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E8 SSML Inputs

## Start

<speak>  
You awake in a room.<break time="0.4s"/> You glance around, utterly confused.<break time="1s"/>

You have no idea where you are.<break time="0.5s"/>

I think I can help you. So here's how to talk to me.

You can ask me for help or to repeat myself at any time.

But first, if you want my advice, I think you should look around.   
</speak>

## Look Around

<speak>  
The room is dimly lit. As you look around you, you see the room has barely anything in it.<break time="0.5s"/>

You notice a potted plant in one corner of the room, a cluttered desk at the other. Besides this, a framed painting hangs on the wall, next to a large, wooden door.<break time="1.5s"/>

I think you should start by investigating one of these things around you. I can repeat what's in the room for you, or you can tell me what you'd like to look at first.  
</speak>

## Potted Plant 1

<speak>  
You walk over to the potted plant. It's tall with long green leaves, probably some kind of succulent.

<break time="0.5s"/>

You touch the leaves. It feels real. The soil is cracked and dry, hard to the touch.

<break time="1s"/>

That's all you notice, for now.<break time="0.5s"/> You decide to keep investigating. <break time="0.5s"/>Tell me where you will look next.  
</speak>

## Potted Plant 2

<speak>  
You return to the potted plant with the hard, dry soil. <break time="0.5s"/>

Now that you have the silver teaspoon, <break time="0.2s"/>you get an idea.   
</speak>

## Dig into the soil

<speak>  
You push the spoon into the soil, until you manage to make a crack. <break time="0.3s"/>

From there, you continue to widen the crevice, breaking the soil into smaller and smaller pieces until you can scoop them out.<break time="0.5s"/> It kind of reminds you of the movie Holes.

<break time="0.5s"/> You begin removing pieces of the soil, and run into something hard. <break time="0.2s"/> You find a small key, buried in the dirt.<break time="0.5s"/>That sounds promising.

<break time="1s"/> You put the key in your pocket. You can ask to check your pockets at any time.

<break time="1s"/>For now, you decide to keep investigating. <break time="0.6s"/>Tell me where you want to look next.  
</speak>

## Desk 1

<speak>  
The desk seems typical, like it gets used frequently. <break time="0.5s"/> It resembles an Ikea Alex desk, with three drawers on one side. <break time="0.5s"/>

You notice a coffee mug sitting atop some scattered papers, as well as a few books on the desk.

<break time="1s"/>

You can interact with the coffee mug, the papers, the books, and the drawers. <break time="0.2s"/>Or, you can decide to look somewhere else in the room.  
</speak>

## Coffee Mug

<speak>

The coffee mug is plain, with a design on it that you don't need to care about. <break time="0.5s"/>

Inside the mug you see dried remains of what looks like coffee, and a silver teaspoon.

<break time="2s"/>

...Take the spoon?

</speak>

## Take the Spoon

<speak>

You take the spoon and put it in your pocket. <break time="0.5s"/> Hey, one never knows when they might need to scoop. You can ask me to check your pockets at any time.

<break time="1s"/>

Will you keep investigating the desk?

</speak>

## Scattered Papers

<speak>

You look at the papers scattered about the desk. <break time="0.3s"/>They are filled with equations, and words in a language unknown to you.<break time="0.5s"/>

One of the papers catches your eye. <break time="0.2s"/>It has a bright, yellow sticky note, with the number 1<break time="0.1s"/> written on it.<break time="1.3s"/>

You notice nothing else for now, and return to investigating the desk.

</speak>

## Books

<speak>

There are two hardback books sitting on the desk, stacked on top of each other. <break time="0.3s"/> One book is blue, the other is purple.

</speak>

## 

## Blue book

<speak>

The blue book appears to be some sort of retrospective volume about basketball. <break time="0.5s"/>You open it, landing on a picture of a player on the court wearing a blue jersey, number 3. <break time="0.5s"/>The page seems to have been earmarked.

</speak>

## Lilac book

<speak>

You open the purple book.<break time="0.5s"/> You're shocked to find pages carved into, creating a small recess hidden in the book.<break time="0.5s"/> It looks like something metal is inside.

</speak>

## Investigate the compartment

<speak>

Inside the hollowed compartment, you see what appears to be a small, metal hex key. <break time="0.3s"/> The kind you use to assemble furniture. Strange... <break time="0.5s"/> You decide to pocket it. You can ask to check your pockets at any time. <break time="0.5s"/>

Continue investigating the desk?  
</speak>

## Drawers

<speak>  
You open the drawers, hoping to find something useful. <break time="0.5s"/> Inside the first two drawers you find pencils and other random office supplies, <break time="0.2s"/> nothing worth taking.

<break time="0.5s"/> Interestingly, the third drawer has a small key-hole...<break time="0.3s"/> it seems to be locked.  
</speak>

## Unlock Drawers 1

<speak>  
You have nothing to unlock the drawer with.  
</speak>

## Unlock Drawers 2

<speak>  
You try the small key you found buried in the soil of the potted plant. <break time="0.2s"/> It works, and the drawer unlocks.<break time="1s"/>

Inside the drawer, you find a small, locked box. <break time="0.3s"/> Oh, just great. <break time="0.7s"/> The box has a keypad with letters, and appears to take a four-letter combination.  
</speak>

## Enter Combo

<speak>  
Tell me the four letters to enter on the box.  
</speak>

## Unlock Box

<speak>

You open the box to find what looks like a valentine,<break time="0.2s"/> a heart, cut out of red construction paper.<break time="0.5s"/>

On the heart is a handwritten note, saying, "2 you, with love. I hope you're having fun."<break time="1s"/>You notice the note has the number 2, instead of saying the word.

<break time="1s"/>There's nothing else in the box. You decide to keep investigating the desk for now.

</speak>

## Painting

<speak>  
You approach the painting on the wall. <break time="0.5s"/>It looks impressionist, picturing a young girl with short hair, wearing a beret and sitting under a tree, <break time="0.1s"/> nose deep in a book.<break time="1s"/>

Looking closely, you notice the painting has no signature. <break time="0.3s"/> The only text you see is on the book's spine, where you can read the word, "MARS." <break time="0.2s"/>M <break time="0.2s"/>A<break time="0.2s"/> R<break time="0.2s"/> S.

<break time="2.3s"/>For now, you decide to keep investigating. <break time="0.6s"/>Tell me where you want to look next.  
</speak>

## Door

<speak>  
You approach the large wooden door, seeming to stare at you from across the room. <break time="0.2s"/> All things considered, it's just an average door, but it feels mysterious.<break time="0.5s"/>

The doorknob is configured with a strange-looking lock. <break time="0.2s"/> Looking down, you see a welcome mat at the foot of the door. It creatively says, "Welcome!" <break time="0.5s"/> Funny.  
</speak>

## Doormat

<speak>

You can't help but find it odd that there's a welcome mat, considering you're indoors. <break time="0.5s"/> You lift it from the ground to investigate, <break time="0.2s"/> but instead, <break time="0.2s"/>notice a strange panel on the floor, hiding underneath where the doormat was.

</speak>

## Floor panel 1

<speak>

Looking at the panel on the floor, you see a rectangle, completely flush with the ground. <break time="0.2s"/>Presumably, something lies underneath.

<break time="0.5s"/> The only thing on the panel's face is a silver, hexagonal screw. <break time="0.2s"/> It seems to you that this is the only way to get the panel open.

</speak>

## Unscrew the panel

<speak>

You use the hex key to unscrew the panel. <break time="0.2s"/> Underneath, a small cubby-hole lies hidden below the floor.<break time="1s"/>

You reach inside and feel something soft. <break time="0.2s"/> It's a purple stuffed animal, with a four-leaf clover beside its ear.<break time="1s"/>You decide to take it with you. <break time="0.07s"/>You could always use a friend.

<break time="1.5s"/> The cubby now lies empty. <break time="0.5s"/>Go back to investigating the door?  
</speak>

## Door lock

<speak>

The lock on the doorknob is large, and like a combination lock, <break time="0.2s"/>it has four dials that turn to make the combination. <break time="1s"/> But instead of numbers or letters, <break time="0.2s"/>the wheels on this lock have the colors of the rainbow. Red, orange, yellow, green, blue, indigo, and violet. <break time="0.5s"/> The dials line up in a row to make a four-color combination.

</speak>

## 1st digit

<speak>  
Your choices are: red, orange, yellow, green, blue, indigo, and violet. <break time="0.3s"/>

Which color will you turn the first dial?  
</speak>

## Freedom!!!!

<speak>

You turn the knob, using your weight to give the door a hefty shove. <break time="0.5s"/> The door, surprisingly heavy, groans in protest. But slowly,<break time="0.2s"/> it begins to creak open. <break time="1.5s"/>

With a final push, you heave against the door, <break time="0.5s"/> and are blinded by the light of day. <break time="0.5s"/>A cool breeze hits your face as it rushes inside. <break time="1.5s"/>

You step outside and breathe deeply, taking in the fresh air around you. <break time="1.5s"/>

You've made it. <break time="0.5s"/> You are free. <break time="1.5s"/> Congratulations. You managed to escape!

</speak>

## Door Lock Fail

<speak>  
You enter the combination and turn the knob, using your weight to give the door a hefty shove. <break time="1s"/>

But... the door doesn't budge. <break time="0.5s"/> It must have been the wrong combination.<break time="0.5s"/>

You take a step back and think for a minute. <break time="1s"/>

Do you want to try again? Or will you look around for more clues?

</speak>