**Scenario writer Tasks « Notes »**

*What’s needed:*

* Prologue Script (AI speech log & scene description )
* Prologue ending scenario + AI speech log
* “Maintenance team arrival” scenario + AI speech log
* “Evacuation” scenario + AI speech log
* “Explosion” scenario + AI speech log
* Mid game AI voice lines ( mainly status notifications )

*keep in mind:*

* The AI’s lines of should feel highly artificial and technical

Like for example (GLaDOS in Portal 2 , Altera AI in Subnautica, GEN1 synths in Fallout 4) .

* When writing the different scenarios you must also describe the changes in the surrounding area (including sounds ).

*REFS:*

[*https://subnautica.fandom.com/wiki/Dialogue*](https://subnautica.fandom.com/wiki/Dialogue)

[*https://theportalwiki.com/wiki/GLaDOS\_voice\_lines*](https://theportalwiki.com/wiki/GLaDOS_voice_lines)