

Villain

Character's Name:

Cuckoo – Synonyms of the world crazy

Nickname: Killer Clown

Characters demeanour: *(How your character generally acts and comes across to other people.)*

Due to his multiple personalities, he comes off differently depending on which one is in control at that current moment in time:

- The Kid: His personality that is fascinated by toys and child-like activities. He gets very excited about the small things in life and becomes very distracted. However, he tends to get temper-tantrums which annoys of the other personalities within his head. He is a spoiled kid that likes to get his own way, if told off he sulks and tries to enact revenge, courtesy of the other personalities
- The Killer: The cold-hearted killer with no remorse. Without question he will kill on sight, whether it is shooting someone with a gun, or stabbing them dozens of times. A solitary and lonely character, he only comes out when needs be. He will hardly talk however the only enjoyment he gets from life is to kill someone, as when he kills a momentary grin appears on his face.
- The Adult: The intellectual and commanding character, he makes sure the normal day to day business is sorted. He is an efficient character who wants everything to go right according to the plans made. He generally breaks up the arguments between the other personalities and brings a bit of sanity into the otherwise maniac brain of the killer clown
- The Game Maker: The sadistic and evillest personality of the antagonist. He gets his kicks from playing barbaric torture games on his victims, most of them originally coming from innocent children games. The maniac laughter that ensues from his enjoyment of watching over the games proceedings is truly haunting.

One-sentence summary of characters' storyline:

A schizophrenic criminal that takes a toystore hostage, in which he forces the hostages to play his merciless death games.

Characters motivations: *(what does he/she want abstractly?)*

The antagonist within the story only wants to cause misery upon the hostages. The game maker personality is a big part of scenario, enabling him free reign on torturing the hostages that are in great fear

Characters goal: *(what does he/she want concretely)*

The villain intends to teach the characters what the true desires and thought patterns are behind people, and not the façade they put on during their day to day lives.

Character Planning

Characters conflict: *(what prevents him/her from reaching the goal)*

There is not much conflict that prevents the character from reaching his goal, as by the end, the MC should be discussing the goal and motivations of the villain. However small moments during the narrative that obstruct his goal, and his idealised plans. These include:

- Finding the main character – leading to an odd number – temper tantrum – leading to murdering one of the hostages – not in the plans
- One of the hostages going against the rules – leads to brutal death

Characters epiphany: *(What will he/she learn, how will he/she change)*

The character will always be the same throughout the story, just phasing in and out of personalities. He won't change, however he will learn more about the reactions of human nature under pressure, which is what fascinates him the most. Within the final discussions between the MC and the villain, the villain will detail his aims and such, however depending on the MC responses it may enlighten the villain of what it feels like to go through the process of a death game

One paragraph summary of the character's storyline:

- The backstory of the character is unknown which is essential to keep the mystery and identity of the killer – emphasising the demon/malevolent like nature of the character
- The first instance of the character is during the planning phase, and that will begin at the start of the narrative, showing that in fact, the most important character during the story is the brain behind the death games (villain)
- The narrative follows the path of the Cuckoo villain in capturing his hostages and playing the children inspired death games, killing off characters each round they play a game.
- This is intended to show the true human nature of a person, what lengths they would go to carry on living, what they would sacrifice and who they would kill to stay life. Societal codes and conventions are stripped away, and in the face of death, natural instincts are the driving force behind their survival.

Co-Worker - Happy

Character's Name:

Amy

Characters demeanour: *(How your character generally acts and comes across to other people.)*

A happy-go lucky individual, who enjoys the brighter side of life. She is never one to get down, and keeps a cheerful atmosphere through the shop front. She skips and hops around the store, making sure customers are happy with their purchases, there is something magical about her – in the sense she embodies the magical girls that they sell as toys. She is kind and comforting, and try's her best to help anyone in need.

One-sentence summary of characters' storyline:

An unlucky toy assistant ends up going through a variety of harrowing death games, her jolly exterior being peeled away by the psycho killer.

Characters motivations: *(what does he/she want abstractly?)*

She is motivated to bring happiness to people as she sees life as too short to be sad and depressed or angry at the world. Instead of brining evil and darkness to the world she wants to bring light, she can be seen as a messiah type figure in the way that she always glows happiness. However, it was not always like that, she had troubled childhood experiences. After the murder of one of her father, in which she witnessed the whole situation, she was depressed and distraught over the traumatic event. Therefore, as a coping and shielding mechanism, she created a happy persona that allows her to build barriers from gloomy events. This is highlighted by multiple instances:

- Her brightly coloured hair
- Working in a toy store
- Wanting to help people
- Running a kids workshop within the store to teach them arts and crafts
- Being a big part of providing happiness to individuals

Characters goal: *(what does he/she want concretely)*

Even throughout the whole experience she tries to keep up the people's spirits of someone will come to rescue them. However, this fails quite quickly, as she is even unable to handle the experience that everyone is put through. In the end her goal is to stay alive by any means necessary, as she does not want the same fate has her father.

Characters conflict: *(what prevents him/her from reaching the goal)*

Cuckoo the clown stops her immediately in her tracks by killing people and going through with the death games. She starts to break down internally, however she does not show it to her façade of happiness. Her state of mind starts to alter as his psychological tricks are too much for her to handle.

One paragraph summary of the character's storyline:

To begin with the character is going around the shop front in her usual manner, however after the manager tells off the MC, she reassures the MC that the boss is just stressed at the moment –

Character Planning

coming up with white lies to make sure everyone stays happy. However once the killer clown enters the scene, each layer of her defence is taken away. She starts to get PTSD from her traumatic childhood event, each member who is killed and each shot of the gun rings through her entire body. Being the closest to the MC, she could be the last hostage who fights with him at the end, however she will change from the happy go lucky Amy, into a vicious primal human, that just wants to survive, highlighting the clowns point of people's true instincts and intentions

Old Man

Character's Name:

Herbert

Characters demeanour: *(How your character generally acts and comes across to other people.)*

Being an old soul, he has been through many experiences which has aged him mentally and physically, however his one passion is toys. He has always been a kid inside, therefore he comes to the store quite often to enjoy himself. He is known by name by the stores staff and welcome him, even if he does not buy much due to lack of money. He often talks to the children that come through the store, and tell them stories about his life, such as the wars he has lived through and the difference of childhoods they have, but toys have always been the thing to come back too. As he talks to children, the parents are often wary, due to the era we are in currently. The biggest feature, is that he is not afraid to speak his mind in any situation, often leading him into trouble.

One-sentence summary of characters' storyline:

The early death of Herbert, instils great fear into the staff, that loved and cared for him dearly.

Characters motivations: *(what does he/she want abstractly?)*

He was motivated to teach the kids who entered the store about what is really important in life, which he expressed as always having a little bit of a kid within. No adult is too old enough to play with toys and act like a child at time.

Characters goal: *(what does he/she want concretely)*

Herbert was focused on not being fearful of Cuckoo, instead standing up to villains such as him. He wanted to make sure nobody loses faith, and instead rebels against what he wanted. Before he was going to die, he wanted everyone to escape – if he went through with this, everyone would have been let go as per the unwritten rules of the death games.

Characters conflict: *(what prevents him/her from reaching the goal)*

Herbert was unable to get everyone to escape as he was killed in first death games of picking straws. He had pulled the shortest straw therefore he was killed before getting everyone to escape. He was used as an example to show the seriousness of the killer's intentions.

One paragraph summary of the character's storyline:

During the second chapter, he enters the store, browsing the usual collection of toys they have. He was admiring the model trains they had on offer, and waiting for the usual set of kids to come around after the school. He tries to stand up against the clown, however his frail body was unable to do a thing, cursing his age. During the preliminary death game to sort of the even numbers, he was killed. His death resonates with everyone.

Manager

Character's Name:

Keith

Characters demeanour: *(How your character generally acts and comes across to other people.)*

Being the manager of the store, he has a very powerful and commanding presence, he wants to be seen and heard by all. His loud aura he carries along with him, is feared by the others, as they know at any time he could snap and go on a power hungry spree of shouting. This being one of the flag ship stores of the Toy Store, he makes sure everything is perfect for customers, but most importantly for his interests the CEO's of the company.

One-sentence summary of characters' storyline:

A power-hungry manager, who is reduced to a quivering wreck during the death games, pleading for his life and apologising for all his wrong doings.

Characters motivations: *(what does he/she want abstractly?)*

His motivations in life were to focus on climbing the ladder of success, however for the past 5 years he has been stuck in this shop, unable to go to the central office. Therefore, he takes out his frustration on his staff most of the time, even for the smallest of mistakes.

Characters goal: *(what does he/she want concretely)*

Through the experiences of the death games, all he wants is to stay alive, so his dream can stay alive. He would do anything to get out of this situation, pleading for his life any chance he gets. The once mightiest and powerful of character personalities, has been juxtaposed with a slimy and rat like character. He tries to put everyone under the bus so he can survive, however the clown does not allow this to happen, making sure he suffers the most.

Characters conflict: *(what prevents him/her from reaching the goal)*

Even by pleading for his life and asking Cuckoo to let him go, the killer clown refuses to yield. He even begins to get angry with him, as the annoyance of the manager gets on one of his personalities nerves. The manger dies within one of the rounds, and nobody is affected by his death, as the manager was not one to be liked by the masses.

One paragraph summary of the character's storyline:

The initial sequence he is shown in highlights his bossy persona as he is telling off the MC for a minor mistake he had made at work. His shouting can be heard throughout the store, however once he enters the shop floor once again he alters his persona into one of a proud store manager, overseeing his little minions as they run around fixing the store on his orders. As the criminal enters the store, at first he is bossy, but soon changes his tone he ends up being very passive towards the crazy clown who flips the table on who is the boss around here. Through the different death game, he turns into a wreck of a character, just wanting to survive, pleading for his life in an obnoxious manner; suggesting his life is better and more important then the rest. However, as he is killed, nobody is affected by his death, in fact some could be relieved that he is dead, similar to the clown, who is thrilled someone like him did not survive till the end.

Teen

Character's Name:

Jaiden

Characters demeanour: *(How your character generally acts and comes across to other people.)*

A reclusive character, who does not get into any trouble as a young teen (16). He has a keen interest in toys, however he is not here just for the toys, he is here for Amy, his first crush. He is very shy, avoiding any type of confrontation or discussion, however with Amy, he is able to open up a bit more, like saying hi, and asking for advice on toys and such. The small discussions they have fill his world with joy, and he keeps coming to the store just to see her, always buying something in the process.

One-sentence summary of characters' storyline:

A shy teenager, wanting to do anything to help and save his crush from the death games.

Characters motivations: *(what does he/she want abstractly?)*

He is motivated in saving Amy from this ordeal. He begins to grow more as a person through the narrative, as he feels like he has something to work towards and protect in life, never having really having that before in life.

Characters goal: *(what does he/she want concretely)*

As his parents work constantly, he has never received much love in his life, therefore the first instance of love, he wants to protect as much as possible. Saving aim is his goal, and he will do anything to try save her, even if it means sacrificing himself for the greater good

Characters conflict: *(what prevents him/her from reaching the goal)*

Cuckoo the clown begins to analyse the relationships between the different characters, and notices that Jaiden has a soft spot for Amy, therefore he starts to play with Jaiden, trying to rile him up. However, Jaiden, plays it cool and does not succumb to his trickery.

One paragraph summary of the character's storyline:

Jaiden story begins like any other day, he comes to the store just to watch Amy go about her work, as he watches from afar with love struck eyes. As the criminal comes and begins the chaos, he stays quite, until the first sign that Amy was in trouble. Where his character changes from a being quiet and useless, to a man of action and passion for saving the love of his life. He survives till the last round of red light, green light in which he sacrifices himself for Amy.

Mother

Character's Name:

Jessica 'Jess' Hilton

Characters demeanour:

Serious by nature, she drops her serious attitude when she's with her children and adopts a friendlier and clumsy demeanour.

One-sentence summary of characters' storyline:

Overworked single mother climbing a rigged job hierarchy without realising how neglected her children are.

Characters motivations:

Work related Success

Characters goal:

Work her ass off to give her kids whatever they want

Characters conflict:

Too by the book – very rigid

One paragraph summary of the character's storyline:

After divorcing her husband, Reggie, Jess set herself the task of becoming the only parent her children would ever need. The irony is in her pursuit to be all they would ever need she ended up neglecting the very children she wanted to care for. With every success she'd gain they'd end up even further alone. Jess climbs the job ladder but forgets to look down at her kids.

Father

Character's Name:

Reggie 'Reg' Hilton

Characters demeanour:

Generally, a calm and composed man unless challenged. Reggie slowly fails to see reason once enraged and would do most anything to get his way. Highly competitive.

One-sentence summary of characters' storyline:

A violent drunk that ruined his life, seeking a chance to earn it back.

Characters motivations:

Acceptance and forgiveness

Characters goal:

Be a part of his family again.

Characters conflict:

Rage and Alcoholism

One paragraph summary of the character's storyline:

Reggie allowed his drunk rage to get the better of him one night and struck his wife Jessica and from that moment everything changed. He was divorced without right to see his children, he lost his home and lost his job. On the verge of breaking, with drink as his best friend and council he finally decided to give it up and change things around all for a chance to win his family back and become a better man

Co-Worker – Listless

Character's Name:

Jason

Characters demeanour: *(How your character generally acts and comes across to other people.)*

People would refer to this person often as someone who doesn't care but for those who know better would recognise them as a dreamer

One-sentence summary of characters' storyline:

A person who lacked excitement until the day they almost died.

Characters motivations: *(what does he/she want abstractly?)*

Excitement. A life of thrills. A life with a set purpose.

Characters goal: *(what does he/she want concretely)*

He wants nothing more than for a chance to live a life that gives them a reason to keep living it, one that gives them the same adrenaline shot to the heart as the time they use to be firefighter.

Characters conflict: *(what prevents him/her from reaching the goal)*

He wants something new, something more than what they he had but doesn't know what and if they could even find it let alone if they'd be able to give up everything for it.

One paragraph summary of the character's storyline:

Ex-Firefighter and current day toy store worker this wasn't the career choice he had in mind after they left the fire department. After a few failed attempts to join military service and being short on money he fell into hard times and took the only available job there was. After a few months of work, he fell into a sort of disinterested trance the comes with living the simple life. That is until a certain clown paid a visit...

Guard

Character's Name:

Benjamin 'Sweet' Golder

Characters demeanour: *(How your character generally acts and comes across to other people.)*

Outwardly golly and friendly. Often interacting with staff and customers mostly bouncing jokes off Amy.

One-sentence summary of characters' storyline:

A BFG with a deep-seated hatred for Keith (Manager).

Characters motivations: *(what does he/she want abstractly?)*

Eventually move onto better security work.

Characters goal: *(what does he/she want concretely)*

Buy a good house in a good area, start a family and move onto training others.

Characters conflict: *(what prevents him/her from reaching the goal)*

Too attached to his work in the Toy store as well as the people.

One paragraph summary of the character's storyline:

Benjamin came from a lower middle class family and always held onto a singular belief when dealing with people, 'You only get what you give'. With that in mind he always gave it his best never trying to take more than he deserved or give others more than he could manage this life eventually lead to security work. While at first he didn't think that this would be worth the effort he soon learned that the mantra didn't just mean the physical aspects of life but also the things we can't touch. Working with people like Amy and Jason helped him to form an attachment and feel that this job was worth what he gave.