

# The Doorman: Game Script

Kyle, Bailey, Mike and Jake

## Character List:

Character	Location	Description	File
Jim	All scenes	Playable character	None (POV)
Madame Feline	Lobby, Room	Hotel Guest	Char_MadamFeline.png
Chris	Lobby, Room	Hotel Guest	Char_Chris.png
Jason	Lobby, Room	Hotel Guest	Char_Jason.png
Coach	Lobby, Room	Hotel Guest	Char_Coach.png
Sir Edmond	Lobby, Room	Hotel Guest	Char_Edmond.png
Kim	Lobby, Room	Hotel Guest	Char_Kim.png
Colonel Ketchup	Lobby, Room	Hotel Guest	Char_Colonel.png
Hotel Manager	Jim's Room, Lobby	Hire's Jim, Overseer	None (unseen)
Police Officer	Jail, Floor, Room	Arrests Jim	None (unseen)
Pawn Shop Owner	Pawn Shop	Prices goods stolen	None (unseen)

## Location List:

Name	Description	BG File(s)
Jim's Room	Start of game where Jim finds out he is hired.	Bg_Jimroom.jpg(?)
Hotel Lobby	The lobby of the hotel, where the main dialogue portion of the game takes place.	Bg_Lobby.jpg Bg_LobbyBlur.jpg
Hotel Elevator	Scene where the player decides which floor to go to.	Bg_Elevator.jpg Bg_Buttons.jpg
Hotel Floor Hallway	Scene where the player decides which room to go into.	Bg_Hall.jpg
Hotel Room	Scene where the player decides what hiding spot to investigate.	Bg_Room.jpg
Jail	Lose state scene.	Bg_Jail.jpg(?)
Pawn Shop	Win state scene.	Bg_Shop.jpg(?)

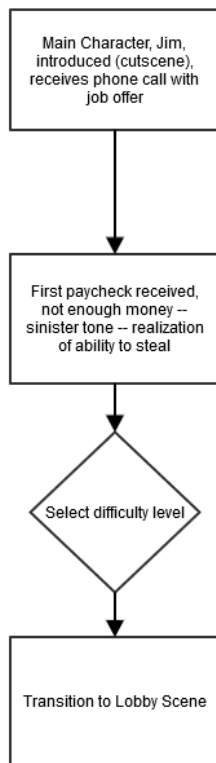
## Practical Screen List:

Name	Description	BG File(s)
Main Menu	Screen where the player can choose to hit play, options, credits, etc...	Bg_Menu.jpg(?)
Options	Screen where players can adjust the game options.	Bg_Options(?)

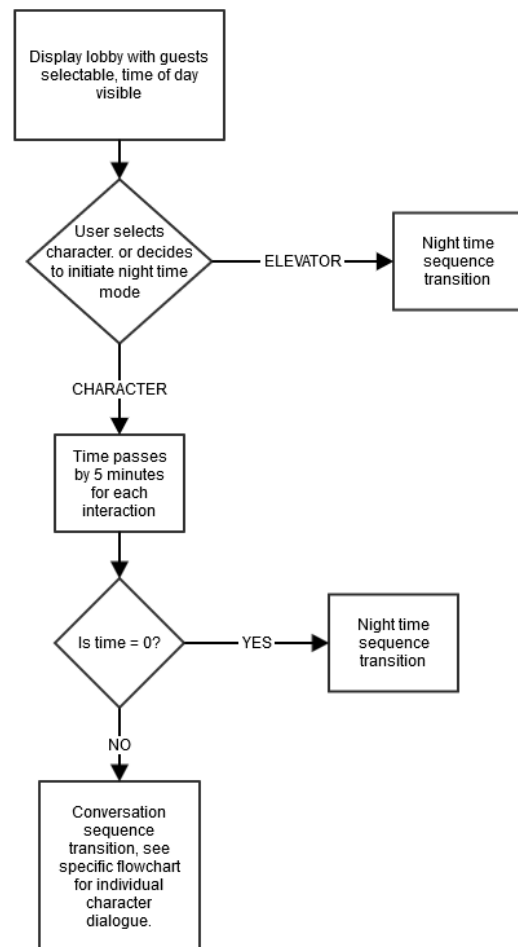
Difficulty Select	Screen where players can select the difficulty.	Bg_Difficulty(?)
Game Menu	Screen during gameplay, where players can quit the game, change options, etc...	Bg_GMenu(?)
Credits	Screen that displays the game's credits.	Bg_Credits(?)

## Flowcharts / Game Script:

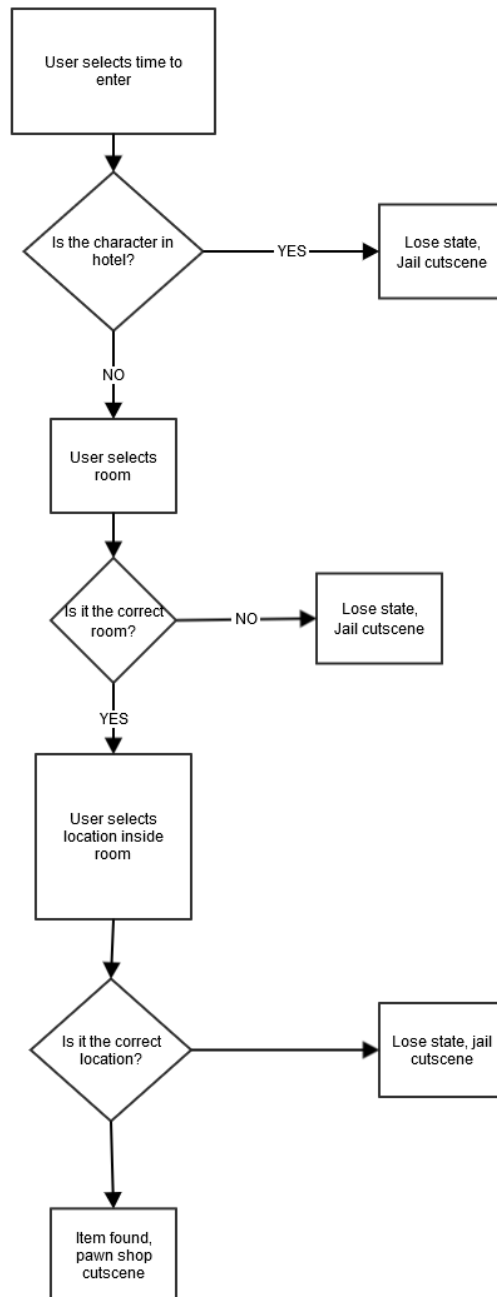
### Introductory sequence:



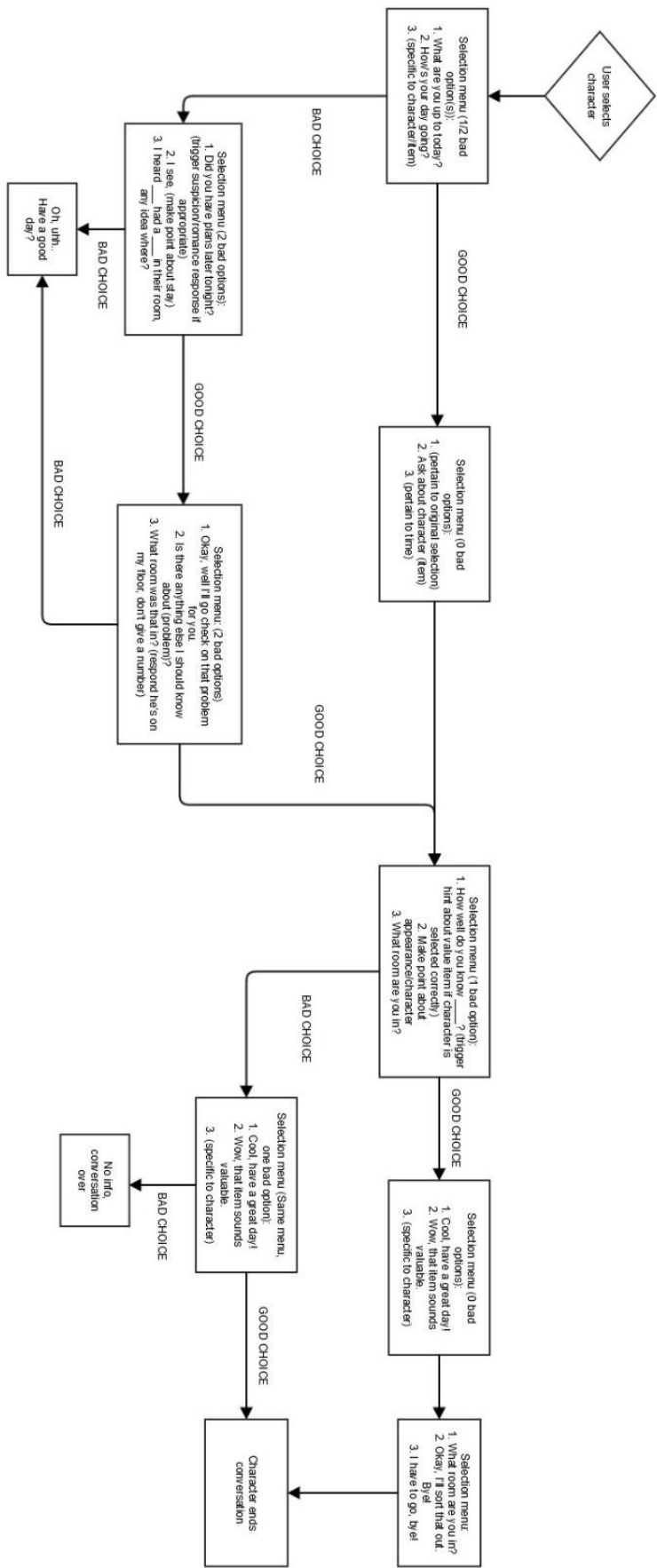
### Daytime sequence / Lobby:



**Night time sequence:**



Conversation Flowchart



## **Scene Scripts:**

### Scene 1 (Jim's Room):

- (see "Jim's Room" under cutscenes)
- Jim and Manager appear in this scene

### Scene 2 (Cityscape):

- (see "Cityscape" under cutscenes).
- Jim appears in this scene

### Scene 3 (Home Screen/Hotel Lobby):

- Takes place in the Hotel Lobby, scene where the player decides what to do (either talk to people, go to elevator, sleep, etc.)
- Uses Bg\_Lobby.
- Jim appears in this scene
- Dialogue:  
Jim: "What should I do..."  
Jim: "It's getting late, I should steal something soon..."

### Scene 4 (Conversations/Hotel Lobby):

- Takes place in the hotel Lobby, this is where the conversations with the hotel guests take place
- Uses Bg\_Lobbyblur so players can focus on the menus.
- Jim appears in this scene, and depending on random drawing, any one of:
- Chris, Jason, Coach Dave, Edmond, Kim, Colonel Ketchup, or Madam Feline could show up. (The person with the most valuable item always appears every day).
- When a character enters the scene, their corresponding image enters the scene on the left. When they leave the scene, the exit on the right.
- When a character leaves, Sound\_Door plays to signal they have left the hotel.
- Dialogue:  
(See the "Character Dialogues" folder for the flow-charts of character and menu dialogue)

### Scene 5 (Elevator):

- In front of the elevator, the player chooses which floor to go to.
- Uses Bg\_Elevator for POV shot, uses Bg\_Buttons for close-up shot.
- Jim appears in this scene.
- When the player chooses an option, the screen fades to black, and Sound\_Elevator plays. Then, the screen fades to Bg\_Hallway
- There will be a menu system for Lobby, Floor 1, and Floor 2.
- Dialogue:  
Jim: "Which floor do I need to go to..."

### Scene 6 (Hallway):

- In the hallway on one of the floors, the player chooses which room to go into.

- Uses Bg\_Hallway.
- Jim appears in this scene.
- When the player chooses the room correctly, the scene fades to Bg\_Room. If they guess wrong, it will fade to Bg\_Jail.
- There will be a menu system where the 4 rooms in that hallway are the options.
- Dialogue:  
Jim: "Now which room was it?..."

#### Scene 7 (Hotel Room):

- In one of the hotel rooms, the player chooses which piece of furniture to check.
- Uses Bg\_Room.
- Jim appears in this scene, and if the character of that room is there at that time, they will appear.
- When the player chooses a location, the scene will show the character item if they guessed correctly, or will fade to Bg\_Jail if they guessed incorrectly.
- The Menu system will have options for under the bed, in the nightstand, and in the dresser.
- Dialogue:  
Jim: "Now where was the item hidden..."  
Room Character (if incorrect): "What are you doing in here?! I'm calling security!"

#### Scene 8 (Jail):

- (See "Jail" under cutscenes)
- Jim and the Police Officer will appear in this scene.

#### Scene 9 (Pawn Shop):

- (See "Pawn Shop" under cutscenes)
- Jim and the Shop Owner will appear in this scene.

#### Cut Scene Descriptions:

##### Jim's Room:

- Jim wakes up when his cell phone rings. The person on the other end is the manager of Le Grand Mone, who has accepted Jim's job offer to become a doorman, and tells him to come in the next day.
- Uses Bg\_Jimroom and Item\_Phone.
- Music\_Intro will play throughout the scene.
- Sound\_Phone will play as Item\_Phone appears on the screen.
- Dialogue:  
Manager: "\*ring\* \*ring\*"
  - Jim: "!!"
  - Jim: "He-Hello?"
  - Manager: "Hello there young lad!"
  - Jim: "Uh, who is this?"
  - Manager: "Hey, this is the employer, you know, the one from the Le Grand Mone?"

Jim: "Oh! Uh, that's great!"

Manager: "It is indeed chap, I'm here to say that you're hired for the doorman position you applied for!"

Jim: "Sweet! When do I start?"

Manager: "Tomorrow is a good time! Be in at 5 o'clock sharp!"

Jim: "Cool, I will see you then!"

Manager: "\*click\*"

Jim: "... He meant 5pm, right?"

#### Cityscape:

- Jim is taking in the view of the street/city leading up to Le Grand Mone, commenting how the whole things seems unreal to him.
- Uses Bg\_City. This will "pan" across the screen at the beginning of the scene.
- Music\_Intro will still be playing in this scene.
- Dialogue:

Jim: "Well here it is Le Grand Monè"

Jim: "Wow this place is beautifull"

Jim: "I never though that I would ever be able to set foot in a building like this!"

Jim: "And to think that I get to live here during the week now, this is so fortunate for me."

#### Pawn Shop:

- Jim has stolen the goods from people's hotel rooms and has taken them to a pawn shop to sell for profit.
- Bg\_Shop, Text\_Win and the item image(s) of the item(s) stolen will appear.
- Text\_Win will pop up on the screen after the shop owner's dialogue.
- Sound\_Win will play after the shop owner's dialogue.
- Dialogue:

Owner: "That's a very nice item you have there, that is worth a fortune!"

Jim: "Nice!"

#### Jail:

- Jim has failed to steal goods and was caught, and is now in a jail cell, much to his despair.
- Bg\_Jail and Text\_Lose will appear.
- Text\_Lose will appear after the officer's dialogue.
- Sound\_Lose will play after the officer's dialogie.
- Dialogue:

Officer: "You're going to be in jail for a long time for what you've done kid."

Jim: "Drat."