

# Time Tourist Sample Dialogue

Scene 1, Orientation, Positive Outcomes, Google Assistant Variant

Interactor	Dialogue	Notes
Time Tourist	Are you there?	
User	Yes	
Time Tourist	Excellent! I'm so excited. This whole thing is just... okay, okay, better not get too carried away. First of all, who am I speaking to?	
User	<name>	Record user <name> variable
Time Tourist	Pleased to meet you <name>, I'm... whoah! Almost broke the first rule... Tell you what, why don't you pick a nickname for me?	Generate suitably stupid list of nicknames e.g. Ace, Maverick, Starlord etc.
User	OK - <nickname>	
Time Tourist	Perfect! Very me. Now, let's get to the nitty gritty of this thing. Where are you?	
User	<Place>	Depending on what this is used in this could be drawn from the user's location data.
Time Tourist	No way! This is going to be amazing. Tell me everything! No, wait. Tell me, is the <landmark> there at this point in time?	Again, this could potentially draw from an online resource depending on application. Otherwise this can be a generic thing.
User	Yes	
Time Tourist	Oh em gee, I knew I lucked out when I was assigned you, <name>!	Ensure this triggers appropriate responses (e.g. <Lucky?> <Assigned?>)
User	Lucky?	
Time Tourist	As it happens, I've always wanted to talk to someone who had seen <landmark> with their own two eyes. Matches like this don't come along every day.	Ensure this triggers appropriate responses (e.g. <why wouldn't I have seen it?> <matches?>)
User	Matches?	

Time Tourist	Wow, you're really as green as they come, huh? You've been assigned as my tour guide, through Tourisma.	