

ASK the writers:

Loud Speaker Voice?
Other characters?
Inner monologue?

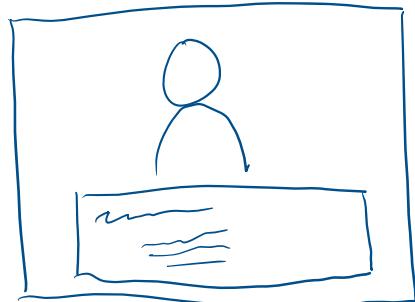
- Is there dialogue / inner monologue present at any point in the game?
- Is there Verbal interaction between characters?
- Is there text/description data associated with clues?

↳ Last of Us

↳ Life is Strange

- If we interact with characters, or hear them speak, is there a text pop-up on screen?

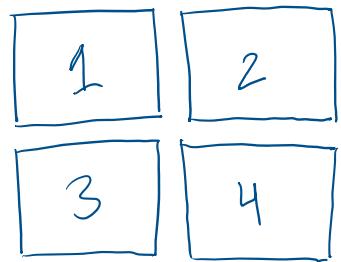
- If so, does this "freeze" the screen/movement for a second?



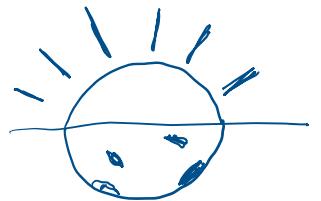
↳ Think of Fallout: New Vegas dialogue interaction.

- Is there branching dialogue / storyline that is impacted by clues, dialogue, or actions?

- Can we get a Storyboard / sketch of what the interaction process looks like for players? Is there HUD Pop-ups at all?

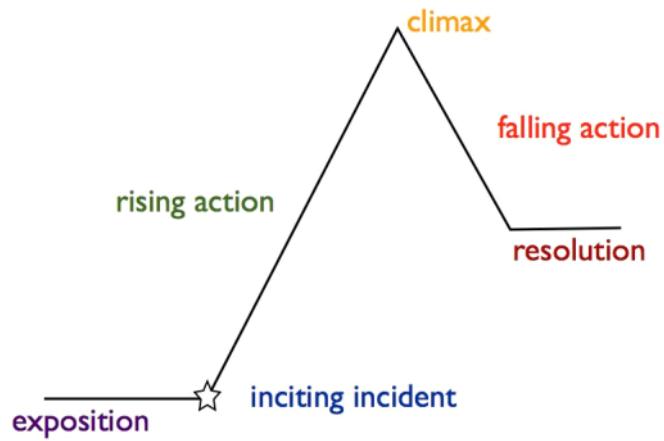


- We need a general idea of where this game is going.



- How does each day progress?
- What changes from day-to-day?
- What's the end of the game?
 - Are there different endings?
 - How is the ending presented to the player?
 - How are we closing the loop on the Storyline, its lore, & its clues?

freytag's pyramid



- Do all clues need to be discovered to complete the game?
- Is there a fixed timeline as to how the game progresses?
 - ↳ Fixed Story: The Last of Us
 - ↳ Storyline is consistent, every player has the same experience.
 - ↳ Flexible Story: Fallout
 - ↳ RPG storyline that changes based on decisions. Can have multiple different playthroughs.

Ask / Tell the Artists:

- Low priority, but on their radar: Might need a loud speaker / PA system if we have the voice yelling instructions / feedback.
 - This is also important for where in the scene the audio is coming from.
- How are they keeping the art style consistent?
 - Sizing & color palettes.
 - Suggestion: Create & share mood / image boards to clearly communicate ideals.
- Concept art of lighting in the factory?
- Is there a HUD design in terms of font, theme, text placement, color, outline, etc.?

Programmers:

Need to check with
artists & writers as well

- For the "tutorial," is there a HUD? A voice?



- Create Audio / Sound System for background noise (Nikki).
- Research & implement broadcast system (Dan).
- Create trigger-method part of Sound / Audio System in Unity using the Interaction System that Dan built (Nikki).
- Suggestion: There Should be Subtitles for any sort of Verbal instructions.
 - Should research this in conjunction with Sound System (Nikki).
 - Definitely requires finalized dialogue & audio snippets.

Project Management Tasks

Wednesday, October 8, 2025 12:04 PM

Project Management Tasks:

- Create Issue for background Sound System (cris).
- Create Discussion to outline the Raycast system (Dan).
- Touch base with the writers, nail down important questions & document answers to communicate to the rest of the team (cris).