Dialogue Unit 1

At the end of unit 0 the protagonist acquired a scroll (which contains the worked examples for every question) that allows the protagonist do magic (code/modify the environment) in the books world. The protagonist will learn this ancient magic from the scroll to help him/her find the missing friend that disappeared into the book.

The screen transitions from the protagonists bedroom to the minigame. The character is standing still. The Tutor/Pet speaks. It informs the user that they need to establish a connection between the protagonists body (in the real world) and the protagonists avatar (in the books world).

The tutor opens the first page of the scroll. A worked example shows how ancient magicians used to enchant wild birds to make them sit on their hands (the code for move n steps). The tutor tells the protagonist to use the spell to move his avatar (in the books world). The user moves the avatar 10 steps.

The magicians of the past did not only hold the birds in their hands they had them circling around their settlements as watchdogs. The enchantment used for this is depicted in the scroll (a forever loop). The tutor tells the protagonist to use this spell to make his avatar pace. The avatar is the wrong way around on his way back. The tutor says there was dust on the scroll and blows it away (it now contains set rotation style\*. The avatar is pacing and rotating now.

The tutor tells the user his avatar looks weird and wonders what is wrong with it. There is a pause. Then the tutor says “You look like a picture, not a person. Your not going to blend in looking like that.” The tutor flicks through the scroll.

The ancient magicians had dancing pictures! They would use them to tell stories and at night they would all gather around to watch their dancing pictures on cave walls (we get an image of a group of people in witches hats watching moving cave paintings around a campfire and eating snacks. It looks like a cinema but with magicians in a cave.) The tutor shows how they would make the pictures change (show add next look in a forever loop). The avatar is pacing rotating and animated.\*I think it should not be part of the worked example containing forever loops because it’s a separate concept.

Luna: Great, now that I can walk let’s go find Noodles.

Cat: (sighs) there is a proper way to do this. First, we go to the Temple, where I teach you how to control your powers. You master your powers and THEN you go on a pointless semi-heroic quest.

Luna: I’m not going. I’m going to find Noodles now.

They stare each other down for a moment

Cat: Alright, alright, I guess I can teach you on the way. Show you the real-life applications of learning and all that. Gods. I am getting too old for this. West of the Cairngorm Canyon, North of the dark Forrest there is a clearing. In this clearing an old Magician left his Mirror behind, many years before you were born. The Mirror will tell us where to look for the dog.

Luna: Ok. Let’s go.