**Intro:**

**Enemy 1:**

**Start Dialogue:**

* NARRATOR: A wild ECE114 student is seen in their natural habitat: Rush Rhees
* NARRATOR: As they are working on their game project, they suddenly remember…
* NARRATOR: THEY FORGOT THEIR FLASH DRIVE!
* PLAYER: Dude… I gotta stop using flash drives man… I gotta go to @CSB@ now…
* NARRATOR: They get up… leaving their laptop and notes behind
* NARRATOR: The player recalls that they left their flash drive on a computer they were working on
* NARRATOR: On the @11th floor@!!!
* NARRATOR: As they start walking to the building, it starts raining, and the sky turns dark
* PLAYER: What’s going on all of a sudden?
* NARRATOR: Drenched, they get to the front of the building
* SECURITY GUARD: Hey! Where are you going?
* NARRATOR: A wild security guard appears!
* PLAYER: I forgot something, can I go in… also since when does CSB have a security guard?
* SECURTY GUARD: Not one my watch! Does int @\*ptr = 2;@ compile?
* PLAYER: What…?
* SECURITY GUARD: DON’T MESS WITH ME, DOES @int \*ptr = 2;@ COMPILE?
* PLAYER: Uuuh… no?
* NARRATOR: AND THE CRUEL PLAYER DAMAGES THE SECURITY GUARD!
* PLAYER: W- what? Wtf do you mean I damaged him?
* PLAYER: How does C++ trivia hurt, and why is a security guard asking me that?
* SECURITY GUARD: @-5 damage@
* PLAYER: Huh???
* NARRATOR: FIGHT!

**Hit Dialogue:**

* SECURITY GUARD: How are you this good?! You must be a threat to humanity!

**Death Dialogue:**

* PLAYER: Is… is he dead?!
* NARRATOR: NO, YOU FOOL… He’s just taking a nap…
* PLAYER: What’s going on here?
* NARRATOR: The player enter the building, and sees “Casul” and “Hard” inscribed into the elevators doors
* NARRATOR: Which door does he choose?
* PLAYER: Uuuh?
* NARRATOR: Type @L@ for CASUAL, @R@ for HARD

**Enemy 2:**

**Start Dialogue:**

**Hit Dialogue:**

**Death Dialogue:**