On The Ship Script

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Synopsis

You were sent out on a planet scouting mission to the nearby unexplored planet to see whether its habitable or not for future settlement. On the way back, a stowaway finds its way on your ship, but he isn't the friendly kind either, disrupting your journey back to the outpost. Will you make it back to the outpost? Or will the stowaway make everything go to the worst-case scenario?

Rating: PG-13

The game is a survival, puzzle game with some concepts of violence and death. Therefore, this is rated PG-13 and should not be played by anyone under unless authorized by guardian consent or guardian supervision.

Intro/Prologue

Your ship has entered the atmosphere and the ships interphase indicates everything is stable and well. It's a 2-hour drive from the outpost where you're supposed to deliver the charted map of the new planet that you have been assigned to explore. Supplies are still in stock and it's going to be a smooth cruise you think to yourself. Suddenly, the sensor alarm goes off, indicating multiple objects ahead. Turns out they're just a cluster of asteroids, small but not critical to the ship. You redirect power from the cannons to the forward shields, so they won't damage the hull. The faint noise of the energy shields taking the hit is heard across the cockpit, but nothing to worry about. You keep pressing forward through the asteroid belt eventually, reaching open space. The outpost is still 2 hours away, all being sub light speed of course, though no gate nearby means no lightspeed, so autopilot is the way to go. You decide to close your eyes off while the auto pilot is engaged giving yourself some time to nap.

The loud sound of an alarm going off spooked you up. You look at the time, 14:50, only an hour has gone. The ship has stopped moving, with emergency power switched on. With the outpost being an hour away, knowing you were sent to scout, meaning no human nearby, you're stuck. You must figure out how to get the ship back online and continue the route to the outpost.

Win

You sit back down in your commander's seat and start the engine. The systems start booting up and after the system check, you get the green lit signal. You're ready to continue the journey back to the outpost. Thrusters full power and you're on your way!

Lose

1) No Repair

"You sit back down in your commander's seat and start the engine. The systems start booting up and after nearly finishing the systems check, your interphase starts to light up red, reading SYSTEMS CRITICAL! ABORT! The next thing you hear is a loud explosion, along with the heat coming through the door to be engulfed in flames. The engine wasn't repaired, and it overloaded, causing for a total system failure. The ship exploded. You have died."

2) Death in combat

"The Biter delivered its final blow to you, a bite that resulted in cutting your arm artery. Blood is spilling everywhere, everything is fading black, and you collapse to the floor. No one around you, no way to help yourself, you lay there."

3) Death by Explosion

"You sit back down in your commander's seat and start the engine. The systems start booting up and after nearly finishing the systems check, your interphase starts to light up red, reading: SYSTEMS CRITICAL! ABORT! The next thing you hear is a loud explosion, along with the heat coming through the door to be engulfed in flames. The engine wasn't repaired, and it overloaded, causing for a total system failure. The ship exploded."

Cockpit
1) Engine off

You see the ships control panel in front of the chair indicating there is critical damage at the Engine Room. There's the doorway to the south of the cockpit. The lights are extremely dim, with only emergency lights providing low vision. The button for Start Engine is lit red, ready to be pushed.

2) Engine ON

You see the control panel no longer blinking, it's a clear screen. There's the doorway to the south of the cockpit. The button for Start Engine is lit green, ready to be pushed.

Main Cabin
1) Lantern available

There is the doorway to the west leading into the External Exit, to the east the Sleeping Quarters, Southwest Engine Room, and Southeast the Storage Bay. The Main Cabin consist of a resting area with a couch, a small table, with a responsive lantern on top of it.

2) Lantern Unavailable

There is the doorway to the west leading into the External Exit, to the east the Sleeping Quarters, Southwest Engine Room, and Southeast the Storage Bay. The lantern is no longer on the table.

External Exit
1) First Aid kit available

"You see the ramp adjacent from the entrance to the Main Cabin to the East. There is a first aid kit hung against the wall that can be used for personal use."

2) First Aid kit unavailable

You see the ramp adjacent from the entrance to the Main Cabin. The first aid kit is no longer in its holder."

Sleeping Quarters

1) Rifle available

"You see your bed into the wall, leaving room to walk around. The gun rack holds the energized fusion rifle. The dresser is against the South wall with all your clothes for the journey."

2) Rifle unavailable

You see your bed into the wall, leaving room to walk around. The gun rack is empty. The dresser is against the South wall with all your clothes for the journey."

Storage Bay

Biter is alive

As you walk into the storage bay, you hear loud snapping and crackling noises from the Engine Room to the West.

> If toolbox is not in inventory: Add "The toolbox is sitting against the wall to the south"

> Else: "The toolbox is no longer in its place.

Biter is dead

1) Electric off

You no longer hear the bitter, however the crackling of the wires from the engine is still sounding

If toolbox is not in inventory: Add "The toolbox is sitting against the wall to the south"

Else: "The toolbox is no longer in its place.

2) Electric on

You no longer hear the bitter nor the crackling of wires from the Engine Room. (Add tool detector)

If toolbox is not in inventory: Add "The toolbox is sitting against the wall to the south"

Else: "The toolbox is no longer in its place.

1) **Bitter is alive**

Lantern not in inventory

"As you walk through the doorway, you see lights flickering, looks like wire sparks. Extremely hard to see, but through the light you see a bug like shadow, but no more. The shadow then turns and screeches at you, and before you know it, it leaps towards you."

Lantern in inventory

"As you walk through the doorway, you see lights flickering, looks like wire sparks. You decide to use your lantern and you see it, low to the ground but as big as a rat terrier, 8 legs, 4 on each side, long body with an exoskeleton, its face long and eyes pooping out of its sides so it can see more then what you can. It starts to snarl and runs towards you. You know exactly what it is, an asteroid Biter. Then it leaps towards you."

2) **Biter is dead**

Engine is not repaired

"The biter lays dead on the floor, the wires are still sparking, the engine is still need of repair."

Engine is repaired

The biter lays dead on the floor, the damage of the combat everywhere, with blood on the floor. The engine isn't sparking anymore.

Repair

"You open your toolbox and start tinkering with the engine. After a few mins, the alarm that has been though through the ship shuts off and the main lights illuminate the ship again, while the emergency lights shut off. "

You have died.

Would you like to start over? Y/N: