

TRANSPIGEON 

GAME  
TREATMENT

# TABLE OF CONTENTS

- 1.0...GAME OVERVIEW
- 1.1...NARRATIVE
- 1.2...CHOICES
- 1.3...INTERACTIVE ENVIRONMENT
- 1.4...CONTROLS
- 1.5...HUD
- 1.6...ENVIRONMENT
- 1.7...PLAYER MOTIVATION
- 1.8...GENRES
- 1.9...TARGET AUDIENCE
- 2.0...LICENSE
- 2.1...HARDWARE REQUIREMENTS
- 2.2...COMPETITION
- 2.3...USP
- 2.4...DESIGN GOAL
- 2.5...MAIN CHARACTERS
- 2.6...ART STYLE
- 2.7...MAIN MENU
- 2.8...OPENING SCENE DETAILED STORY

# **The story of friendship, love, loss and anthropomorphic pigeons.**

## **1.0 Game Overview**

In 2020 the UK Government approves a new range of pesticides to be used on crops to be sold in London. By New Year's Eve, the shelves, plates and bellies of all of London and its pigeons are filled with foods and alcoholic drinks containing these new mysterious pesticides. On New Year's Day, the people and pigeons of London transform into each other's species. It is up to Mia and her friend Baccy to save the day.

## 1.1 Narrative

It will begin in Camden, where we are introduced to Mia and Baccy, and where the transformation into pigeons then happens, and all hell ensues. They will meet good, bad and ugly characters along the way, get caught up in a pigeon breeding warehouse, and eventually save the day – all the while learning how to survive as pigeons.

The story begins at a New Year's party at The Oxford Arms pub in Camden. The main two characters, Mia and Baccy, are introduced whilst Mia is throwing up in the toilets. A night of heavy drinking and partying ensues, in the form of a montage, which is entwined with a couple of comedic choices, like whether to shove your passed-out friend, Campbell, into an emptied beer barrel.

Mia awakes the next day in her apartment with a hangover. She finds Baccy asleep on her sofa, and she has a bath. As she is getting ready to have a bath, she takes off her fake breasts, and it is revealed that she is transgender (male to female). She gets in the bath, and it is at this point where she and everyone in London painfully and graphically transform into pigeons, and pigeons transform into humans. Mia scrambles out of the bathroom to find that Baccy has also transformed into a pigeon. Baccy glues the peacock feather on his hat to himself, because his dead mum gave it to him, and he treasures it dearly. They wobble out into the street, to find fellow people-turned-pigeons screaming and wobbling around in a panic, and pigeon-turned-humans flopping around on the ground whilst trying to squawk.

Mia and Baccy decide to head back to the Oxford Arms. They get used to their new-found pigeon bodies and attempt to fly there. They find a few passed out pigeons slumped around, lying in heaps of their human clothes. Depending on the player's choice, they might find their friend Campbell still passed out in a beer barrel. They all head to the roof, to see the city sprawled out beneath them. Fires and screams fill the sky-line. The title screen fades into view.

That was the opening section of the game. Here is a timeline of the main plot points of the story.

- Mia realises that she has transformed into a female pigeon's body and is ecstatic.

- Mia, Baccy and Campbell establish The Oxford Arms as their makeshift home while they try to figure out what's going on. Campbell decides to stay and look after the place while Mia and Baccy go and explore.
- Mia and Baccy explore central London, finding comedic situations with pigeons and humans getting used to their new bodies.
- They meet a female pigeon called Shae, whom Baccy is instantly infatuated with.
- As the days go on, they realise that the pigeon-turned-humans are starting to act more and more like people, like trying work.
- They explore Baccy's house and go into the basement, which is where his dad has been living since Baccy's mum died. They find the walls filled with what looks like random ravings and with newspaper cutouts connected with string. The letters IAT are scrawled everywhere.
- They meet a female pigeon whom Baccy falls in love with and has lots of little pigeon babies with.
- Mia and Baccy are kidnapped by some people who were actually born as humans.
- They wake up in a massive warehouse filled with millions of other pigeons in cages. There are scientists doing experiments on the pigeons, which kills them.
- Mia and Baccy escape by melting the locks with the acid in their poop, and free a couple of pigeons who then go on to free the rest. On their way out, they see the initials of the organisation that kidnapped them: IAT.
- Mia and Baccy return to the basement and with the knowledge of what IAT stands for. They scour the walls of Baccy's dad's research, and they are slowly able to piece together the story.

Baccy's mum was an extremely clever scientist. Whilst doing her PhD on cancer, she discovered that when a specific gene from a human is mixed with a certain gene from a pigeon, a small amount of a bacterium that cures cancer is formed.

She took her discovery to the biggest tech company in London, the Institute of Advanced Technology, or IAT. Here they did some very un-ethical human testing against her will, and found that they would need the number of human subjects equal to the population of London to develop a world-wide cure for cancer. They also found that a side effect of this process is that it makes the subject transform into the opposite species, like human to pigeon, and pigeon to human.

IAT secretly hid these genes in a new range of pesticides to be used for food sold in London, with tiny tracking devices implanted, so that they would be able to find all the pigeons after the transformation happens. The human population of London would turn into cancer-curing vessels, and the pigeons of London would turn into humans and slowly adapt to their new bodies and roles in society. They would eventually replace the previous, captured humans. So from the outside, it would look as if nothing had happened at all, with everyone walking around and working normally, except from a couple of people walking around squawking.

One night in the laboratory, Baccy's mum accidentally injected herself with the gene, which transformed her into a pigeon. To keep their very un-ethical project a secret from the world, they faked her death and locked her away.

- Mia and Baccy set out to gather an army of pigeons to go and overrun IAT to find the cure for their slight predicament of being pigeons.
- They break inside and stumble upon a pigeon enclosure where Baccy's mum is being held.
- They find the cure. The player then has the choice of whether they want to save everyone, and convert everyone back to their respective species, but sabotage the cure for cancer; or let things stay the way they are, which will result in the death of every character, to develop the cure, but will free the world of cancer. So, in short, will they let a couple of million people die, or millions more worldwide?
- If the player chooses to let the cure for cancer go ahead, there will be some very emotionally charged last goodbyes for the characters, and Mia, Baccy, his mum, Shae and their children will all be injected with cyanide, and die one by one, in cages positioned next to each other. The screen fades to black and credits roll.
- If the player chooses to save the characters and everyone in London, but let the world carry on suffering from cancer, then Mia, Baccy, his mum, newfound family, all of their friends and family and everyone in London will turn back into people, and the pigeon-turned-humans will turn back into pigeons. Everything will go back to normal and none of the characters will die. Baccy will finally be happy, with his mum back, kids and a new girlfriend. We are then brought 50 years into the future, where Mia has transitioned and is a 70 year old woman, who is dying from cancer. She dies surrounded by Baccy, his grown-up kids, his grandkids and Shae, who is now his wife. The screen fades to black and credits roll.

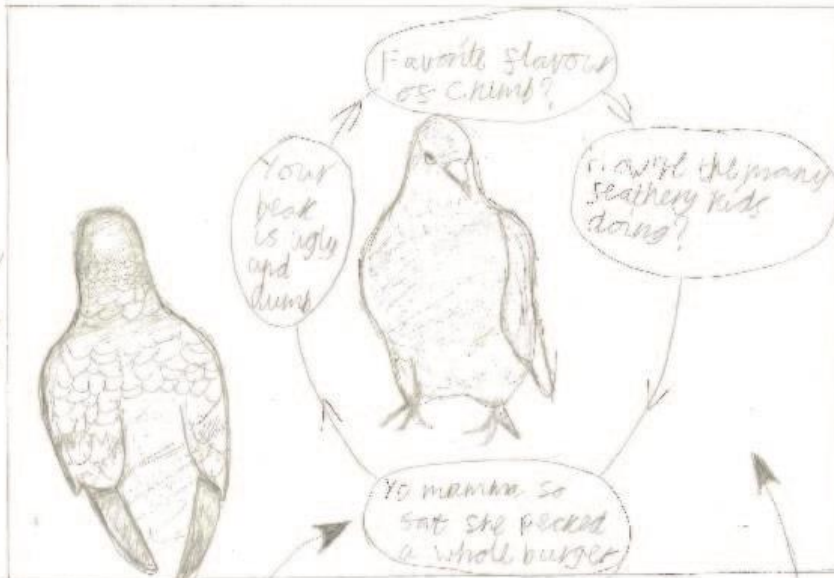
## 1.2 Choices

The player's choices and actions will shape the story around them, reminiscent of *Life is Strange*, and *Telltale's* games. Players will have a range of four separate choices for each interactive object. The exact same mechanism will be used for interacting and talking to characters. Access to certain areas of the story, chat choices and action choices will depend on the decisions that the player makes. Like if a character tells you to follow them to their house, and the player verbally abuses them, then the player won't be able to visit the character's house. Or maybe if Mia finds half a stale loaf of bread – if the player chooses to keep it, they will be able to give it to Baccy's pigeon babies.

## MORE HUD

That the player  
wishes to  
with character  
to assist their  
relationships  
with those  
around.

He, is the  
over really  
see see a  
character, they  
ght stop talking  
the player character,  
might even start a  
issue with them.



The mechanic that allows  
the player to talk to NPCs is  
fundamentally the same as the  
choice system, which is on the next  
page.

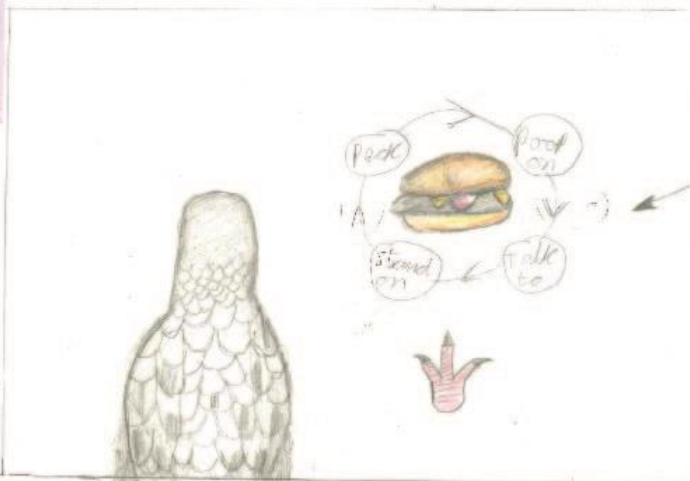
Two of the four options will be  
friendly and the other two will be hostile.

### 1.3 Interactive Environment

There are many opportunities for the player to interact with objects in the environment. For example, when in a bar scene, the player will be able to talk to multiple NPCs, gaining a deeper understanding of the world and characters. Another example is finding a drink on a table, and having the choices to either drink, pour it on someone, make a little imaginary navy battle out of the ice cubes, or try to balance it on your head.

## EVEN MORE HUD

The layout of the HUD is the same, whether you are a human or a Pigeon. This layout uses the all of things, with the eye character on the left, and the interactive environment on the right. This HUD is inspired by Use is Strange.



The options will slowly stand around on the cycle clockwise.



The top half as the player character is only visible. Unless the player moves the camera downwards, which will show the entirety of the player or character.

This choice system is inspired by such games as The Walking Dead by Telltale and Use is Strange by Dontnod.

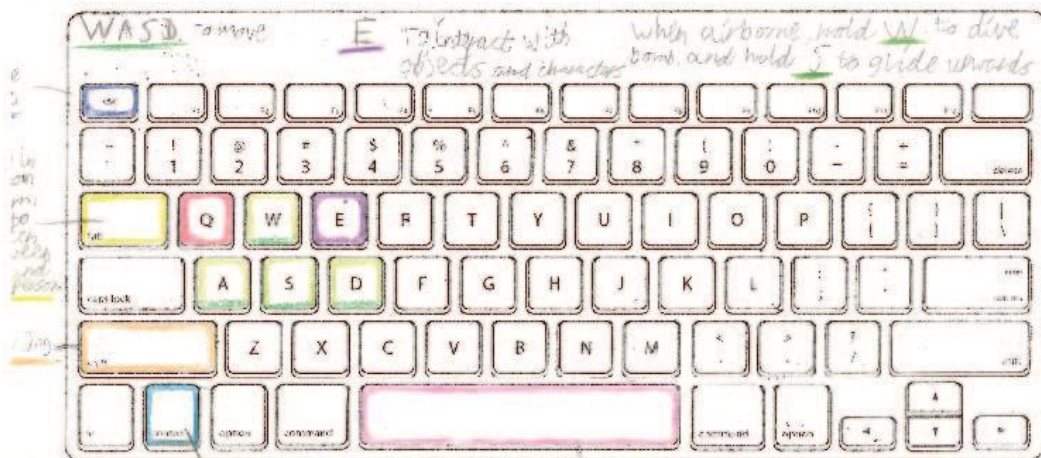
## 1.4 Controls

### Keyboard and Mouse

When in human form, the controls will be the standard WASD to move and Shift to walk faster/run, but no jump function. Like a pigeon, the controls will be the same, except Space will be to flap your wings and glide, when held down.

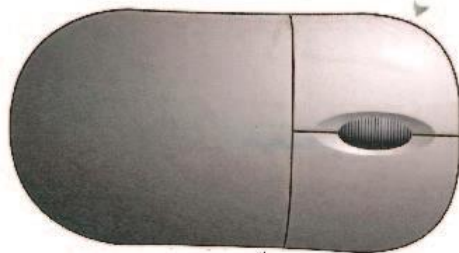


# KEYBOARD CONTROLS



Pigeon Storm

# MOUSE CONTROLS



Click to select strategic and action choices

When airborne click to fire

Hold down and move mouse to make camera.

## Xbox

### XBOX ONE CONTROLLER CONTROLS



## PlayStation 4

### PS 4 CONTROLLER CONTROLS



## 1.5 HUD

It will by default be in 3rd person, with Mia positioned to the left of the screen, so that there is a big space on the HUD for the player to view the environment. Only the top half of Mia will be visible, unless the player moves the camera down so that her full body is visible. But by pressing Tab, the perspective will switch to 1st person. When in 1st person in pigeon form, the world will be seen through an ultraviolet lens, which will be used for solving puzzles, and put to good use in many comedic opportunities.

When choosing what choice out of the four you want to pick, there will be a circle surrounding the object/character, with each of the four options slightly bobbing up and down, and slowly rotating clockwise around the circle.

When walking as a pigeon in first person, the camera will bob back and fourth. This simulates how pigeons' heads move when they walk.

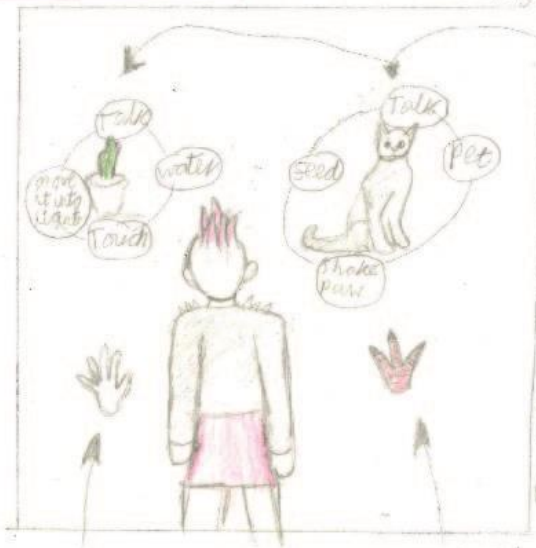
When walking in first person as a human, the camera will bob up and down ever so slightly. This imitates how people's bodies move when they walk.

Apart from Mia's character model and the surrounding environment, the HUD will be completely empty. Because this is a very story heavy game, the main focus is the environment, so the HUD is there to let the player get fully immersed in the world of Transpigeon, without distracting them with unnecessary information, like a mini map or a health bar.

# HUD

When the player approaches an object or person, this style of

view when you're flying as a pigeon



When in human form the mouse is a hand

When in Pigeon form the mouse is a Pigeon foot.

Mia will appear around it.

The Hud will be the same in Pigeon form, except for the fact that everything will look bigger.

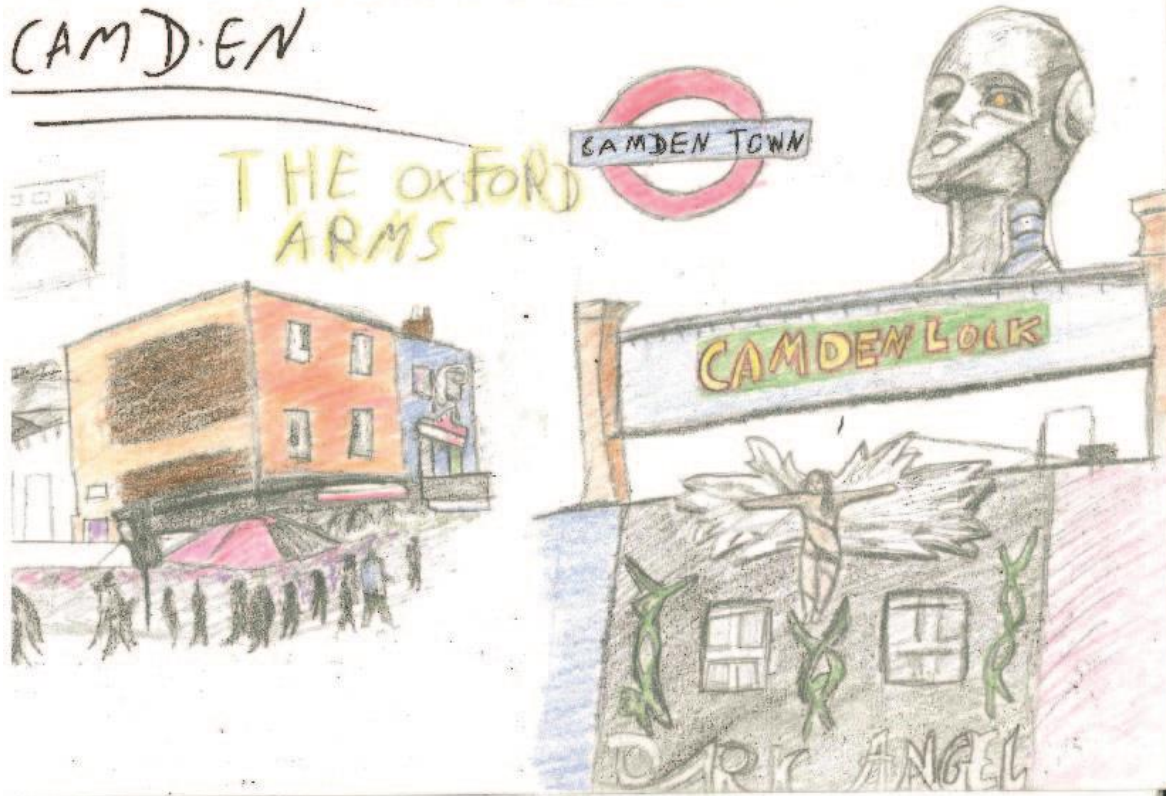


as Pigeons are short.

## 1.6 Environment

It will be set in London. The Oxford Arms pub in Camden is where the player will spend most of their time. The game also begins in the toilets of this pub. The other locations that the player gets to explore include the following: Baccy's house, which is in Soho; iconic locations in central London, when Mia and Baccy explore London for the first time after the transformation; then in the massive pigeon warehouse which is later revealed to be underground in Canary Wharf. If the player chooses not to cure cancer, then they will also be in The Royal London Hospital in Whitechapel.

CAMDEN



PUB SKETCHES

This will be where the game starts



no interior of the pub.



It's so busy because it is new years eve



# MIA'S FLAT ENVIRONMENT SKETCHES



Mia will transform into a pigeon whilst waiting in bath. After the Pub, Baccy will sleep on one of these sofas.



1st room for books  
for posters and reads  
All of the books that she has in her bedroom



For bed and writing on wall.



## Flat layout

Mia is a uni student, so the flat isn't huge, but she is also already a published writer, so the flat is not tiny either.

Food phone, music poster, art glass, shower, 500 miles

open notepad with a mess of pens shows that she does and writes and that she is creative and artistic

# PIGEON WAREHOUSE SKETCHES

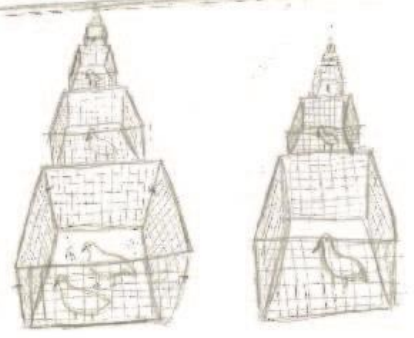
The bad guys who turned everyone into pigeons capture hundreds of human-turned pigeons to study them. They store them in small cages in a warehouse.



The bad guys capture all kinds of weird breeds of pigeons.



will be like this, but WAY more cages



## **1.7 Player Motivation**

Transpigeon is a game with a lot of dialogue and narrative so it will be marketed towards the demographic of people who enjoy story-driven games and creating emotional connections to the characters. But it will also have a heavy comedy aspect, so it will also attract the kind of people who just want to have a laugh and a good time.

The main motivation the player will most likely have is to experience where this weird and wacky story will take them. They will be intrigued enough to keep playing to find out what happens to the characters, and to unravel the mystery as to why everyone are suddenly pigeons.

People will also buy it because it's a unique and crazy concept, and they will want to see if the developers manage to pull it off and make something actually playable and half decent.

## **1.8 Genres**

Story-rich, adventure, comedy, interactive movie, single player, choices.

## **1.9 Target audience**

I think that the general age demographic of audiences will range from 12 and upwards. It will be funny enough to appeal to them, but there will be too much dialogue for younger audiences to have much of an interest; plus the fact that it will include swearing, sex references and some very dark and intense emotional scenes, which will be too much for younger audiences to handle.

The game is heavily geared towards the narrative and plot, and so will attract the Bartle's "socialiser" player demographic, who enjoy talking and interacting with characters, real and fictional, as specified in Bartle's Taxonomy.

## 2.0 Licence

I will not be using any existing property for this game, except for some copyrighted music, for example, "Bird is The Word" by The Trashmen, and "Dragons" by Caravan Palace.

## 2.1 Hardware Requirements

It will be available on the standard platforms; PS4, Xbox One and Steam. The minimum requirement specs for the PC version are: it requires a 64-bit processor and operating system, and the following:

- **OS:** Windows 7 64Bit Service Pack 1
- 
- **Processor:** Intel Core 2 Duo 2.8GHz
- 
- **Memory:** 3 GB RAM
- 
- **Graphics:** Nvidia GeForce GTS 450 2GB
- 
- **DirectX:** Version 11
- 
- **Storage:** 15 GB available space
- 
- **Sound Card:** DirectX 11 sound device

And the recommended specs for the PC version are:

- **OS:** Windows 7 64Bit Service Pack 1
- 
- **Processor:** Intel Core i5-2500K



- 
- **Memory:** 3 GB RAM
- 
- **Graphics:** Nvidia GeForce GTX 960
- 
- **DirectX:** Version 11
- 
- **Storage:** 15 GB available space
- 
- **Sound Card:** DirectX 11 sound device

## 2.2 Competition

Similar games on the market include Life is Strange, because the main focus of the game is the friendship between two people with opposite personalities, just like Transpigeon. Other games include the many games made by Telltale, such as The Walking Dead and The Wolf Among Us; because they all have many choices for the player to make, which shape the story around them.

## 2.3 USP

Transpigeon will stand out from the crowd because it has strong transgender representation. Surprisingly, there is almost no transgender representation in games today, so Transpigeon will be the pioneer at the forefront of normalised transgender characters in games. This game gives the player the chance to experience London from the small eyes of society's least favourite animal, and what that entails for survival in such a harsh world.

Transpigeon will also have a free app that players can download on their phones.

It has three different functions:

A chat room for players to talk to each other and theorise about the plot.

A map of London that displays the exact locations of all of the characters within the player's game, that updates in real time.

And finally, it has an Augmented Reality function. If the player selects AR, and if they are physically in London, it will show a bunch of human-turned-pigeons and pigeon-turned humans walking and flying around in AR, trying to learn how to use their new bodies. Nearly all of these beings will be doing something dumb and funny.

If the player goes to the locations that the characters are in, then, using the AR function, they can see Mia and Baccy talking in front of them. The player can interact with them, by choosing from a list of chat options, and playing a couple of minigames that have in-game rewards of cosmetics.

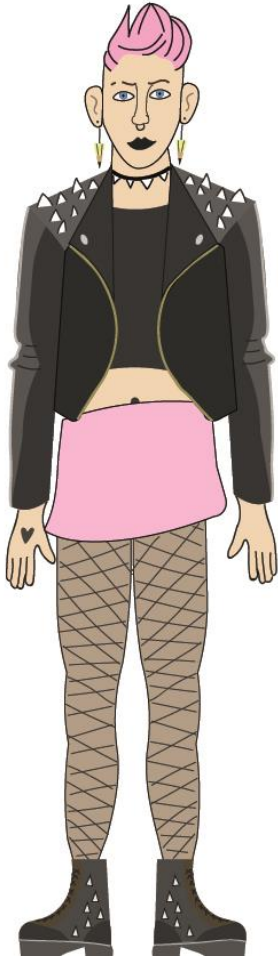
## **2.4 Design Goal**

I want players to feel strong emotional connections to the characters, to feel as if they really know them and to see the world from a pigeon's perspective; to walk in the shoes of those that society turns its nose up at most, and possibly even develop some compassion for our little feathered friends. I want to create a world in which the players can get fully immersed. A world that feels real to them, to give them the sense that it is so full of life that the world will carry on when they aren't even playing the game. This idea is strengthened by the AR app, which will truly give players the sense that the characters are real, and living their lives behind the scenes. And plus, if players can simply open their phone wherever they are in London, and can see NPC's running around them in AR, the game will be in the players' minds for a long time, unable to be forgotten about. This will increase player consistency.

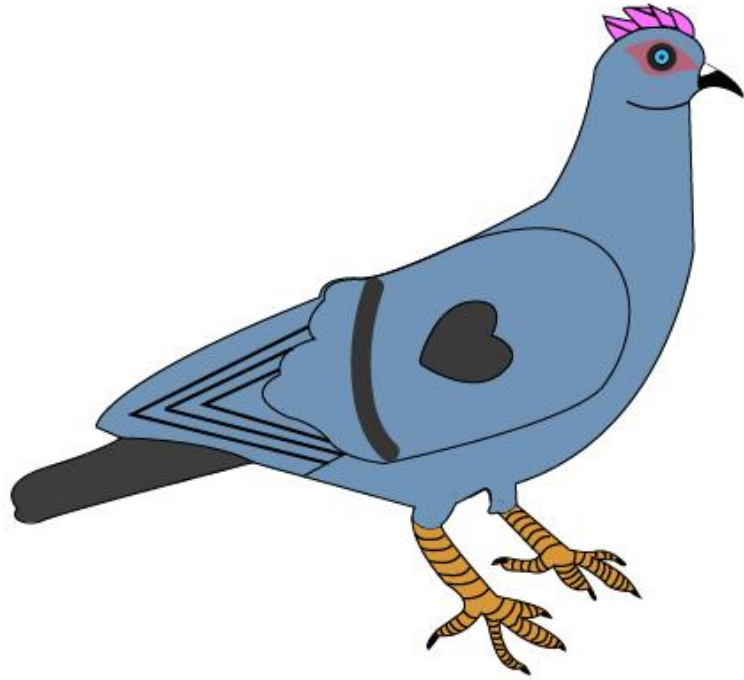
## **2.5 Main Characters**

Mia is a goth punk, transgender woman, 19 year old, University student and an aspiring writer, who has published a couple of books already.. She has a chubby cat that goes by the name of Lord Fluffy, and she is an olive addict and loves everything weird and

unusual. She plays the role of a big sister to her best friend Baccy.



**MIA  
AS A PIGEON**



**MIA**

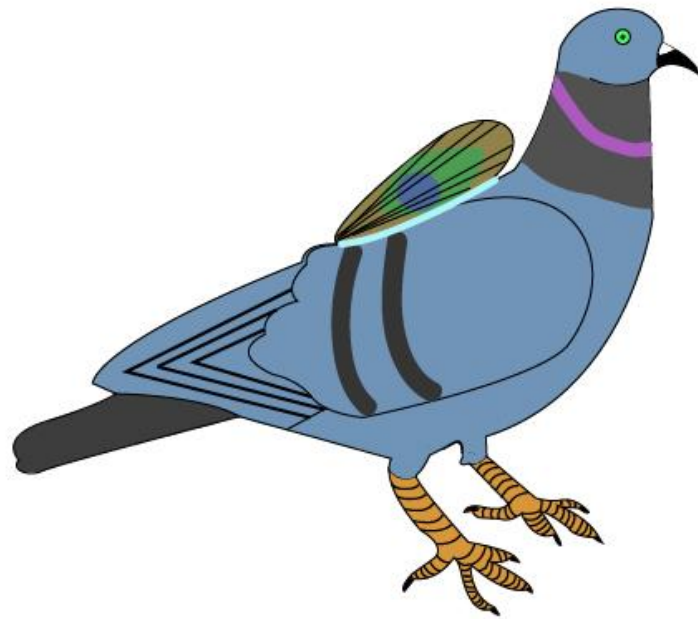
**BACCY**

**BACCY AS A PIGEON**

Baccy is an 18-year-old trendy, stylish extrovert, who dropped out of college and is a fledgling alcoholic, apprentice drug addict and an all-around impulsive thrill-seeker who has



a  
black  
belt  
in  
bad



decision making. His was told his mum died when he was 13, and has been living with his dad ever since. After her death, his Dad completely distanced himself from his son, leaving him to grieve alone, and to learn how to live by himself. His Dad spent all of his time in the basement, frantically trying to prove that his dear wife wasn't dead. Deep under all of his bluster, Baccy secretly, desperately, craves to create his own loving family and have kids someday. So that's why he's so happy when he meets Shae whom he has little pigeon babies with, because his dream of starting a family has finally come true.

## 2.6 ART STYLE

The game will be cel shaded. So that means that it everything will have thick outlines and will be shaded, like a 3D model but use thick lines to define bits of the form. This will give Transpigeon a very comic book, cartoony, almost 2D esque aesthetic, which I think fits rather well, seeing as the events aren't exactly realistic – so it allows the player to suspend disbelief

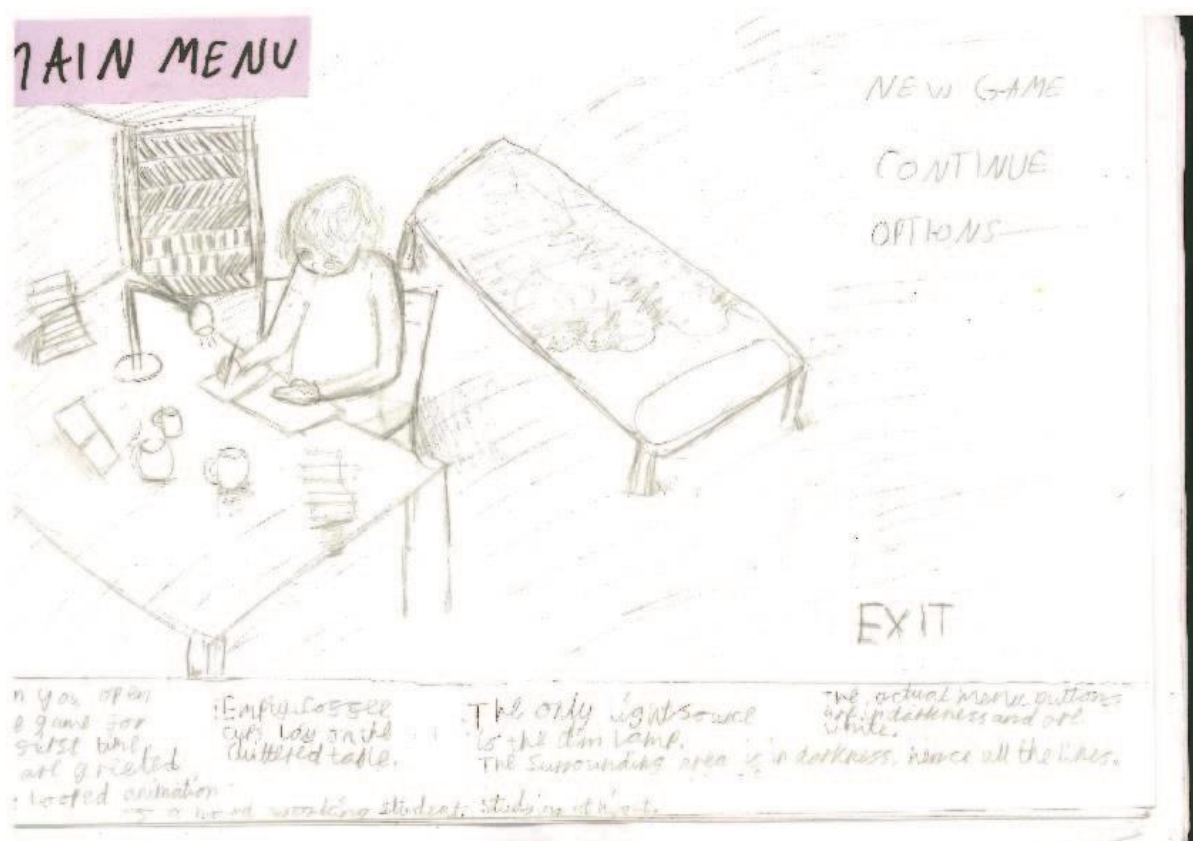
of how unrealistic it is, and just enjoy it. Below are some examples from other games of how environments and characters might look.



## 2.7 Main Menu (ADD PICS)

Through the course of the player's gameplay, the main menu will slowly tell the story of how Baccy's Mum came up with the cure for cancer. The main menu will show a couple of moments from a scene, by having a simple, looping animation. The animation will change, depending on how far into the story the player is. So, for example, when the game is first booted up, there will be the dimly lit scene of Baccy's mum studying in her bedroom in the middle of the night – the animation would show her scribbling into her book, sipping from a cup of coffee, and continuing to scribble.

There would be many scenes like this that appear on the main menu, which document the key moments leading up to the pigeon gene accident.



## 2.8 Opening Scene Detailed Story

To get a better feel for the characters, I had a go at writing the first couple of bits from the game in great detail. So, you don't have to read it, but you can if you want to.

### **START OF TOILET/ESTABLISHING SCENE**

As the game starts, a dark, quiet room is shown for about 6 seconds, then suddenly a figure bursts through it in a dramatic flurry and hurry. The motion sensor lights quickly turn on as Mia throws open the toilet stall door, and she kneels down and starts puking. Mia stops puking. Then there is a long shot from just above Mia's retching, bobbing head, looking out of the stall. A very cautious Baccy peeps his head around the corner, and asks in a small voice "you ok bud?" Mia starts puking again, harder than ever.

Baccy steps out and leans against the sinks and mirrors directly in the middle of the long shot.

"The boys were worried about you. You downed those shots like an alcoholic camel." Baccy starts laughing. "Your eyes just widened like a damn tree frog as you galloped off like a really drunk horse!" Baccy laughs harder.

Mia grumbles mournfully. "Will you just shut up?! I swear to God, if I hear one more fucking animal analogy, I'm gonna..."

Baccy, almost in tears, "you... you sound like a really pissed off grizzly bear."

Mia starts puking harder than ever.

Baccy's laughter rattles through the building.

### **END OF TOILET SCENE**



The scene cuts to a mid-shot of Baccy walking Mia out of the toilet supported on his shoulder. They walk through a door and suddenly they are in a very bright, busy and loud pub. He leads her to an empty booth, and as if something terrible might happen if she is not handled with care, gently sits her down on the cushioned seat.

“So, uh, how’s life?”

The player now has a choice of options for conversation, and all are something on the lines of “Baccy, you don’t want to stay here with me, so just piss off and go play with your friends.”

“Thanks, Mia”.

Baccy runs off, and brash screams of delight greet him, as he is swallowed whole by a mass of people.

The player can now explore the environment with Mia.

All of the interactive objects and people have a unique animation, and the player has a choice of actions. For example, Mia finds a glass of beer, and she is given the option to either drink it, pour it into a plant pot, or sneakily pour it over someone’s head.

After the player has explored to their heart’s content, the player can go and talk to Baccy, which will progress the story.

As the player approaches Baccy, you notice that he is in the middle of a crowd of drunken slobs shouting merrily; this gets louder the nearer the player goes to it. You reach the outside, and then you have the option of shoving your way through with force, crawling under the mass of slobs’ legs or politely asking people to move out of the way. The latter won’t work; Mia will just be ignored, so the player will then have to either crawl or shove.

After choosing one of the options, and getting halfway there, Baccy will suddenly stand up on a table, with a pint-sized glass of whiskey held precariously in his hand, swinging it wildly from side to side.

“Hello my people of all shapes, sizes and smells, we are gathered here today to celebrate the tragic passing of another year. We will give it a proper bloody send-off, it’ll be the send-off to send all offs... uh... off!”

The crowd cheers happily.

“And now my brothers... and sisters.” Baccy gives Mia a side smile. “We fulfil our righteous destiny, AND WE DRINK!”

The crowd erupts in a cacophony of delighted screams.

Baccy slowly raises his hands out to the side.

“ALL DRINKS ON ME!” he bellows, and the crowd goes crazy, cheering, screaming, and some even crying.

A small cutscene/montage, with “Dragons” by Caravan Palace playing. The cutscene will be of Mia and Baccy’s wild night of boozed up partying, with a couple of different options to pick in a couple of crazy and dumb situations: like putting traffic cones on their hands and arms, and dancing/battling each other with them; or putting one of their passed-out friends in a barrel, and messing around with it; or anything else I come up with. And lots, lots more drinking.

The screen fades to black.

## **END OF OPENING SCENE / EQUILIBRIUM**

## **START OF MIDDLE SEQUENCES / WHERE SHIT HITS THE METAPHORICAL FAN**

The comforting sound of rain on windows and the roof is audible, then the screen fades from black, to reveal a messy, but cosy bedroom, with a raging sea of dirty clothes strewn across the expanse of the aquamarine-coloured floor. There’s a whole shelf dedicated to Mia’s heavily used make-up. Bookshelves crammed with hundreds of books line the light purple walls. The rare spaces of the wall that aren’t masked by books are littered with clumsily stuck-on quotes, from Einstein to Shakespeare to The Teletubbies. A clock in the shape of an olive says that the time is 11:45am.

The camera is blurry at first but then focuses on a sleeping hungover Mia flopped across her bed, tangled in bedsheets.

She starts to stir and flop her limbs lazily around, grumbling all the while about how ill she feels, and how she shouldn’t have drunk so much. After a while, she purposefully falls out of bed, and lands heavily; the impact makes some of her belongings wobble. She slowly pushes herself up and unsteadily wobbles around. She cheerfully, yet sleepily talks to herself about needing a bath. The player now has the opportunity to explore the environment of Mia’s bedroom, and interact with objects; this will give the player some background information on Mia, but the amount depends on how much the player chooses to snoop around.

Eventually, the player will wander into Mia’s living room, where she finds her rather overweight black cat, Lord Fluffy, who is happily fast asleep on Baccy. Baccy is lying on the sofa in a foetal position, sleeping peacefully and looking kind of cute, yet vulnerable. Mia ponders how she never saw him looking like this before, void of all personality masks.

Mia can also explore the rest of her flat now, which will be rife with character development. If the player meanders towards the bathroom, the story will progress.

When the player decides to go to the bathroom, Mia will walk through the door, to find a cosy bathroom, with a large assortment of women’s skin and hair care products, bottles of bubble bath, and a rubber duck chilling on the side of the bath.

Mia greets the duck by tipping her invisible hat at it, and saying happily, “mornin’ Dolan.”

The player can interact with a few things in here, but not many. When the player is ready, Mia will start running the bath and put bubble mixture in, then she takes off her clothes. When she takes her top off, it will reveal fake breasts, then she will look at herself in the

mirror. After a couple of moments, she smiles, and walks away towards the bath and takes the breasts off. The camera then cuts to a shot where it is positioned behind the rubber duck, so that Mia's naked body is shielded from view as she's getting into the bath.

Once in the bath, she takes the rubber duck which was in front of the camera, and gently as if not to hurt it, places it in the water. The camera cuts back to Mia, as she relaxes in her little army of bubbles, and promotes Dolan the duck to their commanding officer.

Just as she's closing her eyes about to doze off, she notices a pigeon feather floating in the water beside her. Frowning in puzzlement, she notices another one, and then another one. She looks at the window to see if it's open, in case they could have flown in from outside, but it's closed shut.

She picks one out and is about to drop it on the floor, but she notices something stuck to her hand. She looks closer at it and realises that there is a small clump of feathers that almost seem to be growing out of her hand. Her eyes widen in shock, as she looks at her arms, finding that they are also growing feathers.

She screams "what the fuck?!" as she finds that more and more of her body is becoming ever more feather-ridden. She tries to pull an especially large patch off her forearm, but exclaims at the pain, as if they were actually a part of her body.

All of a sudden, she looks at the room around her and says in a hushed panic "everything seems bigger... or I'm... smaller."

She starts shrinking, whilst growing more and more feathers. The only thing she can do now is scream and helplessly flail; and scream and helplessly flail she does.

Horrible cracking, snapping and stretching sounds are audible over the ever-intensifying screams, as she grows a beak, her eyes move to the sides of her head and her spine bends into a curved L shape, as she slowly and painfully transforms into a pigeon.

**And that's all I wrote.**

.