**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(?) |

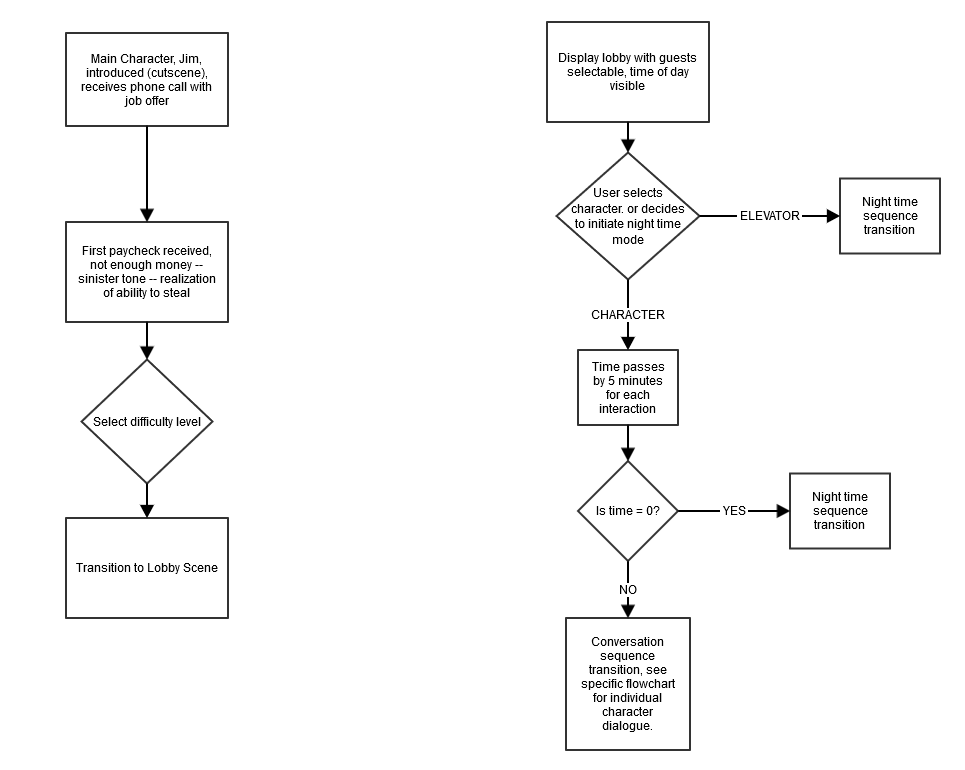
**Practical Screen List:**

|  |  |  |
| --- | --- | --- |
| **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(?) |

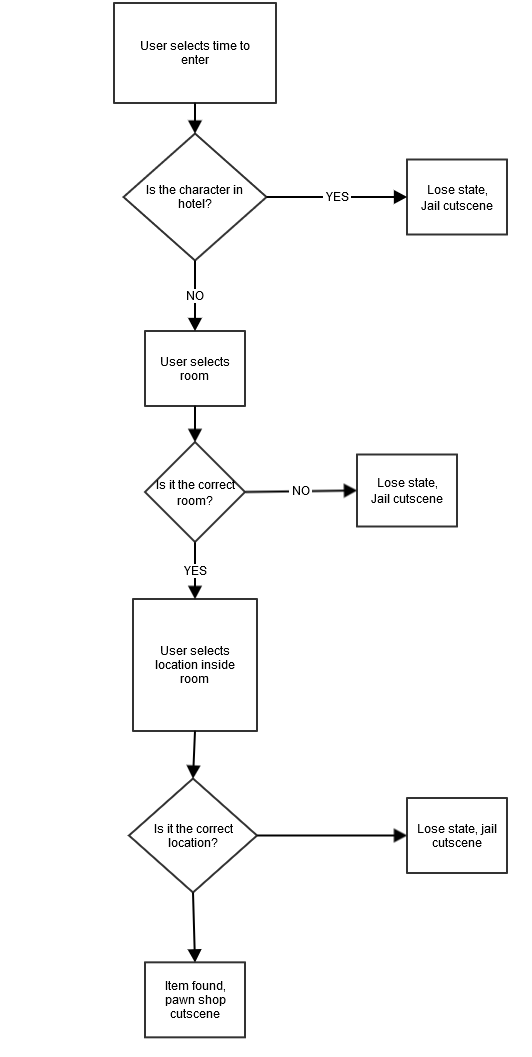
**Flowcharts / Game Script:**

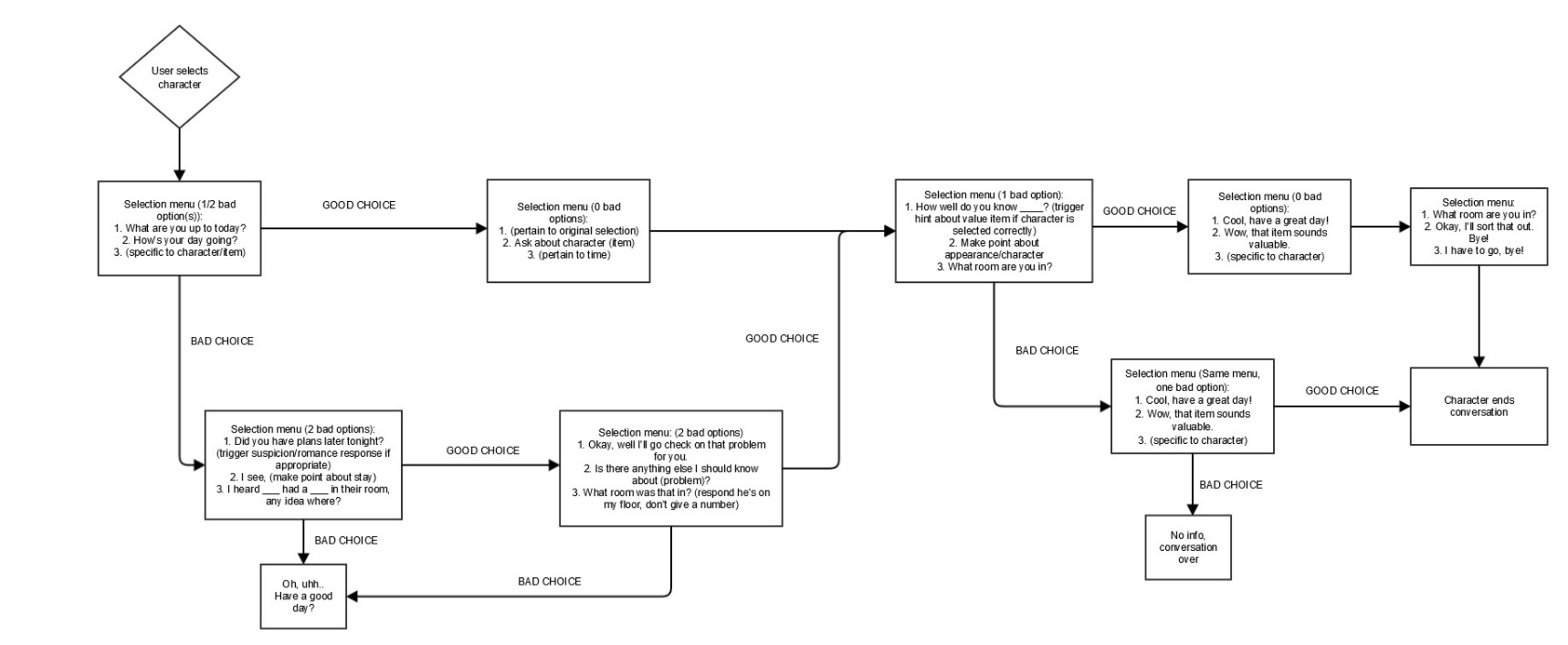
**Introductory sequence: Daytime sequence / Lobby:**

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**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.
* The 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."