



LOGLINE:

Cursed with immortal life and haunted by endless laughter, a jester roams a plague-ravaged land, seeking to end her final act by claiming the hearts of fallen kings.

SUMMARY:

The Last Laugh - is a dark psychological soulslike that follows the tragic tale of Jestelle the Hollow Fool, a cursed jester who seeks to end her own life. Once tormented both mentally and physically by the public and the four kings, she was cast into the shadows, left to wither in obscurity. But when the Black Plague sweeps the lands and twists humanity into monstrous husks, she is denied the release of death. Instead, she is cursed with immortality and an endless maddening laughter that echoes within her mind.

Haunted by psychosis and the unbearable weight of her existence, she embarks on a grim quest: to claim the hearts of the four fallen kings and consume them, hoping to silence the torment that binds her. Yet as she carves her way through the horrors of a world unravelling, a chilling question lingers, are the monsters she faces real, or is the greatest terror of all the one lurking within herself?

EXPERIENTIAL PASSAGE:

You roam the plague-ridden realm of Fellow-Shell, a crumbling world twisted by decay and madness. Echoes of laughter haunt your mind—unseen voices that toy with your thoughts, pulling you deeper into delirium. As Jestelle, a soul unravelling at the seams, you embark on a desperate quest to retrieve the hearts of the four fallen kings. Once a land of grandeur and royal legacy, Fellow-Shell now festers in ruin, its glory consumed by nightmare. The line between dream and reality blurs with every step, as the voices whisper lies and truths alike. Can you trust them... or are they leading you further into the abyss?

PURPOSE STATEMENT:

The Last Laugh explores the psychological descent of its protagonist, Jestelle, a jester who has endured years of physical and mental abuse. The game delves into deep themes of trauma, psychosis, and suicide, weaving a dark and unsettling narrative.

At its core, the story is a psychological horror that reflects portrayal of emotional pain, something many can relate to, where the monsters are manifestations of our own perception of humanity. This message embodies the darker aspects of humanity such as cruelty, loss, guilt, abandonment, and the struggle to find meaning in suffering. players will question reality itself, uncovering whether the horrors she battles are real or if the true monster was always within. Ultimately, the narrative delivers a powerful message: people living with mental health struggles are not "crazy" or "broken," but rather complex, resilient, and deserving of empathy and respect.

World of Fellow-shall

DESCRIPTION OF THE GAME WORLD:

In the dark fantasy realm of Fellow-Shell, decay clings to every surface, and a relentless sense of unease permeates the air. The world is fractured into distinct biomes, each with its own oppressive atmosphere, yet all bound by a shared theme of ruin and sorrow. Haunting melancholy seeps from every setting, drawing you into a land long forsaken. There are four major biomes in Fellow-Shell: Gravenmere, a crumbling village swallowed by time; Gloamsreach, a festering swamp that winds into the remnants of a once-grand Victorian settlement; the arid, windswept wastes of Duskmere; and the shadowed, twisted expanse of Duskveil Woods, which leads to Dravengarde, the fallen city of the Shattered Crown.

Gravenmere: is one of the four major biomes, A decaying village with, narrow winding pathways, ramshackle huts and derelict structures that was once-thriving community now undone by calamity. The pervasive gloom is enhanced by disturbing visuals: bodies scattered carelessly in the streets, victims of a merciless black plague as corpses dangle from fraying ropes, piles of bodies burning as the smell of rotten decaying flesh permeate through the village. The unsettling chorus of anguished cries, fevered prayers, and the silent lament of lost souls adds to the sense of despair.

Gloamsreach: is a fetid swamp where twisted trees loom over stagnant, murky waters, their roots clawing through the bog like skeletal fingers. Thick fog clings to the air, masking the shapes that stir beneath the surface. Lanterns flicker dimly along half-sunken paths, guiding the way to the remnants of a Victorian village slowly being swallowed by the mire. Rotting manors and leaning gas lamps line the flooded streets, their grandeur lost to time and decay. Whispers echo through the mist—whether wind or something else is unclear. Here, the line between the living and the dead blurs beneath the swamp's shadow.

Duskmere: is a vast, sun-scorched desert where the wind howls through dunes like a mourning wail. Scattered across the barren sands lie crumbling tombs and half-buried pyramids, relics of a forgotten empire. Their once-mighty walls are now eroded and cracked, guarded by statues worn faceless by centuries of sandstorms. The air is dry and heavy with ancient dust, and the sun casts long, haunting shadows over the desolate landscape. Faint chants sometimes drift from within the tombs, echoing with the voices of the long-dead. In Duskmere, the past does not rest—it lingers, watching, beneath layers of stone and sand.

Duskveil Woods: is a dark, tangled forest where light barely pierces the canopy, and the trees seem to whisper in a forgotten tongue. The air is damp and heavy, filled with the scent of moss, decay, and something older. Twisting paths wind through gnarled roots and black thorns, guiding the brave—or the lost—toward **Dravengarde:** the fallen city of the Shattered Crown. Ruins loom in the distance, swallowed by creeping vines and fog. Once a beacon of power, Dravengarde now stands in eerie silence, its broken spires reaching skyward like the bones of a long-dead titan, haunted by the echoes of betrayal.

Gravenmere



Gloamsreach



Duskveil Woods



Duskmere





Name: Jestelle the Hollow Fool

Age: 20's

Gender: Female

Place of Birth: Gravenmere

Ethnicity: Caucasian

Personality: Tragic, Manic, Cunning.

PURPOSE STATEMENT: Jestelle is the main protagonist (PC) She is considered an outcast, a joker and a

fool. Once a mere entertainer, she now wanders a plague-ridden world, cursed to never die, never stop laughing, and never cease performing. A jester bound to an eternal act; she seeks only one thing her final curtain call.

BACKSTORY: Jestelle the Hollow Fool served as a jester to the fallen kings, she was a plaything for the court's amusement, beaten, tortured, and discarded like a broken toy. But fate had one last cruel joke to play as the black plague consumed the lands, she was left with a curse far worse than death an endless maddening laughter echoing within her own mind. Now, she roams a dying world, a fool bound to an eternal performance, searching for an end to the joke that is her existence.

VISUAL DESCRIPTION: A slim, athletic female draped in a tattered jester's garb, its once vibrant colours now faded and stained by time. The fabric clings to their form, torn in places, revealing glimpses of scarred skin beneath.

SAMPLE DIALOGUE:

JESTELLE

"The true fool is the one who mistakes me for one."

JESTELLE

"Kill me. End this farce. I've danced, I've laughed, I've played the fool long enough... I just want to die."



Name: King Eldric

Age: Unknown

Gender: Male

Place of Birth: Dravengarde

Ethnicity: Caucasian

Personality: Formidable,
Intimidating, Domineering.

PURPOSE STATEMENT: King Eldric, the once-noble ruler of Dravengarde and father to Jestelle, now stands as the final challenge in the player's

journey. Twisted by sorrow and centuries of decay, he is the last of the fallen kings.

BACKSTORY: Eldric was born in Dravengarde, heir to the throne as the only child of Queen Eva and King Varn. During the brutal war between Dravengarde and Duskmere, King Varn was slain on the battlefield, leaving the kingdom in turmoil. Queen Eva, heavy with child, assumed the throne in his stead. Not long after, she gave birth to Eldric—but the strain proved too great. She died in childbirth, leaving the newborn prince orphaned and the realm without its sovereigns. In time, Eldric met Isabella, who would become his queen. Eldric was manipulative and cruel. When Isabella fell pregnant, fear drove her to flee Dravengarde. She sought refuge in the distant lands of Gravenmere, where she gave birth to their daughter, Jesettle.

VISUAL DESCRIPTION: A towering figure in ornate, tattered armor, its gilded edges dulled by time. A long, flowing cape bears the faded sigil of Dravengarde. His pale, gaunt face is crowned by a twisted, jagged circlet.

SAMPLE DIALOGUE:

Eldric

“Kneel, mortal. I am Eldric, true king of Dravengarde”

Eldric

“I am Eldric, ruler of Dravengarde... last of the fallen kings”

Mechanics	Descriptions	Narrative Purpose	Example Moments
<p>MOVEMENT</p>	<p>Cartwheel Dodge: Instead of a roll, she performs a fast cartwheel or handspring, with eerie flexibility.</p> <p>Tumble Vault: Vaults over low objects or enemies with a chaotic somersault.</p> <p>Tightrope Walk: Can traverse narrow beams or ropes with perfect balance, arms spread dramatically.</p>	<p>Jestelle learned her abilities and reflexes entertaining the crowd as a jester. These skills are not just mere entertainment they have a skillset in combat.</p>	<p>The player gets attacked by a swarm of enemies and uses cartwheel dodge to avoid attacks. Then uses tumble vault over an enemy and climbs rope to reach the roof tops. They use the tightropes which leads to the other side to escape combat.</p>
<p>COMBAT</p>	<p>Different combat abilities Jestelle possess.</p> <p>Variety of different weapon types, Daggers, Swords, Whips for close combat.</p> <p>Range Attacks such as using Musical Instruments, Throwing Cards and Juggling Bombs.</p>	<p>These combat skills from being a being a jester not only allowed helped her with gymnastics, but she also learned the arts of using deadly weapons from juggling daggers, fire torches, using her whip on tamed beasts.</p>	<p>As the player passes through the doorway they use the dagger as a stealth attack on the target. This alerts other enemies, as you climb to a higher place to get at a safe vantage point, you use throwing cards to lower the enemy's resistance then use fire juggling bombs to finish them off.</p>
<p>PUZZLES</p>	<p>Example of different puzzle mechanics that can be found:</p> <p>Illusory Walls & Hidden Paths: such as striking walls or passing through mirrors.</p> <p>Mimicry/Disguise Puzzle: You must mimic enemy or NPC behaviour to proceed (sit, bow, freeze, perform).</p>	<p>As you explore the world of Fellow-shall, you'll come across strange, cryptic puzzles hidden in forgotten places. Some guard ancient secrets, others test your wit and perception, but each one adds to the mystery that weaves through the land.</p>	<p>You step through the Mirror of Illusions, uncovering a hidden chamber where an NPC sits at an old, dust-covered organ. When spoken to, the NPC responds in cryptic riddles that hint at playing an accordion. Acting on the clue causes the wall behind the NPC and organ to rotate, revealing a new secret passage.</p>

Plot Description

Act I - Echoes of Laughter

Jestelle awakens tied to a rotting bed, her wrists raw from the ropes that bind her, slicing into her flesh. Mocking laughter fills her mind as tears fall down her face, as she pulls tighter and tighter blood drips down her wrists until the ropes tear. She Stagger into the decayed streets of Gravenmere, armed only with only a dagger and a flute, she pushes toward the outskirts of the village towards Gravenmere Castle. There, she faces King Valthorne the Accursed, one of her tormentors. Hatred drives her blade into him, but he strikes back, impaling her Yet, she cannot die. Valthorne's final mockery leaves her with a grim truth to break her curse, she must claim the hearts of four fallen kings. With trembling hands, she carves out his heart and devours it, her nightmare has only begun.

Act II - The Hollow Masquerade

Jestelle ventures to the ruined kingdom of Gloamsreach, where reality itself is breaking apart. The world shifts between illusion and horror, one moment the streets are littered with monsters, and the next, she sees grand halls and masquerade balls filled with nobles whose laughter cuts like knives. She hunts the second cursed king, Dainvoss the Mad a twisted king who uses illusions and trickery to do his bidding. The voices in her head grow louder. She sees glimpses of herself in the monsters she slaughters. Upon slaying Dainvoss, she carves out his heart, but something feels different, the more kings she kills, the more the curse twists her mind.

Act III - Puppet Master

As Jestelle reaches the sandy deserts of Duskmere, the voices no longer whisper they scream, taunting her, breaking her down through each moment of time that passes. She reaches the pyramids and makes her way to the king's chamber, she sees the third king, Silas the Puppeteer, before she can reach him, her own reflection steps forward, a puppet of bloody strings, mirroring her every step. She must now fight herself in

battle, she sees flickering images in her mind performing, laughing, suffering, kneeling before the faceless kings. A horrifying truth is unveiled, she has never been free! a puppet on strings to do the kings bidden for their own amusement, a toy, a plaything. As she takes out her dagger, she carves out the heart of Silas, laughing and crying with tears of blood dripping from her eyes. she feels the strings loosen as her final foe awaits— King Eldric, the laughing king. The final test before her last curtain call.

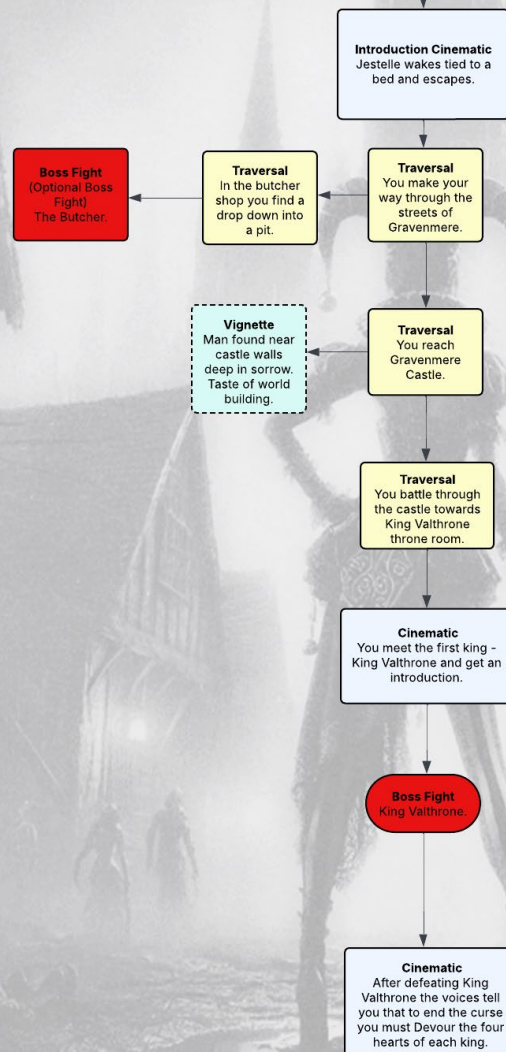
Act IV – The Final Curtain

Jestelle nears her final curtain and stands before King Eldric, the king of laughter, the true ruler behind her torment. He welcomes her with open arms, laughing as he reveals the final act the Marionette, a ruler who toyed with lives as if they were nothing more than entertainment. But with every step, she questions whether these monsters are real or simply her own twisted imagination. Instead of killing Eldric, she plunges her blade into her own heart, breaking the cycle by taking herself out of the game. The world rebuilds itself without her, but the echoes of her laughter never fade. Has she truly broken free of her role? Or is she still a puppet in someone else's game? No matter the choice, the stage darkens, the final curtain falls, and the Last Laugh is hers.



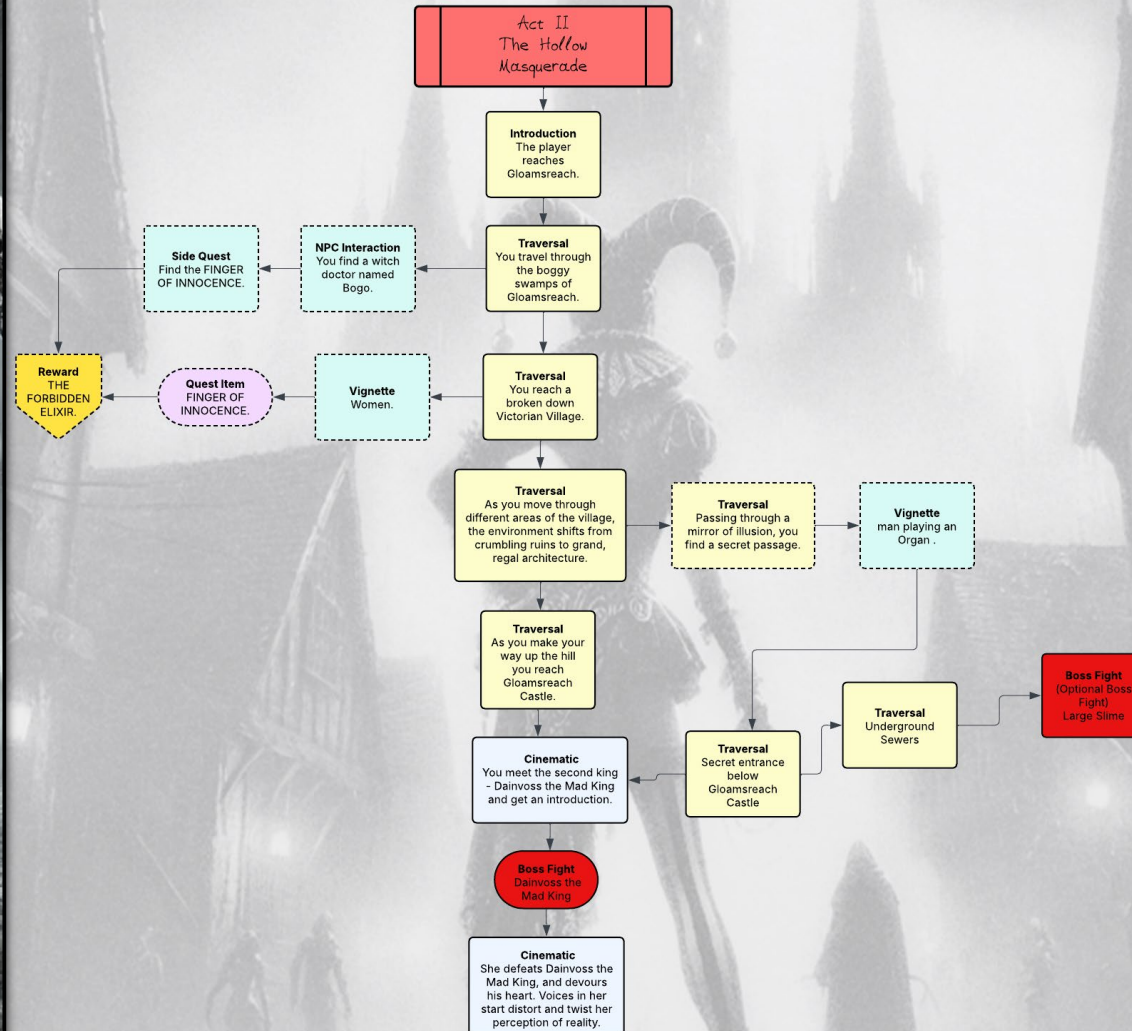
Act I

Act I Echos of Laughter

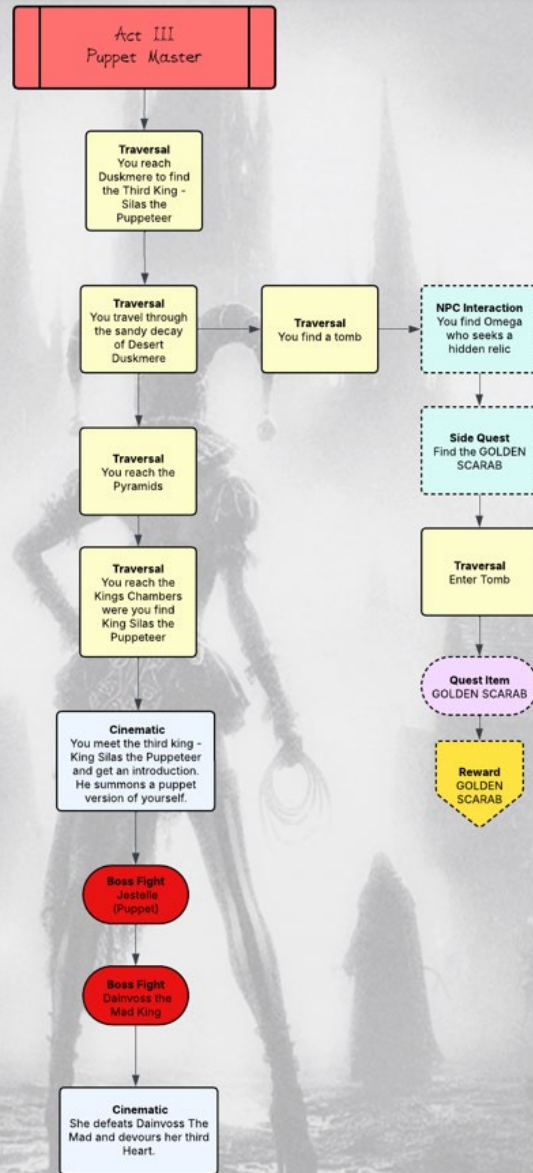


Act II

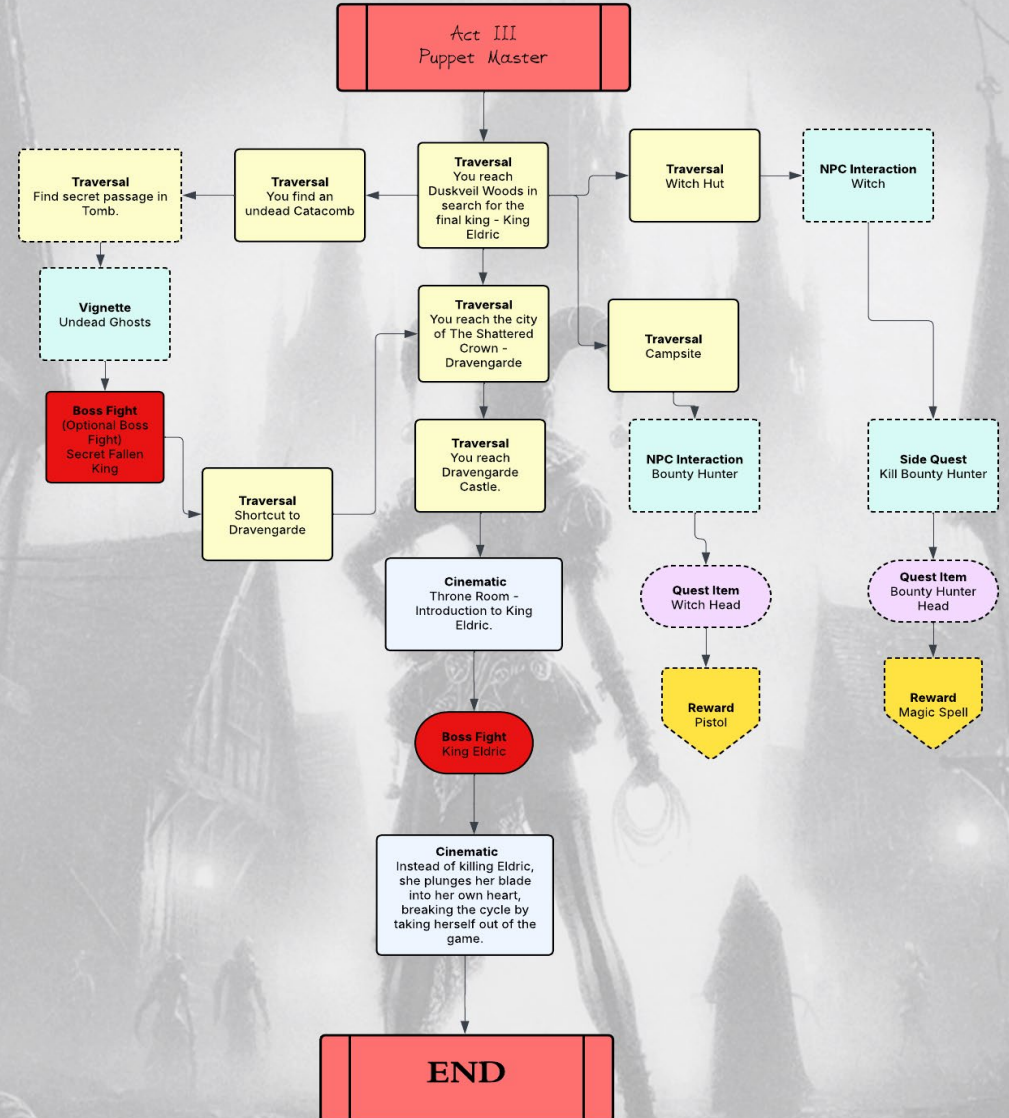
Act II The Hollow Masquerade



Act III



Act IV



Assignment 5 - Gameplay & Cinematic Script - Cole Underwood

GOALS: Haunted by voices demanding blood, Jestelle stands over the fallen king, but instead of vengeance, she chooses forgiveness, shattering the cycle of suffering. In a final act of redemption, she plunges the dagger into her own heart, ending the torment that bound her.

NARRATIVE IN: As the battle reaches its peak, Jestelle looms over the fallen King Eldric, his body broken, his strength drained. Helpless and defeated, he lies before her, awaiting his fate.

INT. GRAND CASTLE, KING ELDRIC THRONE ROOM - DAY

KING ELDRIC

Go on then..what stays your hand?
Kill me!

VOICES (V.O)

(whispering, growing in
intensity)

Kill him.. Slay the wretched king..
Let the cycle run its course.

Jestelle raises the dagger, yet her grip falters—not like before.

VOICES (V.O.)

(hissing, insistent)
Hesitation? Foolish. There is no
mercy, no absolution. End him!

JESTELLE

No!

VOICES (V.O.)

A puppet does not choose. Obey.
Kill him now!

Jestelle clutches her head, a scream ripping from her throat as the voices claw at her mind.

VOICES (V.O.)

Kill. Kill. Kill!

JESTELLE

(Screams)
Enough!.....

A heavy silence falls. She exhales, slow, steady.

Assignment 5 - Gameplay & Cinematic Script - Cole Underwood

JESTELLE (CONT'D)

I will not dance to this wretched
tune any longer. The cycle ends
here. My final curtain... has come...
This is my last act, my final show.

Jestelle raises the dagger.

VOICES (V.O.)

Yes.. Go on. End him. Remember the
pain, the torment. Make them suffer
as you did.

She looks down on King Eldric.

JESTELLE

(Tears stream down her
eyes)

I forgive you, father!

She points the dagger towards her.

VOICES (V.O.)

No! This is not the way! You are
the Fool! The Fool must perform!

The air trembles. A heartbeat-loud, unnatural-echoes through
the ruined halls. King Eldric gasps, his body shedding its
monstrous guise, hollow eyes wide with something long
forgotten.

KING ELDRIC

Jestelle stop!

Jestelle drives the blade into her heart, her final act
played to an audience of silence.

SMASH TO BLACK.

JESTELLE (V.O.)

The final curtain call... my final
show. No encore, no laughter, only
silence remains.

NARRATIVE OUT: The screen shatters into darkness, Jestelle's
final words lingering like a ghostly echo before the credits
roll.

Assignment 5 Gameplay & Cinematic Script - Cole Underwood

GOALS: In the swamps of Gloamsreach, you meet BOGO, a witch doctor seeking FINGERS OF THE INNOCENT; a baby's cry leads you to a hidden basement, where a grieving mother guards a long-dead child.

NARRATIVE IN: In the boggy swamps of Gloamsreach, you reach a hut and encounter Bogo, a witch doctor draped in tattered robes, his face hidden beneath a mask of stitched bone and rotting cloth. He seeks the FINGER OF INNOCENCE.

INT. WITCH DOCTOR HUT - GLOAMSREACH SWAMPS

BOGO

What brings you here Hallow Fool?

JESTELLE

I seek an end... to this eternal torment that haunts me.

BOGO

Ahh... the broken always come crawling. I can grant you release, pitiful one— A draught forbidden, steeped in sorrow... But it comes at a price. Bring me the FINGER OF INNOCENCE, and your suffering shall fade with the last drop.

As the player moves through the infested swamp they reach the village of Gloamsreach and come to an entrance of an old Victorian house.

INT. VICTORIAN HOUSE - GRIEVING MOTHER

You enter the decaying house, as distant cries echo through the halls. Beneath broken floorboards, a hidden basement reveals a hooded WOMAN beside a dust-covered pram.

WOMAN

Please... don't harm her. She's only just fallen asleep.

WOMAN (CONT'D)

(voice changing to something colder and sharper)

Who are you? Who sent you

Her voice warps into a deep, guttural growl—a demonic, possessed entity speaking through her—before suddenly snapping back to her normal, trembling tone.

Assignment 5 Gameplay & Cinematic Script - Cole Underwood

WOMAN (CONT'D)

I beg you... leave us be. Let her
dream in peace.

Choice Kill Woman - You strike the woman down. Her body falls in silence, you interact with the pram and take the dead child's fingers from its skeletal corpse.

EXT. WITCH DOCTOR HUT - GLOAMSREACH SWAMPS

As you return to the swamps of Gloamsreach, you speak to BOGO.

BOGO

Fool... did you bring me what I
asked?

You hand over the fingers—an eerie silence follows.

BOGO (CONT'D)

(Laughing unhinged)

Perfect! The price of purity, paid
in full!

He drops the fingers into his cauldron and stirs the brew.

BOGO (CONT'D)

Drink deep, let this be your last
drop.

MISSION END

NARRATIVE OUT: You receive THE FORBIDDEN ELIXIR, Drinking it brings no peace, no death—only the cold truth of your curse. A permanent resistance buff settles in your veins for the price of innocence.