

RELIC

Cinematic Script

Context:

Relic was an ambitious [student project](#) that was both a student film and a game project. As the Narrative Lead, I was responsible for delivering all narrative elements to both projects. For this script, I not only wrote and edited the entirety of the cinematic script, I voice acted a part, I directed the voice actors, I managed a game writer's copywriting deliverables, and I worked with the audio designers and music composers to organize all of the narrative assets we needed to build out the scene that introduced our characters for the game.

DigiPen Game Awards:

My writing won the following awards at the 2015 DigiPen Game Awards. Best Spoken Dialogue and Best Characters.

See awards in the DigiPen showcase: <https://www.digipen.edu/showcase/student-games/relic>

Watch the cinematic: <https://www.youtube.com/watch?v=3BFUs9eGxdw>

What others said: <https://www.youtube.com/watch?v=pYa0aSyUcX8&feature=youtu.be&t=156>

Download and play the game (Windows 7 Optimized): <https://games.digipen.edu/games/relic>

Cinematic

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1. Cinematic

References:



Hired by a wealthy Zaxonian named Kotubir to acquire rare Zaxonian relics, Sam Ward flies to a derelict on the advice of pirates she ran into in the Thetch System. She has already acquired two of the three relics in her contract and all she needs is the final relic, which is reported to be in this remote section of space.

1.1. DigiPen Splash Screen

References:



Barely audible news starts at around Frame 35. Although the audience can't hear the content, the sound of news should set the tone. It's as if we're standing down the hallway, outside a room where the news is playing in the background.

NEWSCASTER

(serious)

*This is an inaudible news clip from IGN
(Intergalactic Network) News.*

The Ja' Dan flower show is set to begin here on Xel.

Following:

[↑ Exterior Shot of Gimbal Shuttle](#)

1.2. Exterior Shot of Gimbal Shuttle

References:



The newscast is still barely audible. Although the audience can't hear the content, the sound of news should continue to set the tone. It's as if we're standing outside a room where the news is playing in the background.

NEWSCASTER

(serious)

The newscaster is barely audible.

*Malic priests arrived earlier in the week to bless
the proceedings.*

Following:

[↑ Interior Shot of Flight Control Panel](#)

1.3. Interior Shot of Flight Control Panel

References:



The camera has now moved to the shuttle's interior. The newscast is starting to become more audible. There should be a noticeable increase in volume, as if we walked into a room where the news has been playing in the background.

NEWSCASTER

(serious)

The audio is getting noticeably louder. Now, the audience is starting to understand the news.

Members of the trade guild have offered to increase security measures to ensure a fun, safe environment for all attendees.

Following:
[↑ Shot of Sam's Leftovers](#)

1.4. Shot of Sam's Leftovers

References:



The camera is moving through the shuttle's cockpit. We see some of Sam's leftovers and a pizza box. The news continues to increase in volume.

NEWSCASTER

(serious)

The newscast increases in volume as the camera moves through the cockpit.

In other news, next week is election week in Zaxon.

Following:
[↑ Shot of Sam's Belongings](#)

1.5. Shot of Sam's Belongings

References:





We see some of Sam's personal belongings. The newscast is getting bit louder.

NEWSCASTER

(serious)

The news cast is getting louder now. This is an optional newsclip that we can cut if we're running out of frame budget.

Zaxonian citizens must bring their clan's blood plates to polling stations.

*Following:
[↑ Shot of Flight Deck](#)*

1.6. Shot of Flight Deck

References:



We hear the Breaking News announcement near the end of this shot.



NEWSCASTER

(serious, elevated tone)

The newscaster is about to break some news about a serious theft.

Now in -

*Following:
[↑ Breaking News Shot](#)*

1.7. Breaking News Shot

References:



This is a breaking news announcement, which introduces Sam Ward, Relic Hunter extraordinaire. The lines need to fit inside a 4.5 second window.

NEWSCASTER

(serious, elevated tone)

This broadcast must fit within a 4.5 second window of time to accommodate the art frames.

*- breaking news! Relics are missing from Zaxon.
Images of Relic Hunter, Sam Ward, have surfaced.*

Following:

[↑ Introducing Sam](#)

1.8. Introducing Sam

References:



This is our first introduction to the main character, Sam Ward, Relic Hunter Extraordinaire.

NEWSCASTER

(flat, serious)

The news can fade or cut out at either “currently” or further down at “authorities” – depending on our frame budget of course.

The investigation is currently underway. We'll keep you updated as authorities uncover more information we can share.

SAM WARD

(AFX)

Drinking Soda

Sam is drinking soda in this shot.

SAM WARD

(AFX)

Shutting off T.V.

T.V. shutting off.

Following:

[↑ First Shot of Computer Console](#)

1.9. First Shot of Computer Console

References:



Sam is checking the status of her take.



SAM WARD

(building-up, anticipating the payoff)

Sam is anticipating the increase from three million to six million credits.

Ahhhh...

SAM WARD

(self-congratulatory)

Sam learns that she just earned herself six million credits.

Yeah!

Following:
[↑ Sam Swipes the Console](#)

1.10. Sam Swipes the Console

References:



She sees the destination alert. We introduce Gimbal in this shot, and we begin to establish their relationship.

GIMBAL

(sarcastic)

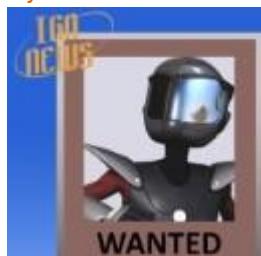
Gimbal is feeling a bit sarcastic now.

Congratulations, you're a felon now.

Following:
[↑ Shot of Sam Getting Up/Tossing Soda](#)

1.11. Shot of Sam Getting Up/Tossing Soda

References:



Sam gets up to go to the flight console.

SAM WARD

(stretching, responding to
Gimbal's sarcasm)

Sam gets up and stretches.

You had one job to do.

Following:

[↑ Shot of Sam's Walk Cycle](#)

1.12. Shot of Sam's Walk Cycle

References:



We see Sam walking to the flight console.



GIMBAL

(covering her ass)

Gimbal responds to Sam's slight jab.

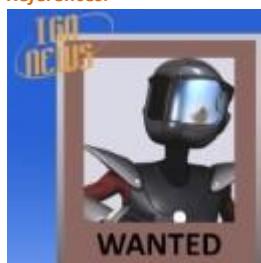
I was busy... scanning the area.

Following:

[↑ Reverse Shot of Sam's Walk Cycle](#)

1.13. Reverse Shot of Sam's Walk Cycle

References:



Sam is heading to the Flight Console.



SAM WARD
(calling out Gimbal)
Sam calls out Gimbal.
Alotta good that did me.
Following:
[↑ Shot of Sam Reaching the Flight Console](#)

1.14. Shot of Sam Reaching the Flight Console

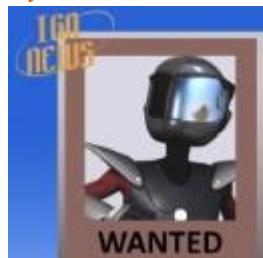
References:



There is a brief pause in dialogue here.

1.15. Shot of Sam Situating Herself at the Flight Deck

References:



Sam is getting situated in the flight deck.

GIMBAL

(slightly embarrassed but
keeping a poker face)

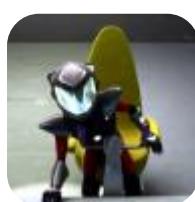
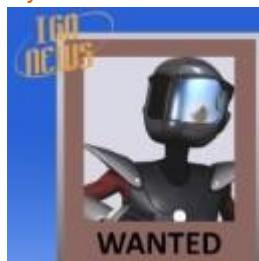
Gimbal is embarrassed at the fact that she did not short out the cameras.

No comment.

Following:
[↑ Reaction Shot](#)

1.16. Reaction Shot

References:



This is the beginning of Sam's reaction shot sequence. She's seeing the derelict for the first time.

SAM WARD

(inquisitive)

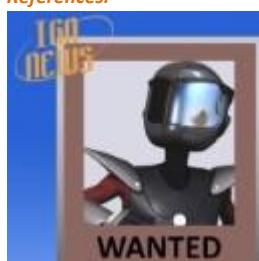
Sam asks Gimbal if that is the derelict that they have been looking for.

Is that it?

Following:
[↑ Reverse Reaction Shot](#)

1.17. Reverse Reaction Shot

References:



The derelict is getting easier to see.

SAM WARD

(astonished)

Sam reacts to the derelict that is slowly being revealed to her.

Whoa.

GIMBAL

(informational and affirmational)

Gimbal affirms that this is the derelict they have been looking for.

Scanning derelict.

GIMBAL

(informational)

Gimbal indicates that she is about to reveal the derelict's origin.

Origin:

GIMBAL

(frightened and confused)

Fear strikes Gimbal as she realizes that her scans indicate that the ship is of Thale origin. The fear should really start coming through as she utters the word, "Thale". Gimbal is confused by the fact that she thought that all Thale ships were decommissioned at the end of the 4,000-cycle war.

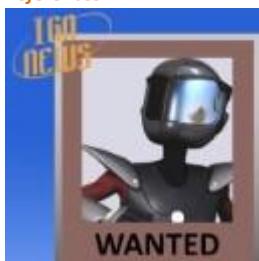
Thale

Following:

[↑ Sam Pilots the Shuttle](#)

1.18. Sam Pilots the Shuttle

References:



Sam is piloting the shuttle towards the derelict.



Cinematic

SAM WARD

(excited, adrenaline pumps
through you)

Sam gets into high gear in this shot.

Grab yer boots!

Following:

[↑ End Cinematic](#)

1.19. End Cinematic

This is then end of the cinematic, and the start of our game.



Following:

[↑ Hangar](#)
