enjoy his role in anyone's death, but it's better than him.



**Minions:**

Claude's minions are random corpses that he raises to do his bidding. They have one goal and that is to serve their master. They are mindless skeletal creatures who do not back down.



## Competition Analysis:

The main competition for *Dead Man's Gun* is Rockstar's *Red Dead Redemption 2*. Their game made westerns relevant again. Released in 2018, it still has loyal players that are craving more story content. They have the online mode fleshed out with amazing scenery and things to do, but Rockstar thus far, has not jumped on the opportunity to add DLC to their story mode.



For example, the original *Red Dead Redemption* had a widely popular add-on called *Undead Nightmare*. This took the main story characters and put a zombie apocalypse around them. Many players have wanted something along those lines for the newest game but haven't received it.



This is where *Dead Man's Gun* would fit in. DMZ takes the horror-western concept introduced with *Undead Nightmare* and adds more creatures (vampires) and more expansive levels due to advances in console capabilities.

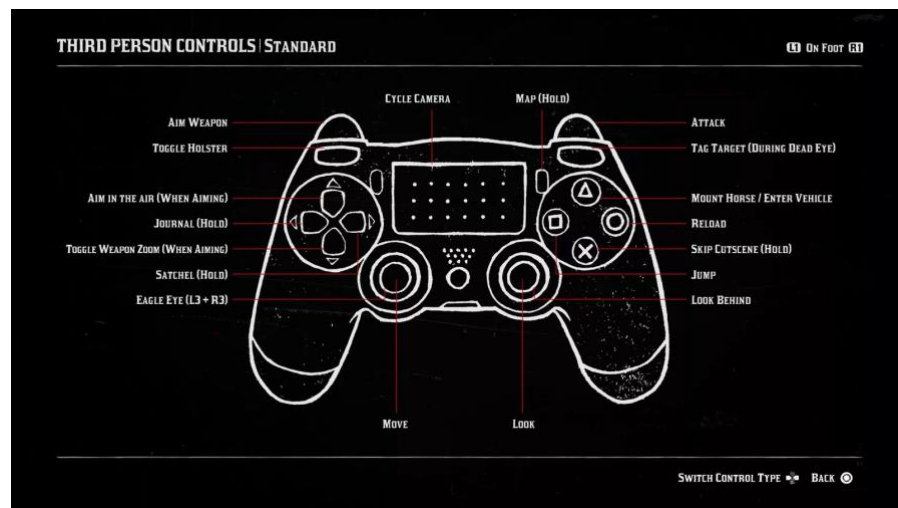


## Gameplay:

*Dead Man's Gun* is a third person open world shooter with elements of exploration. A level system is implemented that adds growth to player abilities, even unlocking new abilities as the player gains experience.

- **Shooting Mechanics:** DMG uses similar shooting mechanics to *RDR2* which involves an over the shoulder view. They even share the same controller set up(see Example 1.1). These controls are intuitive and just feel natural. With the popularity of *RDR2*, this controller setting would transfer over well to DMG. This would make transitioning between the two games easier on the player. New controls won't have to be learned.

### Example 1.1



- **Exploration:** DMG is an open world style game. The towns the player must save can be done in any order they wish. Damnation is the only town that can't be accessed from the start. Some towns are tougher than others, but none are impossible to do with careful planning. The environment between towns is also scattered with random NPCs(friendly and otherwise) that the player can interact with.
- **Level System:** this system is similar to RPG leveling systems. As the player kills enemies and completes missions, they gain experience points. After a number of points are gained, the player advances to the next level. Depending on the level reached, this can mean gaining more health, a quicker recovery rate from battle damage, greater accuracy with firearms, or even gaining a new abilities(see below).

## *Gameplay: (cont.)*

- **Special Abilities:** Everett is a newly made vampire. With this comes certain abilities that manifest themselves at different times(see **Level System**). These new abilities include faster movement, increased range for weapons, increased strength, and the ability to transform into mist(this will aid in getting through tight spaces during exploration and as a dodge in combat).

## ***Locations:***

- **Damnation:** This is the town where Claude Donovan resides. It is a run down town that is past its glory days. Few living residents remain. It is based off of Deadwood, South Dakota.
- **Cattlesbend:** This is an old cattle town that has become wild due to Claude's minions taking over. A rough and tumble town, Cattlesbend is based off Ogallala, Nebraska.
- **Oklawahoc:** This quiet town is on the outskirts of Claude's "territory." Due to its distance from him, Oklawahoc remains as one of the last towns to resist Claude's dominance. It is a bustling town in the vein of Tombstone.
- **La Granger:** This is a town that is based off of Las Vegas, New Mexico. Another cattle town, La Granger is all about the trade of meat, cow or otherwise. It is a town where gambling, duels, and hard drinking are done daily.
- **Los Perros:** Los Perros is a town that neighbors the Mexican border. It is based off of the mining town of Shakespeare, New Mexico. It is a silver mining town that is just past its heyday.
- **Allison Farm:** This is Everett's farm. It is a small plot of land in the middle of the plains. The seclusion was the selling point for Everett. The story begins here.

## *Opening Cutscene:*

EXT. OLD WEST FARM - NIGHT

The shadow of an old barn stretches across the field. A small house sits beside it. Rain falls across the land. A horse gallops away from the house, its rider masked in the shadows. Lightning flashes.

CUT TO:

INT. FARMHOUSE - NIGHT

Oil lanterns shine over a ransacked room. Their light makes the crimson streaks on the walls glow. Furniture is overturned, books are thrown about, and bodies lie on the floor. EVERETT "SUNDOWN" ALLISON, 45, grizzled, stirs to. He pushes himself off the floor and looks around. His wife, ABBY, 43, lies beside his son, JOHN, 12. Blood pools around them.

EVERETT  
Oh, God, no! Abby? John?

CUT TO:

INT. FARM HOUSE - LIVING ROOM - NIGHT (FLASHBACK)

Three knocks POUND on the wood door. Everett gets up from his seat in the main room to answer it. He opens the door to see CLAUDE DONOVAN, 48, red suit and cowboy hat. The man sports a wide grin on his pale face.

JUMP CUT TO:

INT. FARM HOUSE - LIVING ROOM - NIGHT (FLASHBACK)

Screams fill the house. Blood splatters on the walls.

JUMP CUT TO:

INT. FARM HOUSE - LIVING ROOM - NIGHT (FLASHBACK)

Claude tips his hat as he walks out the door. Blood trickles down his face.

DISSOLVE TO:

INT. FARM HOUSE - LIVING ROOM - NIGHT (back to present)

Everett is on his knees by his wife and child. He screams and rises to his feet. He presses on his bleeding neck with his left hand.

EVERETT

I'm going to kill that son of a bitch!

Go to house Exploration game play.

***References:***

Nintendo. (2019). *Castlevania Anniversary Collection*. Nintendo.

*Dead Man's Gun*  
Full Sail University

Tyler Patrick  
tpatrick84@outlook.com

<https://www.nintendo.co.uk/Games/Nintendo-Switch-download-software/Castlevania-Anniversary-Collection-1559688.html>

Ozminski, M. (2014). *Concept Art*. Deviantart.  
<https://www.deviantart.com/artozi/gallery>

Parker, J. (2018). *Red Dead Redemption 2 guide to your controller*. Polygon.  
<https://www.polygon.com/red-dead-redemption-2-guide/2018/10/26/18028774/controller-controls-standard-fps-alternate>

Red Dead Redemption 2. (2021, January 31). In *Wikipedia*.  
[https://en.wikipedia.org/wiki/Red\\_Dead\\_Redemption\\_2](https://en.wikipedia.org/wiki/Red_Dead_Redemption_2)

Saltzman, M. (2010). *Red Dead Redemption: Undead Nightmare*. Common Sense Media.  
<https://www.common Sense Media.org/game-reviews/red-dead-redemption-undead-nightmare?gate=1>