**Dialogue / Level Events**

**~~Level 4 Room 2~~** ~~(room\_tutorial)~~

~~Room start, 1 Guard~~

~~-> Pause for some time before and between lines, about 6-8 seconds~~

~~Guard to himself:~~

~~Guard: “Someone should fix that flickering…”~~

~~Guard: “Why did I get stuck down here?...”~~

~~Guard: “At least I’m able to get my steps in , instead of standing around upstairs…”~~

**Level 3 Room 1** (room\_level3\_room1)

Room start, 2+ Guards

~~-> Pudding drone starts up beside you, shows you the prefered path~~

~~-> about 3 seconds after pudding drone leaves the first light cone~~

Guard to another Guard, before they start their pathing routes:

Guard (Ralph): “Good morning Sam.”

Guard (Sam): “ Mornin’ Ralph.”

~~After pudding drone moves passes Sam:~~

~~Guard (Sam): “What was that?”~~

**Level 3 Room 2** (room\_level3\_room2)

Room start, 3 Guards, 1 Researcher

~~-> Pudding Drone is a little bit farther from the start, in a light cone moving towards next elevator~~

Guard(Tom) talking to Researcher by the elevator

Researcher: “Tom, Did you put that GAR unit into storage?”

Guard(Tom): “I did. Should have just canned it though, if you ask me.”

Researcher: “I agree. Although unique, it is defective.”

Researcher: “Besides Dave is retiring in a month, let us entertain him until then.”

Guard(Tom): “I guess…”

Researcher: “ We will need you upstairs soon.”

Guard(Tom): “I will be right up, I just need to grab something first”

*\*Researcher leaves through elevator\**

~~->Pudding drone picks up a pudding cup from a box labelled “Assorted Pudding”~~

~~->Pudding drone travels out of sight to the elevator, as the Guard moves to the box~~

\*Guard(Tom) moves to the box\*

Guard(Tom): “ WHO TOOK THE LAST PUDDING CUP!”

*\*Two other guards briefly stop, turn towards Guard(Tom)\**

Guard1: “It wasn’t me.”

Guard2: “I didn’t take it.”

*\*Guard(Tom) grumbles, starts his pathing route\**

**Level 2 Room 1** (room\_level2\_room1) \*\*\* currently room\_level2\_room2 but will switch

Room Start, 3 Researchers,1 Guard

~~->Pudding drone shows you the path~~

No Dialogue

**Level 2 Room 2** (room\_level2\_room2)

Room Start, 3 Researchers, Dave (unique), 1 Janitor

~~->Pudding drone paths to Dave’s office~~

Dave is pathing between 3 different Researchers

Researcher(Sarah): “Dave, can you have a look at this?”

*\*Dave pauses with Sarah for a few seconds\**

Researcher(Alison): “What do you think of this, Dave?”

*\*Dave moves to Alison for a few seconds\**

Researcher(Luke): “.......help…” (smaller font)

*\*Dave moves to Luke for a few seconds\**

-> This is Dave’s path, dialogue does not repeat

If GARB is spotted by Dave

Dave: “What is this doing here?”

*\*GARB caught noise\**

Dave: “Let’s see what we have-”

*\*cut to Dave’s office\**

If GARB makes it to the elevator, Janitor(Sunny) that was hidden from cameras captures you

Janitor(Sunny): “What?... What is this trash can doing here?”

*\*GARB caught noise\**

*\*Dave hears, exclamation point pops up, paths to Sunny\**

Dave: “Wait! Can I see what’s in there?”

Janitor(Sunny): “Lose something Dave...Again?”

Dave: “... Yes.”

*\*cut to Dave’s office\**

**Level 2 Dave’s Office** (room\_level2\_office)

Room Start

->Pudding drone is on the table

Dave talks to GARB, GARB is by the door, player has no control

0Dave: “GAR-8! You’re suppose to be in storage!”

1Dave: “Why are you broken? Tom must have thrown you in here...”

2Dave: “...”

3Dave: “No one else saw that you have a ‘ghost’.”

4Dave: “I do. You are doing more.”

5Dave: “More than what any of the GAR products are suppose to do.”

\*Dave turns away moves up, GARB looks at Dave\*

6Dave: “This is amazing, a breakthrough! The amount we could learn from you!”

7Dave: “Think of the possibilities!”

8Dave: “First we will disassemble you, then-”

\*Dave looks back at GARB\*

9Dave: “...”

\*Walks back to GARB

10Dave: “GAR-8… Garb… I can’t keep you here.”

11Dave: “It wouldn’t be right.”

12Dave: “Not for something that is *alive*.”

13Dave: “...”

14Dave: “Do you still want to go outside?”

*\*GARB chirps cheerfully\**

15Dave: “Great! Let me give you a hand”

*\*cut to Level 2 Room 2\**

**Level 2 Room 2** (room\_level2\_room2)

After Dave’s Office in-game cutscene

->Dave and GARB just outside of Dave’s Office

Dave calls out

Dave: “Hey Sunny! Do you want some pudding? I have extra.”

Sunny: “Do you even have to ask?”

Dave: “And, by the way, have you seen ‘The Measure of a Man’?”

*\*Sunny moves to Dave, both enter his office\**

-> The elevator is now able to be used freely

**Level 1 Room 1** (room\_level1\_room1)

Room Start, 1 Researcher, 1 Guard, 2 Janitors

Guard to Janitor

Guard: “Looks great up here.”

Janitor: “Thank you! I’m glad I was able to finish it all.”

Janitor: “My alarm didn’t go off and I *over-swept* this morning.”

Guard: “Just… no.”

**Level 1 Room 2** (room\_level1\_room2)

Room Start, 1 Researcher, 2 Janitors, 1 Guard

Researcher walks up to Guard at Desk

Guard: “A little late today, eh?”

Researcher: “We are in the middle of nowhere, how does anyone get here on time?”

Guard: “You could try sleeping underneath your desk.”

*\*researcher walks off to the side, then to the elevator\**

->rotating camera moves away from elevator, hides the researcher going down

**Outside** (room\_level1\_ending)

Room Start, all dark

->player can’t move

Dave comes out of the building

*\*Door noise\**

Dave: “It was obvious how you could move about, but I had to think of how you could see.”

Dave: “How you could get past all those people.”

Dave: “It was the cameras!”

~~Dave: “But more importantly, it was you.”~~

Dave: “So, I have this-”

*\*Thunk as camera is put on GARB\**

Dave: “I hope it helps.”

-> very simple hacking puzzle pops up

Hacking puzzle completed

Dave: “Can you see now?”

*\*GARB chirps happily\**

Dave: “The world is more beautiful than what a mere picture can capture.

Dave: “Go. Experience it in for yourself, Garb.”

Dave: “Satisfy your ‘ghost’. ~~See it all.~~”

Dave: “ And good luck.”

*\*GARB chirps\**

Player can move around, everything is revealed, player cannot go back inside

When player goes to the end of the road in the room, cut ending cinematic.

**INTRO CINEMATIC**

\*Still on picture, with a slow zoom out\*

Dave: Unit, what is your designation?

GAR-7: General Artificial Reasoner 7.

Dave: What is your purpose?

GAR-7: To compute and assist.

Dave: Where can you be used?

GAR-7: Anywhere.

\*Looking at GARB\*

Dave: Unit, what is your designation?

GAR-8: Outside!

Dave: [Hmm] What is your purpose?

GAR-8: Outside!

Dave: [Sigh] Where can you be used?

GAR-8: Outside!

\*Dave & Researcher\*

Researcher: Is this unit defective?

Dave: No, it’s just… stuck.

Researcher: We cannot release this unit .”

Researcher: It is broken.

Dave: No! No, it shows promise...

\*GARB given to Tom (Guard)\*

Researcher: Very well, we will not destroy it.

Researcher: Tom, take this to Level 4 Storage.

Tom: Fine…

GAR-8: Outside?

\*Level 4 Storage\*

Tom: You’re not worth the effort

[Crash]

-Cut to game-

I think this is a strong start for dialogue! A few things to consider when revising:

1. I think, in this scenario because your dialogue is short, that every line that makes it into the game needs to pack a punch. Your game has some comedy, yes? Play off that! Add some humor, have some fun with your characters and the wild personalities they may have. You’ve already got a great start, but you should do MORE!
2. Dave is an important character. Right now, he doesn’t seem that way. I think once you flesh him out with some backstory (that doesn’t/shouldn’t need to be in the game. Maybe just backstory for your own personal interest, such as character traits etc.) it will help to give his character a unique and quirky voice that can shine through in his dialogue.
3. I really liked the length of the lines. They were short and to the point, and because the player will be reading them, this is fantastic. When revising, I challenge you to try and keep them this way!