

# Mystery Of Londenberg Implementetion Script

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## [Section A - Introduction]

This script is purely for the Programming team and the Testing team, so they can implement/test the game's script. Firstly there will be mentioned the scenes of every aspect of the game and then an enumeration of everything that the player will experience.

The dialogue system works as followed: Each NPC has a certain ammount of dialogues plus one, for the idle dialogue. So, when you add the dialogue to the NPC, you add plus one for its dialogue (e.g. if an NPC has 3 story dialogues the NPC Dial will have 4 Elements). Each dialogue consists of sentences. Each sentence has a name and a text. The name is the NPC name and the text is what he said.

E.g. John wants to say hello to Robert

NPC Dial: 2

Dial 1 (Sentences 1):

Robert: I can't talk to you right now John

Dial 2 (Sentences 4):

John: Hi Robert

Robert: Hi John

John: How are you?

Robert: I'm fine

## [Section B - Scenes]

### Scene 1: Londenberg (SampleScene)

The scene has all the houses in Londenberg. On the north-west corner is Omberg's House (Mansion), where it is surrounded by plethora of trees. Infront of the garden, in a mailbox, there is a pack of letters (). Into the forrest, a bit more south, there is Poro(), a man that in the start he was wandering in the woods and then he learned about his friend's murder.

In the south-west corner of the world is Londenberg's famous lake. In the middle of it, on the mudded platform, is a Wedding Ring ().

On the south-east corner of the world, is Renne's house (Mansion 2 (I think)).

Note 1: There are 4 diary pages scattered arround Londenberg. Wherever is fine. Some could be in Players house (in the middle of Londenberg), some in the workplace, maybe some in the inn etc.

Note 2: There are two items in the post office (see Scene ). If no post office is implemented, we can add infront of a blue house a bunch of mailboxes, inside of two of em there will be a diary page () and a letter ().

### Scene 2: Omberg's House (Mansion) - Version 1

In the mansion, Rose and Desmond are talking to each other in the living room. Parker is standing near the door waiting to speak to the player. The two libraries in the living room can be interacted (you can view them as NPC) ( ) and ( ). Omberg is at his office doing his work.

### Scene 3: Omberg's House (Mansion) - Version 3

After Omberg's murder, a plethora of police officers are scattered arround the house, looking for stuff. Even though you and Poro want to help, they won't let you in, so you have to be sneaky.

On the table in the bedroom there is a notebook (). In Omberg's office, there is a cardboard circley object in front of the fireplace ().

#### Scene 4: The Locan Inn / The Full Amphora (Inn)

On the ground floor of the inn are some tables and a reception, behind of the which there is the inkeeper.

On the first floor, after the player receives the key's for Desmond's room, he is able to enter a room. In the room he is available to interact with (if implemented: a bunch of items) the wardrobe and receive the muddy boots ().

Note: A diary page may get added here if we want.

#### Scene 5: Our workshop (Workshop)

A little room with some cardboard piecies in the ground. After player recieves the last diary page, he is able to grab one of them and recieve a small piece of paper ().

#### Scene 6: Renne's House (Mansion 2 )

Inside the house many police officers are scattered arround searching for things. Player must go to Renne's bedroom and find her diary (). After that she has to find two more pages of the Diary, that are somewhere in the house.

#### Scene 7: Post Office (Post Office)

Inside there there are some letters and papers are scattered here and there. Player will be available to obtain a Diary Page () and a Letter () there

#### Scene 8: A Weird Warehouse (Not yet implemented)

A small space with bottles and stuff arround. Player is available to obtain a Diary Page () and a Weird Bottle ().

#### Scene 9: Omberg's House (Mansion) - Version 2

This scene is similar to [Scene 2], but Omberg's office is hidden (with a black item or so).

### Scene 10: Our House (House)

This scene is a simple house with two bedrooms. It's the house of the player where the game starts.

## [Section C - Items And Dialogues]

{Scene 10}

### 0) (Initial dialogue:)

Dial 1 (Sentences 0)

Dial 2 (Sentences 4):

[Empty]: I just returned from Mrs Renne Lorence's house.

[Empty]: She overdosed from sleeping pills.

[Empty]: I really liked her, so it's very saddening.

[Empty]: I feel like this, even though I secretly believe that she committed suicide, because she was racked with guilt after killing her husband.

{Scene 1} (Player goes out of the house)

### 1) (Alex and Omberg:)

Dial 1 (Sentences 1):

Roger Omberg: Sorry Alex, I can't talk to you right now.

Dial 2 (Sentences 6):

Roger Omberg: Alex! How are you?

Alex: Mr Omberg! I'm fine. What brings you here? It's rare to find you in this place.

Roger: I would like to speak with you about an urgent matter, I think you know what this is about, but I'd prefer it if we talked in private. Can you come to my house right now?

Alex: I think so. Just give me a bit and I will be there.

Roger: Perfect, I'll inform my staff. Will your sister come?

Alex: No, I don't think it would be wise.

(Player goes to Omberg's house)

{Scene 2}

### 2) (Parker:)

Dial 1 (Sentences 1):

Parker: Sorry Mr Alex, Mr Omberg does not want anyone to disturb him.

Dial 2 (Sentences 3):

Parker: Good evening, Alex.

Parker: Mr Omberg is archiving some files right now, so he'll be available in a bit.

Parker: Please come in, you can wait in the living room. You can talk to him later.

(Player goes to the living room)

### 3) (The first bookshelf:)

Dial 1 (Sentences 1):

[Empty]: A weird bookshelf

Dial 2 (Sentences 2):

[Empty]: The bookshelves here do not have books - most of them are in Mr Omberg's office...

[Empty]: On this shelf there is an Arabian crystal sculpture and some weird rocks from Egypt.

### 4) (The second bookshelf:)

Dial 1 (Sentences 1):

[Empty]: A weird bookshelf

Dial 2 (Sentences 3):

[Empty]: The bookshelves here do not have books - most of them are in Mr Omberg's office...

[Empty]: On this shelf there are two ancient greek statues made of marble, an Aztec dagger and a papyrus inside a frame.

Rose: I can't stand you anymore...

(Player has to speak with Rose)

### 5) (Rose and Desmond:)

Dial 1 (Sentences 4):

Rose: Please Desmond!

Desmond: Why?

Desmond: Hey...

Desmond: Leave us alone...

Dial 2 (Sentences 13):

Rose: You have to keep this matter to yourself!

Desmond: But I can't, I have to resolve this with my father.

Rose: Nonsense, you'll just ruin everything!

Alex: Miss Rose, Desmond.

Rose: Alex, how are you?

Alex: I'm fine.

Rose: Have you heard the news?

Alex: What news?

Rose: Me and Desmond are engaged now!

Desmond: I can't stand this. I have to go!

Alex: Rose, that's wonderful. What's the matter with him, though?

Rose: It's nothing, let him go. Anyway, I think my uncle is available, why don't you pay him a visit?

Alex: Okay Rose, it was fun chatting you!

(Player has to speak with Omberg)

## 6) (Roger and Alex:)

Dial 1 (Sentences 3):

Roger: Melissa said she would sent me that manuscript.

Roger: Withought it the calculations of the engine can not be initialised to the...

[Empty]: Mr Omberg is busy. I better return later.

Dial 2 (Sentences 8):

Roger: Alex, you finally arrived.

Alex: You requested to see me, Roger?

Roger: I heard about my sister's death, earlier today.

Alex: Yes, indeed, Renne was a fine woman. May her soul rest in peace.

Roger: That's not the only reason I asked you here.

Roger: She also sent me a letter.

Roger: I know how close you two were, so I thought it would be a nice idea to read it together.

Alex: Why, yes, of course.



## 7) Renne's Letter (Uninteractable Item):

“Roger, I feel awful to do this from a letter, but I have no other choice.

I want to confide something to you before I leave this world. I can't take it anymore. This guilt is eating me up. A year ago, I made a horrible decision to kill my husband with a poison that leaves no traces. But I can't live anymore with that guilt on my mind. That's why, my beloved brother, I leave you this letter to tell you everything that led to that atrocious event.”

## 8) (Roger and Alex:)

Dial 3 (Sentences 4):

Roger: If you don't mind, Alex, I would like to read the rest of the letter alone.

Roger: If you'd like, I will meet you tomorrow morning to discuss the rest of the letter. If you'd like, inform parker.

Alex: As you wish, Roger.

## 9) (Parker and Alex:)

Dial 3 (Sentences 2):

Alex: Your master does not want to be disturbed tonight.

Parker: Okay, Alex, have a good night.

{Scene 1} (Player has just woken up and has to go again back to Roger's house)

{Scene 9}

## 10) (Parker and Alex:)

Dial 1 (Sentences 2):

Parker: I think it's a bit early to disturb Mr Omberg.

Parker: It might be better to come a bit later...

Dial 2 (Sentences 3):

Alex: Your master?

Parker: He has not left his office yet.

Alex: Okay then, I'll go speak to him

#### 11) (Omberg's door:)

Dial 1 (Sentences 1):

[Empty]: You knock the door, but no one answers...

Dial 2 (Sentences 2):

[Empty]: You know the door. But no one answers...

Alex: Mr Omberg?

#### 12) (Omberg's door:)

Dial 3 (Sentences 2):

[Empty]: You knock the door again. Nothing happens...

Alex: Mr Omberg, are you okay?

#### 13) (Omberg's door:)

Dial 4 (Sentences 2):

[Empty]: You know the door once again. No answer recieved...

Alex: Oh no, Parker, quick, call the police

{Scene 1} (Teleported in front of the house)

#### 14) (Changed Scene And Added Number To Story)

#### 15) (Poro and Alex:)

Dial 1 (Sentences 1):

Weird Man: What a nice weather that we have today, don't you think?

Dial 2 (Sentences 10):

Weird Man: How rude! I'm trying to help my dear friend and that's how I get treated?

Alex: Who are you, sir?

Weird Man: I am a private detective. I came to see my friend Roger, but the police threw me out.

Weird Man: Apparently he is dead!

Alex: Figures. His butler and I found him this morning.

Weird Man: You seem like a nice person...

Weird Man: ...?

Alex: Alex. My name is Alex.

Poros: Alex! I am Odysseus Poros. Well, Alex, why don't you help me investigate this mystery?

Alex: With pleasure! I would very much like to find out who killed my beloved friend.

(Player goes into the house)

{Scene 3}

#### 16) Police Notebook (Item):

- Mr Omberg was killed with a dagger.
- Approximate time of death: 9:50
- There is a footprint on the ledge of the window and footprints in the garden (Probably from hiking boots).

From the staff of the house:

- Mr Desmond was seen speaking to a girl in the woods, saying he would make everything end well. (Miss Anne, Cook, heard from Mrs Amber)
- According to Mrs Katherine (Maid), Mr Desmond is in debt. He lives in London.
- Mrs Rose was on the porch, in front of Omberg's office. (Time: 21:30)
- Mrs Rose said goodnight to Mr Omberg and told Parker that his master does not want to be disturbed. (Time 21:50)"

#### 17) Burned Cardboard (Item):

"A weird circle made of cardboard. On one side, there are burn traces."

{Scene 1}

## 18) (Poro and Alex):

Dial 3 (Sentences 5):

Alex: I found everything I could.

Poro: Perfect! These are very helpful. How about we pay Mr Desmond a visit?

Alex: What do you mean?

Poro: The local inn. Rose told me some things confidentially and I learned that he stays at "The Full Amphora".

Alex: Perfect, let's go then.

(Player goes to the local inn)

{Scene 4}

## 19) (Alex and Innkeeper):

Dial 1 (Sentences 3):

Innkeeper: Rooms' cleaning will start tomorrow at 10AM, so I have to inform the staff at...

[Empty]: She seems busy...

[Empty]: Better talk to her later...

Dial 2 (Sentences 4):

Alex: Excuse me ma'am, could you point me to Mr Desmond Atkinson's room?

Innkeeper: He was staying in room number two, but he left yesterday night.

Alex: Could you give us the key to that room?

Innkeeper: Sorry, I can't do that.

## 20) Room Number 2 Key (Item):

"A key for the door of Room Number 2."

### 21) Muddy Boots (Item) (After interaction with the wardrobe):

"Brown hiking shoes. They seem to have been recently used in a muddy environment."

### 22) (Poro and Alex:)

Dial 1 (Sentences 1):

Poro: What a nice place that this is...

Dial 2 (Sentences 5):

Poro: Hmm...

Alex: What are you thinking?

Poro: The botos seem a bit fishy.

Poro: How about we take a stroll to the nearest pond to think a bit?

Alex: That seems like a wonderful idea.

{Scene 1}

### 23) A Wedding Ring (Item):

"A wedding ring made of white gold. On the inside writes: 'To R. with Love 17/10' "

### 24) (Poro and Alex:)

Dial 1 (Sentences 2):

Poro: What a nice place this...

Poro: I could stay here all day...

Dial 2 (Sentences 12):

Alex: Whose is this ring?

Poro: Whose do you think it is?

Alex: Maybe Rose?

Alex: But the engagement is pretty recent.

Alex: Maybe Roger?

Alex: Yeah, why not?

Alex: He may have had a secret affair.

Poro: I like your way of thinking. But you forget someone...

Alex: Who?

Poro: I'll tell you when the time comes.

Poro: It's getting late. How about we continue our investigation tomorrow?

Alex: Yes, of course.

(Player gets teleported in the workshop)

{Scene 5}

## 25) (Poro and Alex:)

Dial 1 (Sentences 1):

Poro: What a remarkable work...

Dial 2 (Sentences 8):

Poro: Good morning Alex.

[Empty]: Poro looks around the room. He looks at the paintings all around the place, the cardboard pieces on the floor and the many tools that are scattered on the table.

Poro: I see that you are an artist. What a remarkable work.

Alex: I love drawing.

Alex: It makes me feel less anxious...

Alex: What are we going to do now?

Poro: Here...

Poro: Take a look at my notebook and tell me your thoughts...

## 26) Poro's Notebook (Item):

"[The first pages say almost the same things as police's do]...

- Mrs Rose's engagement was forced, so she could have a better income
- She stole money from Roger's room. She didn't speak to him at all during the

night.  
[...] "

### 27) (Poro and Alex:)

Dial 3 (Sentences 7):

Alex: How do you know about all this?

Poro: I asked Mrs Rose when I had the chance.

Alex: Hmm...

Alex: I don't know.

Poro: How about we search a bit in Mrs Renne's house?

Poro: Something might come up.

Alex: Yes, of course. Why not?

{Scene 6} (Player searches the houses for clues)

### 28) Weird Book (Item):

"This was my diary at a time. I decided it would be better if I scattered it's pages around londenber. Now only I will know about my troubled life"

### 29) (Alex and Poro):

Dial 1 (Sentences 1):

Poro: This place is full with policemen...

Poro: We have to be careful...

Dial 2 (Sentences 4):

Poro: Rubbish!

Poro: Now we have to search all over Londenber to find Mrs Renne's secrets!

Alex: We don't have a choice...

Alex: Let's find them...

### 30) Diary Page 1 (Item):

"Diary Page 1: Sunday, April 8 1997, I broke my leg, after a fight with my husband, Fredric. My maid took me to the local doctor, a newcomer to Lodenberg, named Alex."

### 31) Diary Page 2 (Item):

"Diary Page 2: Monday, February 20 1985, My father made me marry that awful man, named Fredric Lorence. Roger and I were against this, but for some reason my father valued money more than love."

### 32) (Alex and Poro:)

Dial 3 (Sentences 4):

Alex: I think we are done here.

Poro: Perfect. Now let's search around the city.

Poro: Something might come up.

Alex: I have an idea.

{Scene 1}

(Player has to go in front of Omberg's house)

### 33) Weird Pack Of Letters (Item):

"A weird bunch of letters and bills -mostly bills-, all packed and tagged with the name Atkinson."

### 34) Poro:

(It got implemented in the game)

### 35) Diary Page 3 (Item):

"Thursday, October 17 1998, My mourning is not yet done, but my loved one proposed to me. I'm so happy, I think I'll cry."



### 36) Diary Page 4 (Item):

"Friday, May 15 1987, Roger married a strange woman, named Sarrah Atkinson. She has an eight year old son, named Desmond. I am not certain whether I like them or not."

(Player has to go to the post office)

### 37) Poro:

(It got implemented in the game)

### 38) Diary Page 5 (Item):

"Friday, April 12 1998, My loved one convinced me to kill Fredric. In the beginning I was not very fond of the idea, but it seems like I have no other choice. I get so much strength from my love, I can't lose that person now."

### 39) Letter to some Atkinson (Item):

"My love, please, come back to Londenberg. Everyone thinks you are the murderer. I know that's not true. Please, come back. They think that in our meeting in the woods you talked about your father's murder. Come, we have to clear things up. Please!

Your wife, Katherine."

(Player has to search around Londenberg (Unknown Locations))

### 40) Diary Page 6 (Item):

"Tuesday, July 18 1989, Mrs Sarrah died recently and Roger is devastated. Same goes for my nephew, Desmond. Even though they are not blood-related, they have a very strong bond."

### 41) Poro:

(It got implemented in game)

#### 42) Diary Page 7 (Item):

"Wednesday, July 11 1997, I started to fall in love with another person. I know that I am devoted to Fredric, but all these years I have not loved this man. Now I feel more alive, even though my foot is still broken. How ironic!"

#### 43) Diary Page 8 (Item):

"Sunday, April 20 1999, I decided to end it all. I can't live any longer like this. I hid my items all around Londenber and now I will take all the sleeping pills I have. Now that I will finally die, I can say the name of my loved one. Their name is... [The rest of the page is ripped]"

#### 44) Poro:

(It got implemented in game)

#### 45) (Poro and Alex:)

Dial 1 (Sentences 2)

Poro: What a strange place...

Poro: Why would there be such a place here?

Dial 2 (Sentences 3)

Poro: How strange...

Poro: This seems to be the last page of the diary, but the name of the culprit is cut.

Poro: Let's search around some more...

#### 46) A Weird Bottle (Item):

"There is a bit of a fluid inside of it. The tag writes: 'Aconite' and you as a doctor know it's a famous poison that does not leave traces."

#### 47) (Poro and Alex:)

Dial 3 (Sentences 5)

Poro: This has to be the bottle that Renne used to kill her husband.

Alex: Seems like it.

Poro: Now we have to find that dammed last part of the page.

Alex: What if someone destroyed it?

Poro: Well, I am quite sure that the culprit kept that last page as a reminder of his old love. Let's find it, my friend.

{Scene 5} or {Scene 10}

#### 48) A Weird Ripped Paper (Item):

"Alex. I love you. I always did, from the first time we met. Yours, always, Renne."

#### -) (Ending part:)

[Empty]: Alex falls down in the ground and starts sobbing for his lost love.

{THE END}

## [Section D - NPC Dials and Sentences by Instance]

(Note: Some Dials might be outdated, cause there are some things added in the game that are not mentioned here)

### 1) Poro

**Instances:** 6 (or 7, depends of if the game will end on Scene 5 or Scene 10, but we might not need to add him)

**Scenes:**

**Londenbergh (Near Ombergh's House):** Dials: 3 | Sentences: 1, 10, 5

**Londenbergh (Near the Lake):** Dials: 2 | Sentences: 2, 12

**The Full Amphora (Local inn) (Near the door):** Dials: 2 | Sentences: 1, 5

**Our Workshop (Somewhere inside):** Dials: 3 | Sentences: 1, 8, 7

**Renne's House (Near the door):** Dials: 3 | Sentences: 1, 4, 4

**A Weird Warehouse (Near the door):** Dials: 3 | Sentences: 2, 3, 5

**(Our house (Near the door))**

### 2) Parker

**Instances:** 2

**Scenes:**

**Mansion Version 1 (Near the door):** Dials: 3 | Sentences: 1, 3, 2

**Mansion Version 2 (Near the door):** Dials: 2 | Sentences: 2, 3

### 3) Roger Ombergh

**Instances:** 2

**Scenes:**

**Londenberg (Infront of Alex's house):** Dials: 2 | Sentences: 1, 6

**Mansion (Behind his desk):** Dials: 3 | Sentences: 3, 8, 4

#### 4) Rose Omberg (and Desmond Atkinson)

**Instances:** 1

**Scenes:**

**Mansion (A bit further from the bookshelves):** Dials: 2 | Sentences: 4, 13

#### 5) Bookshelf 1

**Instances:** 1

**Scenes:**

**Mansion (Stuck on the wall):** Dials: 2 | Sentences: 1, 2

#### 6) Bookshelf 2

**Instances:** 1

**Scenes:**

**Mansion (Stuck on the wall):** Dials: 2 | Sentences: 1, 3

#### 7) Innkeeper

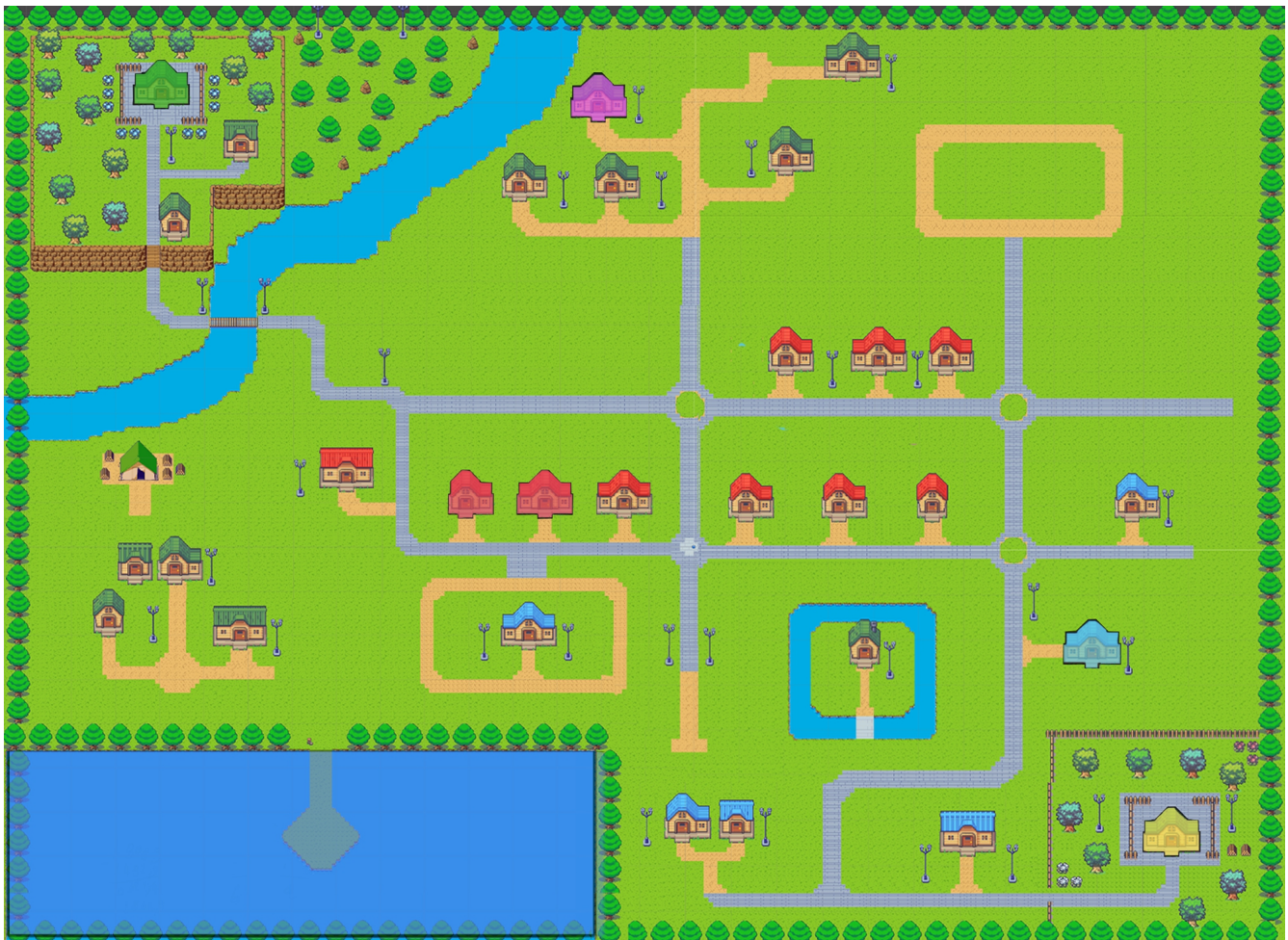
**Instances:** 1

**Scenes:**

**The Full Amphora (Local Inn) (Behind a desk):** Dials: 2 | Sentences: 3, 4

[Section E - Maps]

1) Londenberg



- |                      |                    |
|----------------------|--------------------|
| ● My House & Worksop | ● The Full Amphora |
| ● Omberg's House     | ● Londenberg Lake  |
| ● Lorence House      | ● Post Office      |

**Note: There might be some changes in the map (like the way the points of interest are shown)**