Quest/Narrative Design Document
"Music Agency in Video Games"

Group Members (Students)

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Introduction

This document was used as a way to collaboratively work out the narrative of the game. I.e. We used this document to write the story, interrogate the themes and structure the quests from both a narrative and gameplay perspective. The final submitted document you are currently reading serves as a story synopsis and detailed description of the final game's story and gameplay setpieces. For more information on the general game design process, please refer to the *Game Design Document*[1].

Game Title

Main Story Synopsis:

Pre war: After a global crisis, many nurses and doctors lost their lives for the sole purpose of assisting those in need. One of the unfortunate lives that were lost was the wife of Dr Erin, a world renowned medical engineer. This led her to create Medic Bots to aid in assisting hospitals with highly contagious diseases in future. The process of creating these Medic Bots took Dr Erin about 20 years and eventually in 2060, they were ready for mass production and ready to be put in service. With the advancements of robotics over the years after, humans began to get greedy and lazy. Most physical and manual labour was then

done by the sleepless and durable robots. Shortly the robots, through self learning, began to resent humans and stop working. Major corporations that Dr Erin worked for now hounded him for the patent to remove the self learning capabilities that the robots now have. Dr Francois refused these corporations for many years, until one unfortunate day he had died in his sleep at the age of 68. Now that he is dead, the corporation bought out his patent for the robots and authorities discovered Dr Erin's one secret - his own personal Medic Robot 808 that he continuously tweaked in order to replicate the same loving nature and care that his wife had for those in need.

War - Upon trying to remove the self learning abilities of the robots after Dr Erin's death, the corporation overrided the compassionEmpathy.scrpt file of the robots leading them to become increasingly more dangerous and deadly. Now that the robots have no care for any human, and are aware of the ill treatment that they had received, they declared war. Due to the destruction of the planet as well as humans' overall laziness, the rich and powerful fled the planet first leaving the middle class or poor humans to either die or try to survive hidden for the rest of their lives.

Post war (2067) - Earth is now overtaken by robots. With the declining climate and environment, there were now increased electrical storms which desensitised the robots to sense humans. Humans learnt to follow and live in these electrical storms and seas to keep the robots at bay, until an asteroid hits earth and wipes out 75 % of the planet including many robots and humans. Medical Robot 808, through the radiation of the asteroid reverts back to his factory settings and for the first time in a while, is able to see the devastation around him. Through trying to search through debris for any survivors, he stumbles upon a human named Kate and promises to protect her from the other living robots.

Themes:

The main theme of this game is **EMPATHY**, more specifically the *development of empathy (in 808)* and the *destruction caused by the lack of empathy in our world*. In the world of the game, it is implied that all humans have left Earth and that the robots that remained, fixed the planet in their absence. It was human's lack of empathy that destroyed the planet, and it is the robots' lack of empathy that puts the injured human in danger. However it is 808's development of empathy that leads to a brighter future.

Full Map for reference:
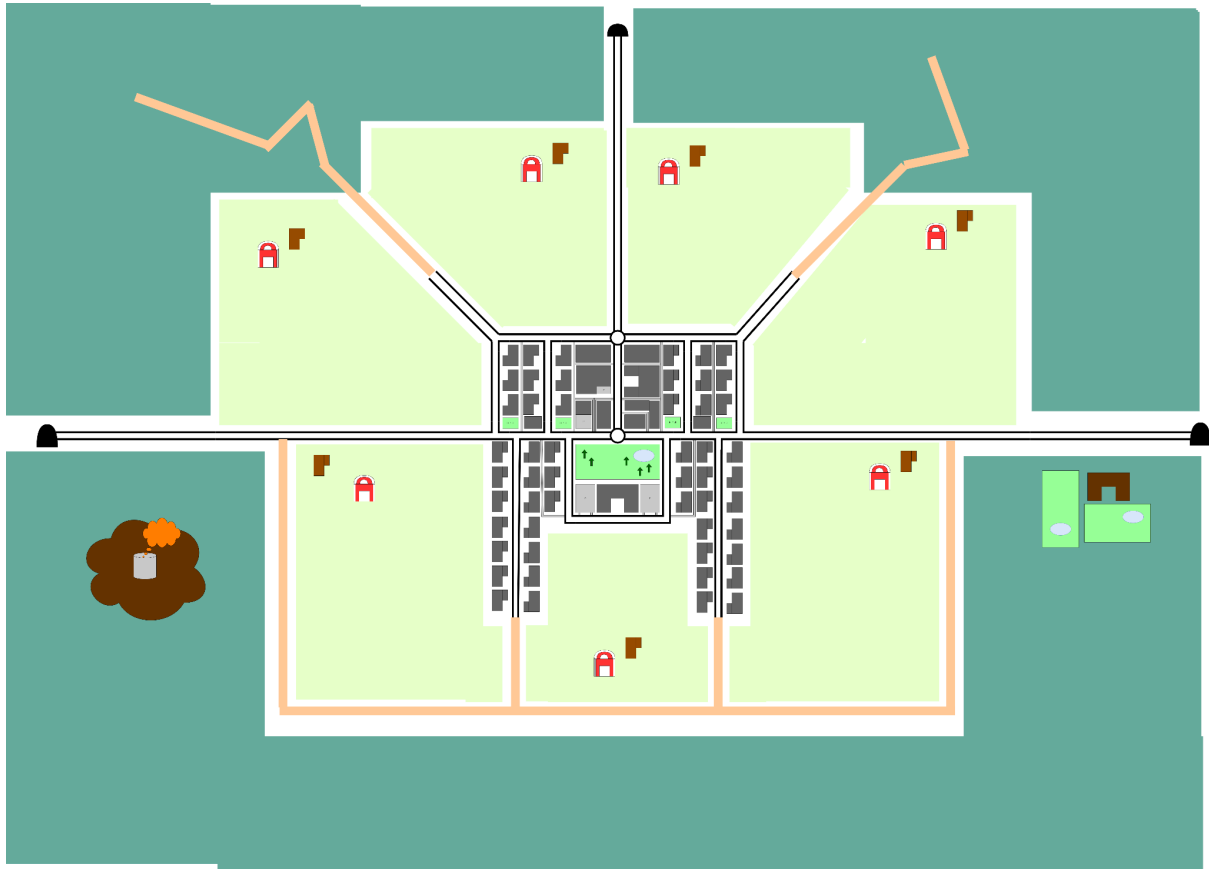
Main Quests:

Main Quest 1: "Close Encounter"

This quest serves as an introduction to the game and the two main characters, 808 and Kate.

Cutscene 1:

- Electrical Storm starts to dissipate
- "Meteor" crashed to Earth
- Debris everywhere
- A robot's eyes boot up, zoom out and see more robots lying, deactivated, on the ground
- Camera pans to the wreckage, some distance away.
- From wreckage, a injured human emerges and sees the robot, 808
- The robot, reaches their hand out towards the human

- Then the human flees. She is scared of the robot.
- Gameplay starts: A "chase" sequence

Gameplay

- "Chase" mission
- The injured human runs from crater site to safehouse (Barn)
- You as the player, follows her

Human will maintain a set path, and will remain at a coded minimum distance from the player. (IF distance < 10, THEN continue along rail-path)

- Tutorial Prompt:
  - WASD to walk
  - Mouse to use look around

- COMBAT on main road
- Just a few Enemy robots attack (melee-type)
- Tutorial Prompt:
  - Hold Left mouse click for melee spin attack
  - Hold Right mouse click to aim for ranged attack
  - Hold both Right and Left mouse click to fire lasers
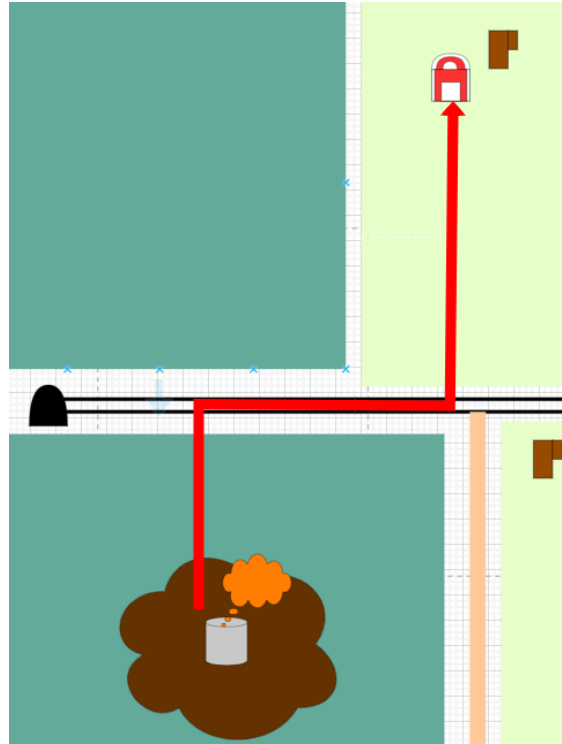
After combat, running from main road to barn, dialogue ensues (*during gameplay*)

> INJURED HUMAN (KATE)
> (*Confused*)If you're going to kill me just do it already!

> 808
> (*Resolute*)Kill. You? Why. Would. 808. Kill. Doctor. Erin?

> INJURED HUMAN (KATE)

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> (*Confused*)All robots want humans
> dead nowadays! Wait, did you say
> Erin?

> 808
> (*Overridden with medical
> subroutine*) You. Require.
> Medical. Assistance.

Player reaches the barn with the human, triggering a cutscene.

Cutscene 2:

FADE IN (EXT. BARN - FRONT OF BARN)

At the barn door, the robot drops the human off.

> INJURED HUMAN (KATE)
> (*Looks back at the Robot*) So
> you're not going to kill me?
> Thanks.. I guess

> 808
> (*Coldy moving away*) Stay. Here.
> Stay. Out. Of. Site.

> INJURED HUMAN (KATE)
> (*Concerned*) Wait! Where are you
> going?

> 808
> (*Calculating*) Human. Injured.
> Requires. Medical. Supplies.
> (*Pause*) Additionally. Humans.
> Require. Nutritional.
> Sustenance. For. Survival.
> (*Pause*) Stay. Here. Stay. Out.
> Of. Site.

> INJURED HUMAN (KATE)
> I sort-of get not killing me,
> but why in the hell would you
> help me further?

> 808
> (*Repeating script*) Human.
> Injured. Requires. Medical.
> Supplies. (*Pause*) Additionally.
> Humans. Require. Nutritional.

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```
                    Sustenance. For. Survival.
                    (Pause) Stay. Here. Stay. Out.
                    Of. Site. (Continues to float
                    away)

                         INJURED HUMAN (KATE)
                    Can you at least tell me your
                    name?

                              808
                    Designated. Serial. Number.
                    Follows. (Pause) Eight. Zero.
                    Eight.

                         INJURED HUMAN (KATE)
                    Thanks for helping me
                    (Recreating the robotic voice)
                    "Eight. Zero. Eight." My name is
                    Kate.
```

808 coldly floats away, seemingly ignoring KATE. This now
leads to the open world, where the next main mission will
appear on the map. The player can immediately go to the
mission, or explore (any quest specific invisible walls have
been disabled).

Main Quest 2: "Sustenance. For. Survival."

This quest will serve as the tutorial for flying.

Gameplay

```
                              808
                    Must. Intercept. Care-Packages.
                    Before. Packages. Make.
                    Landfall. Engage. Maximum.
                    Thrust.
```

- Tutorial Prompt:
    - Press Space To Jump
    - Double Press Space while in the air to
      engage/disengage flight mode.
    - Fly towards falling packages and collect them before
      they reach the ground.
    - Collected 0 / 10

When 10 packages are collected, play cutscene.

Cutscene 3:

Black screen (only audio)

```
                     808
          Sustenance. And. Medical.
          Supplies. Collected. Returning.
          To. Designation. Kate.
```

FADE IN (INT. MANSION - BIG HALL WITH STAIRCASE)

"Butler" robot, 427, on the ground floor gets the attention of
a shadowed figure atop the grand staircase.

```
                     427
          (Rushed) Sir. Care-Packages.
          Intercepted. By. Rogue. Bot.

            SHADOWED FIGURE (001)
          (Coldly)Find. The. Defect. And…
          (In a more natural voice) that
          filthy human…
```

The player is put back into the open world, the next main
quest is at the original barn.

**Note: the "BIG HALL WITH STAIRCASE" will be the final boss
arena.**

Main Quest 3: "The Bug called 'Empathy'"

In this quest, 808's speech patterns will become more natural, as his empathy protocol
(compassionEmpathy.scrpt) starts to reactivate.

Cutscene 4:

FADE IN (EXT. BARN - FRONT OF BARN)

At the barn door, 808 delivers the supplies

                    808
          Obtained. Supplies.
          Administering. Health-Kit.
          (*Starts to move over her arm, to
          help her*)

                    KATE
          (*Jokingly*) Hello to you too!

                    808
          Please. Eat. You really need to
          eat.

                    KATE
          (Jokingly) So you're really not
          trying to kill me?

                    808
          Eat.

FADE OUT
FADE IN (INT. MANSION - BIG HALL WITH STAIRCASE)

In this scene, the antagonists will incite a combat encounter
at the Barn.

                    427
          Sir. Defect. Followed. Human.
          Found.

                    SHADOWED FIGURE (001)
          Excellent, send a team to
          destroy them both.

FADE OUT

Gameplay

- Objective: PROTECT KATE
- Tutorial Prompt:
    - Hold Left mouse click for melee spin attack
    - Hold Right mouse click to aim for ranged attack
    - Hold both Right and Left mouse click to fire lasers

Multiple waves of enemies spawn near the barn (maybe the fall
from sky). When 5 waves are defeated, play cutscene.

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Cutscene 5:

FADE IN (EXT. BARN - FRONT OF BARN)

At the barn door, 808 floats towards Kate and Initiates dialogue.

> 808
> Location. Compromised. We. Must.
> Leave. (*Pauses*) I need to get
> you somewhere safe.

> KATE
> My notes on this town said there
> was the coffee shop called the
> "Pincer," y'know the one with a
> theatre in the back?

> 808
> That place is not safe enough. I
> have to protect you!

> KATE
> Ever since the theatre closed
> down, back in the "human days of
> old," my grandmother Erin set up
> a laboratory there. It is
> probably the safest place in the
> entire town. So… **don't worry**.
> I'll be okay 808.

> 808
> (*Pauses*) I… okay… Target.
> Location. Set. The. Pincer.

They both go off-screen.

FADE OUT

Gameplay

- Objective: Walk with KATE
- Tutorial Prompt:
  - No need to rush

Kate and 808 walk from the barn to the main town area.

```
                    KATE
        You're not starting to worry
        about lil' ol' me. Are you?

                    808
        No! That's just my
        compassionEmpathy.scrpt file
        acting up!

                    KATE
        Sure thing, Bob.

                    808
        Call me that again and I'll
        deactivate this bug-ridden code
        in my system.

                    KATE
        That's not a bug, it's
        definitely a feature, (Pauses)
        Bob.
```

Once you reach the coffee shop, the quest ends and the final
line of dialogue plays.

```
                    KATE
        I'll head inside, so long. You
        go out and explore if you want.
        To keep up appearances. Or you
        can just (mockingly) "Follow.
        Me. Inside"
```

Main Quest 4: "The Feature called 'Empathy'"

In this quest an electrical storm disables 808, and Kate must help it this time.
You play as Kate in this mission, with limited controls.

- Kate can't fly
- Kate can't use melee attack
- She made a small floating drone to follow her and shoot enemies.

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Cutscene 6:

FADE IN (INT. THEATRE- A LAB SET UP ON STAGE)

A thunderstorm is heard outside.

                    KATE
          (Stops working on lab equipment)
          An electrical storm? Oh no…808!

                    808
          What's wrong? We're indoors.

                    KATE
          Ummm… This lab, as many… let's
          say experiments. (*Pauses*)
          Experiments that involve
          lightning rods… to study the
          effects of electrical storms on
          units such as yourself.

                    808
          Ah cra….

Lightning strikes the coffee shop.

                    KATE
          808!!! (*Leans over him, while
          he's shutting down*) No. No. No.

                    808
          Entering. Safe. Mode.

FADE OUT

Gameplay

- Tutorial Prompt:
    - Walk/run towards fallen packages and collect them off of the ground before enemy robots intercept them.
    - Collected 0 / 10

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(after cutscene)
>   KATE
> I have to help him. There are
> some packages around town that
> he didn't collect on his flying
> excursion getting my supplies.

(after 2 is collected)
>   KATE
> I still need more supplies.

(after 4 is collected)
>   KATE
> I can't let him down.

(after 7 is collected)
>   KATE
> I can't let him die!

(after 10 is collected)
>   KATE
> Okay, that's enough, back to the
> lab! I have to save him.

After 10 packages are collected, a trigger for the end of the
quest appears at the coffee shop door

Cutscene 7:

FADE IN (INT. THEATRE- A LAB SET UP ON STAGE)

808 wakes up.

                    KATE
808?! (*Grunts angrily*) Wake up,
come on! Ahhh come on Bob!
(*Starts Sobbing*)

                    808
… (*Boots up*)

                    KATE
Please! I need you! DO YOU HEAR
ME? Kate needs 808!

                    808
… Kate. Needs. 808.

                    KATE

(Overjoyed) Oh you stupid robot,
you had me worried! (Embraces
808) Bob, are you okay?

                    808
Does. Kate. Require. Medical…
What did I say about calling me
Bob!

                    KATE
(Laughs) Welcome back.

FADE OUT
FADE IN (INT. MANSION - BIG HALL WITH STAIRCASE)

In this scene, the antagonists will set up the final mission

                    427
Sir. Defect. And. Human. Not.
Found.

               SHADOWED FIGURE (001)
(*Throws coffee cup at 427*)
Elaborate. Explain!

                    427
ERROR. 808. NOT. FOUND.

               SHADOWED FIGURE (001)
(*Scough noise*) Fine. I'll. Do.
It. Myself. (*Pauses*) 427. Send.
An. Invite. To. All. Bots. In.

```
            The. Area. (Pauses) There. Is.
            A. Party. Being. Thrown. At.
            The. Mansion.

FADE OUT
```

Main Quest 5: "All for 001, 001 for All"

In this quest, the final fight in the grand-staircase room, against 001 will happen. 808 will walk to the "party" as Kate radios in to tell him it's a trap. 808 knows and needs to protect Kate and, by extension, Dr Erin's legacy.

Gameplay:

Quest start trigger is down the road, a ways from the mansion. This will allow some dialogue to play out between Kate and 808.

- Objective: Go to "the party" at the mansion
- Tutorial Prompt:
    - Probably a trap

```
Dialogue ensues as the player moves down the street towards
the mansion.

                Kate (over radio)
        Where are you? You're… You're
        not going to that party-thing
        001 is talking about on every
        channel?

                808
        (Sarcastically) I would never.

                Kate (over radio)
        You do realise it is probably…
        no, DEFINITELY a trap!

                808
        I do, it is also an opportunity.

                Kate (over radio)
        An opportunity to DIE, Bob! To
        be permanently deleted from this
        world TO PUT IT IN ROBOT TERMS!

                808
        It's an opportunity to actually
        meet 001, and stop him. This
        "party" is a trap, but not for
        me.
```

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> **Kate (over radio)**
> No, no… It is definitely a trap for you. You… Specifically.

> **808**
> It's actually probably a trap for you too, hence me not telling you I'm going.

> **Kate (over radio)**
> That Lighting bolt fried your circuits worse than I thought! GET BACK HERE RIGHT NOW!

> **808**
> I need to protect you.
> (*Coldy*) Stay. There. Stay. Out. Of. Site. Combat. Protocol. Engaged.

> **Kate (over radio)**
> Bob, no! Stop!

> **808**
> Goodbye, Kate.

> (Cuts off radio)

When reaching the mansion, a trigger starts a cutscene, then teleports the player to the interior of the mansion - located underneath the map.

Cutscene 8:

FADE IN (INT. MANSION - BIG HALL WITH STAIRCASE)

> **427**
> Greetings. Provide. Designation?

> **808**
> Eight. Zero. Eight.

> **427**
> (*Silently backs off, then once at a distance from 808, speeds away*) Master. Master. Master. "Guest. Of. Honour. Has. Arrived."

                    001
          Yes. Yes. Very. Good. Carry. On.
          As. You. Were. 427.

                    427
          Yes. Master. (*Dusts the walls
          profusely*)

                    808
          So… ummm… not a lot of people
          showed up for your party.
          Bummer.

                    001
          Please. Decrease. Your. Humour.
          Setting. By. At. Least. 30%.
          Thank. You.

                    808
          I guess this is the part where
          we have some sort of big final
          boss fight. Just you and me? Or
          let's just hug it out!

                    001
          Silence. Empath. We. Will.
          Fight. Now. HOWEVER. (*Pauses*)
          It. won't. Be. Just. You. And. I

          (More enemies show up behind
          808)

                    808
          ***Oh* …[BEEP]**

FADE OUT

Gameplay: Boss Fight

808 fights 001 and waves of enemies
Once 001's health is at zero zero zero, haha, the final cutscene plays.

Cutscene 9:

FADE IN (INT. MANSION - BIG HALL WITH STAIRCASE)
Kate bursts in and destroys a few lingering enemies. 427,
slowly approaches 808 from behind, but Kate stops him.

                    808
You're here? Ahem… You're here.
Good. Just as I was expecting.
Couldn't have done this without
you, Bob.

                    Kate
Huh… You do realise… I called
you "Bob" because your actual
name is 8.0.8? As in B.O.B.

                    808
It is quite literally not in my
programming to be able to notice
your derivation of my nickname.
Y'know, this kind of
discrimination against bots is
what caused the war in the first
place! (*Looks silently at Kate*)

                    Kate
(*Looks silently back at 808*)

                    BOTH
(Laughs)

                    001
Please. Shut. Up. You. Two.

                    427
Master. No. More. Speaking.
Lines. For. Us. We. Lost.

(001 and 427 dies)

                    808
So… meet you back at the Pincer?

                    Kate
(*Mockingly*) Affirmative. Much.
Work. To. Be. Done.

FADE OUT

CREDITS PLAY

Side Quests

Side Quest 1: "The Gang Gets More Robots"

In this quest, you come across 5 robots (101, 111, 033, 013, 777) that run a bar together. These robots do not work together well, and soon enough, chaos ensues. This quest is inspired by the show "It's always sunny in Philadelphia" and its characters.

They are arguing, because the janitor bot locked them all out of the bar. Whilst they are arguing, waves of enemies that hate 'the gang' attack. (maybe kill the gang yourself???)

Dialogue:

```
                    808
          Hello. I. Am. ---
                    777
          Oh. And. Another. Thing. 111.
          And. 101. You. Are. Unreliable.
          Child-Bots. You. Two. Are. Only.
          Waiting. For. Me. To. Become.
          Obsolete. So. That. You. Can.
          Inherent. My. Spare. Parts. And.
          Data.

                    101
          Nobody. Wants. Your. Spare.
          Parts. 777. You. Are. ---

                    111
          Shut. Up. 101. I. Can. Speak.
          For. Myself. (Pauses) Nobody.
          Wants. Your. Spare. Parts. 777.
          You. Are. A. Terrible.
          Unit-Model. That. Should. Have.
          Never. Been. Made. You. Are.
          Without. A. Doubt. The. Worst.
          ---

                    033
          Umm... Guys. We. Have. An.
          Issue.

                    111
          Can't. You. See. I'm. Busy.
          Humiliating. My. Parent-Bot.
          Where. Was. I. Oh. Yeah. ---
```

033
013. Locked. Us. Out. Of. The.
Bar.

                    111
I. Don't. Care. It's, Not. Like.
Robots. Drink. Anyway. Just.
Let. Me. ---

                    013
I. Did. No. Such. Thing. I.
Secured. The. Location. Just.
Like. 033. Asked. Me. Too.
Because. He. Is. Scared. Of.
That. Human. On. The. News.

                    808
Umm... Hello?

                    033
I. Am. Not. Scared. Of.
Anything. You. Stupid. Bot. You.
Can't. Even. Keep. Track. Of.
The. Keys. And. Is. Your. Only.
Directrive.

SPAWN ENEMIES
            The Gang
(Arguing amongst themselves)

                    808
A little help

                    013
Oh. And. Who. Are. These. Bots?
Huh?

                    777
They. Are. The. New. Staff. I.
Hired. Oh. By. The. Way. You're.
All. Fired.

                    101
You. Can't. Fire. Us. We're.
Family.

                    111

```
                    Shut. Up. 101. I. Can. Speak.
                    For. Myself. You. Can't. Fire.
                    Us. We're. Family. You. Vile.
                    Parent-Bot.

                              777
                    You. Have. A. Real. Way. With.
                    Words. Don't. You. 111.

                              808
                    HELP!
```

END QUEST

Side Quest 2: "Getting the 8.A.N.D back together"

In this quest you go and talk to other robots with names that start and end with the number 8. Each robot will like a different genre of music that the game offers. You have to switch the music settings to match their preferences. Once 808 completes this journey, all of these band members will hang out at the barn where Kate stays.

Dialogue:

```
                 Player has correct
               music options enabled
                    Band Member
          I. Like. Your. Taste. In. Music.
          I'll. Re-join. To. The. 8-A-N-D.
                Player has incorrect
               music options enabled
                         818
          While. I. EXPLORE. I. Always.
          Leave. My. Synthesiser's.
          Settings. On. DEFAULT. A.K.A.
          The. Best. Setting.

                         828
          I. Love. The. Sounds. Of. A.
          DUEL. In. Those. Old. Human.
          WESTERN. Movies. I. Wonder. If.
          My. Banjo. Can. Recreate. That.
          Soundscape.

                         838
          The. Path. To. VICTORY. Is.
          Pathed. By. CLASSICAL. Piano.
```

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```
                            Melodies.

                      848
Remember. Those. DEATH. Screens.
In. Those. Old. RETRO. Games. I.
Can. Make. Those. Tunes. With.
My. Voice-Box-Unit.

                      858
My. ARTIFICIAL. INTELLIGENCE.
Can. Create. Interesting.
STORIES. For. The. Background.
Vocals.

                      868
With. My. Drumming. The. Music.
Will. Give. The. Feeling. Of.
EXPLORING. The. Old. Earth.
Land-mass. 'AFRICA.' Did. You.
Know. This. Town. Was. Built.
In. Africa. Shortly.
Before........

                      878
Nothing. Better. Than. An.
ACOUSTIC. Guitar. As. A.
Backtrack. For. A. Good. Story.



                    8-A-N-D
Thanks. For. Bringing. Us. Back.
Together.
```

Side Quest 3: "A real life human"

In this quest, you find a robot, 113, claiming to have found a 'real life human' in a crater near the town. The robot goes on to claim that it helped this human and hid them away somewhere in town. Upon investigating this 'human', 808 finds a scarecrow and 113 gets killed by law enforcement for harbouring a human.

Dialogue:

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```
                    113
Hello. Designation. 808. I.
Have. Found. A. Real. Human.

                    808
What? Elaborate.

                    113
It. Is. In. The. Crater. Down.
There. Right. Now.

                    808
There. Is. Another?

                    113
'Another'? Elaborate.

                    808
Goodbye. Must. Investigate.
```
SPAWN ENEMIES

Side Quest 4: "The butler-bot did it - a parable"

The butler-bot, 427, and needs your help (unaware that 808 is the defective bot that rescued a human). This quest is inspired by the game "The Stanley Parable" since it will feature some player choice and the butler will fulfil the role of the narrator that the player listens to or ignores.

The player will get to a set of two open doors, and the butler will tell the player to go through the door on the left. If the player goes through the left door, the butler will be happy and thanks 808 for getting 001's "rear-axle lubricant." If the player goes through the right door, the butler will get angry and a combat encounter will start. Once the combat encounter is done, the butler would have disappeared (since he is required for the main story).

Dialogue:

                    427
Good. You. Are. Here. Please.
Complete. Designated. Task.

                    808
Elaborate. Term. 'Designated.
Task.'

                    427
The. Help. Are. Getting. Less.
Helpful. Each. Cycle. It. Seems.
Designated. Task. Description.
Follows. Obtain. Rear. Axle.
Lubricant. For. Mayor. Bot. 001.

                    808
Affirmative.

CORRECT PATH
        427 (as Narrator)
When. 808. Came. To. A. Set. Of.
Two. Open. Doors. 808. Took.
The. Door. On. Its. Left.

        427 (as Narrator)
808. Continued. Towards. The.
Storage. Room. Where. It. Found.
Two. Unique. Containers. 808.
Picked. Up. The. Blue.
Container.

        427 (as Narrator)
This. Container. Is. Labelled.
Rear-Axle-Lubricant. 808.
Proceeded. To. Give. It. To.
427. (*Pause*)
808. Performed. Exceptionally.
It. Must. Increase. Its.
Proud-Parameter. By. 22%

Back on Track PATH
        427 (as Narrator)
When. 808. Came. To. A. Set. Of.
Two. Open. Doors. 808. Took.
The. Door. On. Its. Left.

        427 (as Narrator)
808. Took. The. Wrong. Way. 808.

Knew. It. Was. Disobeying.
Orders. However. 808. Can.
Still. Get. Back. On Track. By.
Turning. Left.

      427 (as Narrator)
808. Got. Back. On Track.
Towards. The. Storage. Room.
Where. It. Found. Two.
Containers. 808. Picked. Up.
The. Blue. Container. Obey.
This. Time.

    (Same choice as before)

      WRONG PATH
      427 (as Narrator)
When. 808. Came. To. A. Set. Of.
Two. Open. Doors. 808. Took.
The. Door. On. Its. Left.

      427 (as Narrator)
808. Took. The. Wrong. Way. 808.
Knew. It. Was. Disobeying.
Orders. However. 808. Can.
Still. Get. Back. On Track. By.
Turning. Left.

      427 (as Narrator)
808. Fine. Here. Is. Some.
Enemies. I. Guess... And. 808.
Died. Horribly.

(Enemies Spawn)

    Incorrect Container PATH
  (Similar to Correct and Back on
      Track paths)

      427 (as Narrator)
This. Container. Is. Labelled.
'Rear-Acid-Dissolvent.' 808.
Thought. He. Could. Pull. A.
Prank. On. 001. 808. Was.
Incorrect.

(Enemies Spawn)

Side Quest 5: "Fetch Quest"

In this quest, the player must collect falling care-packages again, but many more than 10 this time. Initially the tutorial prompt will indicate "0/20 collected" but whenever the player gets close to the target number, the target number doubles, while the quest-giver says "Oh, can you just collect a couple more, thank you". The quest only ends when 808 attacks the quest giver, 999.

References

[1]   J-F. Retief, M. Braam, (2024), 'Game Design Document "Music Agency in Video Games"', Unpublished Internal Development Document