The Making of Duality

Scripts

Overcoming ScriptEase

The scripting in Duality is composed of a combination of hand-coded NWScript and ScriptEase auto-generated scripts. To account for the shortcomings and odd behaviour in ScriptEase, we needed a quick way to trigger events in ScriptEase from custom script. The primary way this was accomplished was by having hidden, locked objects be unlocked by NWScript at specific times in order to trigger story point progression.

One main usage is for "On Area Enter" events, which appear to not work properly when executed in ScriptEase but work fine when coded in NWScript. The behaviour is written by hand and attached to the "On Area Enter" area event. At the end of that script, the final instruction is to unlock a hidden object. ScriptEase ties in by watching for when this object is unlocked before continuing. This technique is used in the Final Room and the Mirror Room (Observatory).

Arrays

In the final room, a way to store and access the "Ray of Light" grid was needed. Since NWScript does not natively support arrays, a user by the name of Mr. Figglesworth

implemented a library of functions to simulate arrays, and can be found in the "structs" script in the Final Room. The "init_canvas" and "clear_canvas" scripts utilize these functions to sequentially address all members of an array of light rays.

Gestalt

When we entered into the world of in-game cutscenes, we found timing and motion and anything remotely related to cameras to be painfully difficult. After some internet searching, we came across a user that goes by the name Gestalt. Gestalt provided an erf file full of functions designed specifically for cutscenes. All of his functions include a delay parameter that greatly simplified cutscene creation and timing. Gestalt cutscenes can be seen in the Mirror Room (Observatory) and the Final Room.

Art

The art of Duality consists of colored line work digitally made with a tablet to create cartoon images. The palettes of the images are vibrant the environment is shaded a light gray in order to maintain the motif of the game. The line weight varies depending on distance and heaviness. The shading throughout the images are not blended into one another, except for the night sky in the observatory scene, and the sisters' clothes complement in color.

Sound

About the sounds in Duality

The soundtrack of Duality features five tracks that were composed to complement the narrative and visual elements of the game. The tracks are scored purposefully with a heavy emphasis on piano and strings in order to set an appropriate atmosphere. Duality also features extensive voice-overs that compel players to be fully immersed in the story of the game. The voice-overs are manipulated in order to reflect the characterization in the game. In particular, the shadow features a dual layer of voices to create a tone that is both playful and sinister. An additional track, *Creep*, was composed for use in the game trailer.

Soundtrack

Available [here](#) on SoundCloud

My Beloved	● Title and character theme (twins) ● Featured in opening and ending cutscenes
We	● Leitmotif ● Featured in the central circular room
We the Dark	● Puzzle theme/Leitmotif ● Featured in the observatory puzzle room

At My Heels	● Character theme (shadow) ● Featured in the final confrontation with the shadow
My Beloved~Reprise	● Character theme, piano version ● Featured in the music room cutscenes
Creep	● Gameplay trailer theme ● Plays during gameplay footage montage to elicit suspense

Voice Cast

- Mia…………………………………………………………..……….…Jaclynn Wong
- Kara/Shadow…………………………………………………….…Amy Routledge
- Shadow…………………………………………………………………..Will Alloway