Player: Welcome! How may I help you?

NPCs: (from “Walking into office”)

Player: Sure! May I see your particulars?

NPCs: Here. All these are what you need from me right?

Player: Yup. Thanks. Would you be so kind as to wait for a bit over there while I find the best options for you?

NPCs: Ok.

(Player will now look at the information of the NPCs and what they have to choose the best option for the NPCs)

(After waiting for 1 minute)

NPCs: (from green in “Waiting for reply”)

(After waiting for 2 minutes)

NPCs: (from yellow in “Waiting for reply”)

(After waiting for 3 minutes)

NPCs: (from red in “Waiting for reply”)

(Player when done)

Player: Here you go, this is the recommended option that should best suit your situation. Thanks for visiting!

(NPCs will take a look at the papers returned to them before making a statement and leaving)

(Best option chosen for them)

NPCs: (from green in “Leaving”)

(Average option chosen for them)

NPCs: (from yellow in “Leaving”)

(Worst option chosen for them)

NPCs: (from red in “Leaving”)

|  |  |
| --- | --- |
| Man | Woman |
| Walking into office | |
| I want to get a flat for me and my wife | I want to get a flat for me and my husband |
| I’ve been thinking about getting a house | Does this place give advices on getting a house |
| Here teach how to get house right? | I want a roof over my head, but I need some help |
| Waiting for reply | |
| How long left ah? | How much time will it take? |
| Will the results be out soon? | Must wait long anot? |
| Wow, take so long. | I’m busy, could you hurry it up? |
| I have things to take care of. | Please faster can anot. |
| Oi, why so slow. Grandma faster. | I really need to go, could you get it done now? |
| This is taking way too long, are you really a professional? | So slow until like turtle. Waste my time. You know time like gold eh. |
| Leaving | |
| Thanks, I will go apply now. | Thank you, I knew it would be a good idea to visit. |
| Thank you, you have helped me a lot. | Next time, I will also recommend your service to my friends. |
| You sure? Looks a bit not good ah. Thanks anyways. | Thanks … … |
| This better be the best option … … | This should do it. Thanks for the help. |
| Oi, this deal look so bad you want me apply! Crazy isit. | You better not be tricking me. I will sue you. |
| Have you really taken into account of my background, or are you just hurrying to get the job done? | Even I don’t understand still can tell this is bad, I’m not coming back ever. |

|  |
| --- |
| Indication |
| Good |
| Okay |
| Bad |

|  |  |  |
| --- | --- | --- |
| Interaction | Dialogue Option | NPCs Reply |
| 1  Start of conversation | Sure, may I see your particulars? | Here. These are what you need right. (Hands over some papers) |
| Right. Here you go. (Hands over some papers) |
| What kind of housing would you like? | I would like a *“number of rooms”* flat, at *“location”*, my budget is *“$$$”* |
| How are you today? | Why are you asking me this. |
| What? I’m good today, can we get to the actual business |
| 2  End of conversation | Here you go, this is the recommended option that should best suit your situation. Thanks for visiting! | Thank you. I’ll take a look at it now. |
| Thanks for the suggestion. |
| Nah, this is what I think best for you. | Rude… |
| Thanks… |
| There. You happy now?!? | Do know what how to treat customers! |
| Your parents never teach you manners isit. |

Recommended way of doing 1, when players click on either green one, and the npc has finished their lines, bring them back to the option select, but remove the selected option. If player clicks on the red option, bring them back to the option select but remove the red option. Move on when both green options have been selected.