**Games Design Group Project Narrative story:**

This document will contain and cover the story and objectives set throughout the game, as it stands there will be objectives to each room the player enters and there will also be dialogue to go with each room. This will either be in the form of character dialogue or dialogue triggered by other events such as the obtaining of the recorded tapes found at the end of each rooms puzzle.

The narrative for the character will be based around the obtaining and solving of puzzles in order to remember and reclaim his memory of who he is and what he is doing here on the ship. As the game progresses there will also be information based on what happened to the ship allowing both the character and the player to understand why they are there and what caused them to be where they are.

Other than the narrative there will also be dialogue for the current objective being given to the character and player, this will also be featured inside of the UI as well to keep the design consistent and to alleviate the need to keep reminding the player what their objective is if they forgot as it would be out of the way at the top or bottom of the screen, allowing the player to glance over it if need be.

The way that we wish to tell this story is mainly based on the main character talking to himself aloud in order to try and make sense of what he sees and figures out from the information being trickled in via some sort of tape that will serve as a collectable throughout the game. Each will release a section of information about what happened on board before the character awoke where he did. Slowly and gradually the player and character will begin to piece together the story from the viewable sections of story given to them so that when the player reaches the end of the game there is the feeling of closure from both the player and character as they are both able to read and imagine what happened from the complete version found within the tapes.

In the beginning the character who is a robotic, fully functioning service droid boots up to find himself in a room. This room and surrounding is unknown to him at first as he tries to gather his memory and processing power. As he does he out loud asks himself where he is, who he is and what happened. But then once he reboots fully he immediately remembers where he is, what I wanted to try and convey in this story is that this terrible event has happened but this robot, this highly intelligent AI cannot for all his processing power find any data inside of his stored memory that shows him what happened literally hours before. This limits his perspective down to what he knows in this moment in time which is not much. He desperately tries to search through files and folders on data logs, records of today or anything linked but his memory has been corrupted and only a portion of his functionality runs.

Room 1:

\*Reboot Noises\*

Computer AI: “Rebooting from system failure #20.”

Computer AI: “Rebooting Survive Mode #6 Initiated.”

Robot: “What…Wha…Where am I? I…”

Robot: “I do not know where I am. What happened?”

\*Tries to check for data logs or recordings of today’s events\*

\*Static fuzzing noise\*

Robot: “It appears I have no recollection of today’s previous events…..

Robot: “….Where…Wait no, I know where I am.

Robot: “I am in the cargo bay of ship No #515 of the ***Alpha Intergalactic Defence Squadron***”

Robot: “I am a service robot used on-board to…to…

Robot: “I do not know what it is that I do. My function seems to have eluded me…”

\*A small pause as the robot looks around\*

Robot: “My observation tells me that I am confined to this one room with a door at the other end.”

Robot: “To proceed it would be most logical to search the room for a way to open that door.”

\*End of Dialogue\*

- “Current objective: Find a way to open the door.”

After that the objective will then stay on the UI to remind the player of their main objective. After the dialogue closes the player can then move about the room and inspect or examine the different interactive elements of the room.

Once the player has moved the block to the plate then the door will open allowing the player to advance to the next room.

\*Door opens\*

Robot: "It appears that this room is very similar to the last."

Robot: "Although there is something different about this room."

Robot: "I can calculate that the door will not be as easy to open this time round."