The Doorman: Game Script

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) |

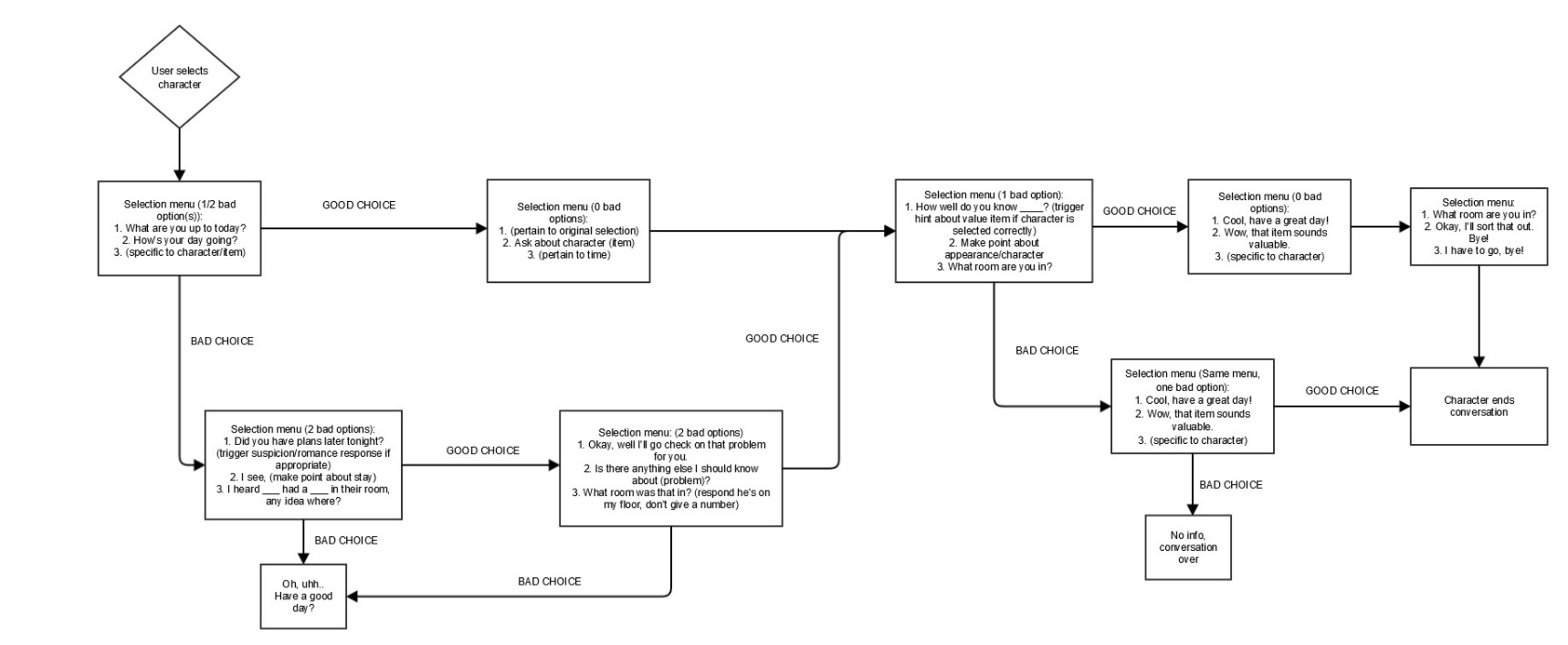
Location List:

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

Master flowchart:

Conversation Flowchart:

Scene Scripts:

* **Scene scripts.** Write a complete script for every scene in your game. Typically, a "scene" is everything that happens in a single location until the location changes. Each scene script should include:
  + Scene and location name.
  + List of all characters appearing in the scene.
  + Narration/dialog. Write down every line spoken by the narrator (if any) and by each character. Lines should be clearly labeled with the name of the character speaking. Your writing can be first-pass and rough at this point, but try to capture *all* of the narration and dialog essential to the game.
  + Changes/animation/sound cues. If the appearance of something changes during the course of your narrative (somebody enters or leaves a scene, a character moves, smiles or frowns, a door opens or closes, etc), note the change and when it should take place. Also explain when sound effects/music should be played or changed.
  + Menu/Dialog choices. If the player is presented with choice(s) during a scene, show what choices are available and how the scene will proceed after each choice is made.

Cut Scene Descriptions:

* **Cut scene descriptions.** If your game has any non-interactive cut scenes, describe them completely, listing all backgrounds, characters, dialog, animations, sound effects and/or music required.