SCRIPT

CHARACTERS:

– RICARDO "RICHI/RICH" – The leader. Chronically ill.

– JORDAN – The brains. Dry wit. Wheelchair.

– LORI – A runner. Bouncy. Fluent in ASL. Rich's sister.

RESEARCH

Characters

1. Default main character: Young Black man named ()
2. Barbara: **Tutorial/Info**. Young woman in a wheelchair. Possibly a <u>young Black woman</u>. (Or African woman, to fight low intelligence stereotype as she's the computer whiz.) Fights stereotypes of lesser intelligence, homelessness/crime, "Mammie" figure. Fights motherly stereotype while still cementing these people as civil rights leaders. Quick-witted — both counters low intelligence stereotype and plays off her partner character, who would be more serious to counter silly Latinx stereotype. (Named for Barbara Gordon Oracle.)
3. Name: Partner of Barbara. Possibly <u>young Latinx man</u>. Fight stereotypes of less intelligent, silly, hyper-sexual, violent, low job, drugs. Counters and builds on directly stereotype of crime; fight unjust laws in a chaotic good way, has that moral compass, but with both strong and non-violent approach. True social change and community support. (Named for Robin.)
4. Name: **Mechanic in shop**. Possibly <u>African woman</u>. Fights stereotypes of low tech, low jobs, poor work ethic, hyper-militant, all one country. (Mildly reminiscent of my character in Edwin's squad, except she's more of a Black American woman.)
5. Name: **Aesthetics in shop**. Possibly <u>young Asian enby</u> person. Fights hyper-nerd and/or model minority by making them an artist. Not

mysterious, violent, hyper-sexualized, or subservient to *any* male ego, because they define their own identity — including thru clothes. Got the fashion idea from Nia's pitch on the National City Fashion District story from 4x01 of *Supergirl*.

6. Name: **Medic in shop**. Possibly <u>young Islamic woman</u>. Directly counters untrustworthy, murderer stereotypes by making her a doctor who you trust the most — with your life. (Wears hijab? Not universal or necessarily oppressive, but all sorts of signals.)

7. Name: **Main shopkeeper**. Possibly <u>young Native/Indigenous man</u>. Fights primitive, savages, poor — a civil businessman (just be careful not to do the Native primitive trade thing); athletically slotted — not necessarily athletic; guides, intuitive knowledge stereotypes — Barbara, a young Black woman, is the primary guide and info guru. Possibly signal <u>behavioral disorder</u> — no issues with unpredictability.

8. Name: **Supportive figure on the way.** Possibly [<u>race</u>]. (Young) Autistic man. Fights extreme lack of empathy/impairing social awkwardness, destructive obsessive fixations, math/science talent, dislike of fiction stereotypes. Personality: Encyclopedic knowledge of some fiction genre, maybe superheroes or fantasy. A little bit socially awkward, but once you get them going, they hit their happy place. Maybe some sort of speech about this — superheroes — to encourage the protagonist. Some sort of inspiring figure. Like, when the protagonist dies or is at a checkpoint or something.

Themes
1. Ally-ship (belonging, community)
2. Drawing attention to discrimination and access issues

Stereotypes

"Bandura's Social Cognitive Theory gives insight into how the stereotypical character representations are carried into the real world and points to the way in

which individuals' perceptions are limited to what they have experienced."
([Latinx Stereotypes Wiki](#).)

Racial, Ethnic, and Nationalities
1. Black Americans
    2. Archetypal/stereotypical characters/names
        3. "Sambo"
        4. "Mammie" — "Motherly black woman who is dedicated to her role working for a white family"
    5. Less intelligent
    6. Men — Drug dealers, addicts, homeless/beggars
    7. Historically portrayed by white minstrels in blackface
8. Africans ([wiki source](#))
    9. Mostly savanna, inhospitable environments, wild animals. (They are there. Safaris, which do happen, are known for them, as are wildlife preservation efforts. But many/most African citizens don't see them outside of zoos.)
    10. Primitive culture, incl. lack of technology, hyper-militant
    11. Poverty
        12. Many African countries — including Botswana, South Africa, Nigeria, Kenya, Rwanda, and many others — have thriving economies
    13. Online fraud
        14. Hyper-military,
    15. All one country
    16. Yeah. Black Panther debunks basically all of these. :))
17. Native American/Indigenous ([wiki source](#))
    18. Guides, savages, super athletic, intuitive knowledge of culture and history
    19. Women hyper-sexualized/cast as promiscuous
20. Asian ([wiki source](#))

21. Nerds, model minority
22. Men - misogynistic predators (esp. in WWII era)
23. Women - Gold diggers, sexualized, aggressive "Dragon Lady."
    24. Sexy, coy, mysterious.
    25. Alternatively, subservient to the male ego.
26. Latinx ([wiki source](#))
    27. Attack morality, work ethic, intelligence, dignity
    28. Associated with crime, drugs
    29. Men - Comedic, aggressive, sexual, unprofessional, buffoons, lower-status jobs (incl. domestic workers)
    30. Women - Lazy, verbally aggressive, low work ethic
31. Arab and/or Islamic people ([wiki source](#))
    32. Thieves, charlatans, murderers, brutes
    33. Untrustworthy - all worse esp. after 9/11
    34. "Power-hungry brutal Arabs being ultimately defeated by Westerners"
    35. Bombs
    36. We add in cool references to astronomy and discoveries. Maybe a secondary guide?
37. Jewish ([wiki source](#))
    38. Answer questions with questions
    39. Greed
    40. Certain physical/clothes design (watch out during character design phase)
    41. Jewish mother: Loud, nagging, talkative, overbearing
    42. Mothers in home and family
    43. Jewish princess: Spoiled, entitled brats, materialistic, neurotic (especially young girls)
    44. Lawyers
    45. Nice Jewish boy: "The resistance that a Jewish male may launch against this image in his quest to become a "regular guy" has found its place in Jewish American literature." Culturally, started as resistance to

hyper-masculine aggressive culture, to be more marriageable. Twisted version of the real Jewish teaching of *eydlkayt*, which "embraces the studiousness, gentleness and sensitivity that is said to distinguish the Talmudic scholar and make him an attractive marriage partner." Stereotypically more effeminate and particularly sensitive, which was originally a reaction to contrast with violent Romans when Judaism roughly was born.

46. Russians ([Anti-Russian sentiment wiki source](#))
    47. Corruption, censorship, deception, violence

Disabilities

1. Worthy of pity
2. Hyper-intelligent wizard types
    3. I love to be a wizard. But I'm gonna refer to this as the Professor X syndrome.
4. Blind ([Misconceptions source](#))
    5. Most have some vision - can see shapes, colors, etc. to varying degrees.
    6. Hardly any use guide dogs, or a cane.
    7. But, there are Blind organizations advocating use of the cane, and some find it empowering.
    8. That's just not the *only* way to portray them.
9. Deaf ([Audism source](#), [stereotypes/misconceptions source](#),
    10. Aid you as much as or more than you aid them
    11. Cochlear implants/hearing aids help some, not all, and don't correct all hearing (to varying degrees)
    12. Don't universally use sign language. Some have diff. or combined methods of communication.
    13. Not all participate in Deaf culture.
    14. All sign languages are not the same.
    15. Audism tactic — Place restrictions on use of sign language. (Game

solution: Some or all characters either sign or have other ways of communicating w/ Deaf character.)

16. Bipolar/behavioral disorders (source)
    17. Incl. depression/anxiety, ADHD
    18. Violent
    19. Comical
    20. Unpredictable/unwise
    21. Spiritual experiences
    22. "Bizarre, disruptive behavior"
23. Autism and learning disabilities
    24. Especially worthy of pity
    25. Learning disabilities — somehow unintelligent
    26. Odd abilities — math/science, don't like fiction
    27. Almost always external perspective
    28. Extreme social awkwardness to the point of intense lack of empathy
    29. Obsessive interests that severely limit functioning as opposed to what is often the case that they're an enjoyable part of people's lives that help them cope
        30. "Autistic people often report that the pursuit of such interests is fundamental to their wellbeing and happiness, and many channel their interest into studying, paid work, volunteering, or other meaningful occupations. The interest can: a) provide structure, order and predictability and help people manage the uncertainties of daily life, b) give someone a way to start conversations and feel more self-assured in social situations, and c) help someone to relax and feel happy."
        31. How we approach: Encyclopedic knowledge of some fiction genre, maybe superheroes or fantasy. A little bit socially awkward, but once you get them going, they hit their happy place. Maybe some sort of speech about this — superheroes — to encourage the protagonist. Some sort of inspiring figure. Like, when the protagonist dies or is at a

checkpoint or something.

Test script

CHARACTERS:

- RICARDO "RICH" (he/they): Chronically ill. Spoons.
Campaign strategist.

- JORDAN (she/her): Wheelchair. Field
coordinator/wheelchair-BMX specialist.

BLACK SCREEN

*When a name is in (), it appears as "..." on-screen.
Otherwise, it is listed above the text as normal. "Clear"
in parenthetical means the screen clears of text.*

> (JORDAN)
> Hey...
> Are you okay?
> > (clear)
> RICH!
> THERE'S A--
> THERE'S A PERSON UP HERE!
> RICH!

> (RICARDO)
> Jordan?
> Jordan, where?

> (JORDAN)
> IN THE DITCH!

> (RICARDO)
> Do they need help?

> (JORDAN)
> I DON'T KNOW!
> Well, do you? Need a hand?

BUTTON below her dialogue reads: "ENTER GAME". On CLICK:

> JORDAN
> > (clear)
> Okay. I'm Jordan. And you are?

TEXT BOX below her dialogue reads: "NAME". Player types in
prompt, then presses ENTER. On ENTER:

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                    JORDAN
               (clear)
          [PLAYER]. Cool name. I bet we'll
          get along.

                    (RICARDO)
          JORDAN!

                    JORDAN
          COMING! Can you stand?

                    [PLAYER]
          ...

                    JORDAN
          Kidding, kidding.

          Why stand when you live in a race
          car?

SCREEN BRIGHTENS to reveal a **CHARACTER PORTRAIT** of JORDAN,
a young black woman in a manual wheelchair. She smirks
proudly.

                    JORDAN
          Come on. Let's go.

                                        FADE TO BLACK.

EXT. SIDEWALK – LEVEL 1 PREVIEW – DAY

Shot is wide as we are now in the same frame the start of
level 1 (but we can't move just yet -- it just uses the
same back drop). **AVATARS** of **JORDAN** and **RICARDO** sit in the
background. At the top of the screen, a head-shot of each
character appears next to blocks of dialogue as they speak;
dialogue types as it is spoken.

                    RICARDO
          What happened?

                    JORDAN
          [PLAYER] here was rolling along,
          minding their own business, and hit
          a divot in the sidewalk.

          As usual.

                    RICARDO
          sigh

          I'm sorry.

                              8

               JORDAN
They're everywhere, Rich. What are
we gonna do?

               RICARDO
Friday. It all comes down to
Friday.

               JORDAN
...

You really think it will make a
difference?

               RICARDO
It has to.

TWO BUTTONS appear with DIALOGUE OPTIONS:

               [PLAYER]
#1: "What is it?"
#2: "What's on Friday?"

If select #1:

               RICARDO
The Disabled Citizens Act. Congress
is voting on a new law, and if it
passes, the city will have to make
a whole load of updates to public
buildings --

               JORDAN
-- and sidewalks. Don't forget the
sidewalks.

               RICARDO
On Friday, we're leading a protest.
We're going to demand they pass it.

               JORDAN
If we get there early enough, you
think they'll make the strip mall
comply?

               RICARDO
...

Shoot for the stars?

If select #2:

               JORDAN

A protest.

                    RICARDO
          This Friday, Congress is voting on
          a new law: the Disabled Citizens
          Act.

                    JORDAN
          If it passes, the city might have
          to FIX things like that divot you
          ran into.

                    RICARDO
          It's expansive. It mandates new
          elevators, smoother ramps, buttons
          to open doors on a whole new
          category of public buildings.

                    JORDAN
          If we get there early enough, we
          might even get them to make
          businesses follow it, too.

                    RICARDO
          Thinking big today, are we?

EITHER WAY, it THEN goes to:

                    JORDAN
          You know...

                    RICARDO
          [blank dialogue box -- just show
          his portrait]

                    JORDAN
          We could really use your help.

                    RICARDO
          If you would be willing to come to
          the protest, tell them what
          happened here...

                    JORDAN
          I make an impression --

But we could always use more.

BOTH PORTRAITS UP:

                    BOTH
          What do you say?

TWO BUTTONS:

                    [PLAYER]
          #1: "Yes"
          #2: "No"

If select #1:

                    JORDAN
          YES!

                    RICARDO
          Excellent.

                                        FADE TO BLACK

                                        RESET TO START
                                          OF TUTORIAL
                                                LEVEL

If select #2:

                                        EXIT GAME OR
                              PAUSE SCREEN (?)

EXT. SIDEWALK - LEVEL 1 - DAY

Same back drop, but we can move the PLAYER avatar now.

                    JORDAN
          If we're going to make it to
          Congress, we need to make sure you
          don't flip over again.
                (clear)
          Try your wheels.

New **TEXT BOX** labeled TUTORIAL appears.

                    TUTORIAL
          Press [key-bind] to go forward.

PLAYER tests this out.

                    JORDAN
          Sweet. But I bet you can go
          faster --

                    TUTORIAL
          Press [key-bind] to speed up in any
          direction.

                    JORDAN

-- without flipping over.

Stopping is also important.

RICARDO's **PORTRAIT** comes up. He laughs.

                    TUTORIAL
Press [key-bind] to brake.

                    JORDAN
Now, here's the real sauce. Try
this.

JORDAN does a WHEELIE in the background. Then:

                    TUTORIAL
Press [key-bind] to pop a wheelie.

IF WE ADDED AN ENERGY BAR (how is it implemented?)

                    RICARDO
But we all have to take care of
ourselves, too. We only have so
much energy, some of us more than
others.

ARROW points to or something **HIGHLIGHTS** the **SPOONS BAR.**

                    TUTORIAL
Monitor your SPOONS. [More
explanatory text, however it gets
implemented?]

                    RICARDO
Pace yourself, and you should be
fine.

At LEVEL COMPLETE -- **FLAG**

                    RICARDO
There's our campaign office. We can
go inside and talk strategy.

                    JORDAN
Race ya!

JORDAN's avatar RACES off-screen.

                                    FADE TO BLACK.