9/7/2020

Text Script and Sound Design Document

Contents

Exposition text/ World events:

The game will feature a narrator that will give exposition in the beginning of each chapter of the game as well as during important events such as the final chapter.

Chapter 1

Narrator, beginning of chapter 1: "We begin our journey in Southern Africa in the Savannah, where a baby Rhino has just been born. Taking its first steps in this beautiful new world. The savannah is lush in tall grass and Acacia trees topically found in wet-dry tropical climates"

Chapter 2

Narrator, beginning of chapter 2: "The baby Rhino has just started learning how to find and eat its own food which mainly consist of grass. There is a near lack next to the where the herd have called her home which the baby Rhino can go for water."

Chapter 4

Narrator, middle of chapter 4: "The Rhino has just spotted a Game Ranger for the first time in his life. Unsure of what it is, the Rhino walks closer to inspect the ranger."

Character dialogue:

Chapter 4

Game Ranger talking to the Rhino: "Hello there, buddy, why look at how big you've grown. Looking all healthy", Ranger chuckles.

Game Ranger talking to passengers: "If you take a look to the left you will notice a herd of Rhinos and if you take look at the closest Rhino, that one is my favourite Rhino."

Passenger 1: "Why is he your favourite Rhino?"

Passenger 2 out of astonishment: "Is it because he has that beautiful horn?"

Game Ranger: "Besides the beautiful horn I watched him grow up from a distance and he has turned out to be such a magnificent creature."

Type of Sound

Background music: forest Wind (Zapsplat, n.d.)

Main menu music: Wind, forest, tree creak, close, Azores (Zapsplat, n.d.)

Birds Chirping: (Zapsplat, n.d.)

Rhino noises: Rhinoceros, grunt, grumble (Zapsplat, n.d.)