# Narrative Document

Narrative works on a queuing system, where lines are put into a list and then played one by one. This way, we avoid overlapping voice lines.

Types of Triggers

* Enter Level Trigger – plays when the level starts
* Interact with object trigger – plays when Ivan looks at an interactable (with the rotation view)
* Leaves object after interacting – plays when Ivan starts to walk, shortly after he has interacted with a rotatable object.
* Ivan enters a dialog trigger zone – when Ivan enters a trigger collider
* Ivan completes an objective on the objective list – When the checklist triggers, it can call an voice line.

# Level 1 – Narrative Lines

**Enter** – **grumbling**“This old junk switchbox is out again, I asked them for parts, but do listen to old Ivan? No.“

**1st Trigger Zone** – “I miss her… If Alex was still around this place wouldn’t be such a mess… I would have had the time.”

**Narrative Object 1 Interact** (Son’s Letter) - “My son should understand… he grew up here with us. I can’t just leave, not like he did.”

**Narrative Object 1 Leave** – “I spent my life with her here… I can’t… I can’t just move on. What would I even do…”

*Suggestion, “She was his mother, does that mean nothing to him. The happiest moments of our lives took place in this very building. I can’t just leave.*

**2nd Trigger Zone** - **“**Now there is a storm, the light is out and now I have to stumble around in the bloody dark because the light’s gone out”

**Narrative Object 2 Interact** (Commander’s Letter) - “This is my home… they can’t just take this place away from me”

**Narrative Object 2 Leave** – “I’m doing them a favour…. We’re short on men cause of the war. I don’t need some yelp running around here keeping me company. I can do this myself.”

**3rd Trigger Zone** – Humph… It’s burnt out. At least they sent me the parts to fix it... I just never got around to it.

**Narrative Object 3 Interact** (Boat) - **Light chuckles** “Thar she is… the beauty. Me and Alex use to take this out to sea, before she got sick…” **deep breathe**

Narrative Object 3 Leave – None

## Level 1 – Objective Lines

These lines are played after Ivan completes an item on his checklist.

These lines are already in the OG doc, will move them over later and clarify how they trigger in the new system later

**Interact with DV Board** (First )- “ye… burnt out. Need to replace the whole switch. I think I have the parts lying around here somewhere”

**Repeated Interactions with DV when he can’t work on it more** – **inaudible grumbling**

**Find Wires** – Got the wire… Tangled but it’ll do…

**Find Screwdriver** – Here it is… humph… this toolbox is a complete mess…

**Find Switch** – There it is… I knew I ordered a new one…

**On Completing the fix** *– “Aaaaaannndddd there! That’s some sloppy wiring, but it should get the job done.”*

**After DV board sparks and lights pop** *– “Ahh! Damn!”*

**Reacting to the boiler shaking and making noise** *– “That’s… too hot to touch. I think the thermostat burnt out…”*

**Hearing the pipe burst** *–* ***grumbles “****Why now, why tonight. Damn it!”*

# Level 2 – Narrative Lines

Technical Thing – To interact with the painting and the rocking horse, the player first needs to remove the steam. The clues for the code will be distributed throughout zone 1 and 2. Zone 3 will be locked behind the door. If Ivan tries to interact with a story object before the steam is cleared he will complain he can’t see (Optional).

**Enter** – There’s steam everywhere, I can’t see a thing… Pipe must have burst

**1st Trigger Zone** – Looks like the pipe burst… I can close it off, need to find my wrench…

**Narrative Object 1 Interact** (Painting) – Last time I was back home was for the funeral… I couldn’t look your brother in the eyes Alex…

*Suggestion, “The last time I was back home was for the funeral. I couldn’t bring myself to look your brother in the eye. I’m sorry Alex.”*

**Narrative Object 1 Leave** – none

**2nd Trigger Zone** (After Steam Jet) – This was Nicholai’s playroom… *I have so many happy memories about this room.”*

**Narrative Object 2 Interact** (**Nikolai’s** Rocking Horse) – I remember when I brought this back from the mainland. He would rock on it for hours…

**Narrative Object 2 Leave** – I wish I could just go back to those days… when he was so young and we were all together.

**3rd Trigger Zone** – none

**Narrative Object 3 Interact** (Sturdy Ladder) – **light chuckle** “This old thing… It broke once, didn’t work when I tried to fix it the first time… Alex laughed at me when I fell flat on my arse… (This is a slightly bitter sweet/happy tone, not negative)”

**Narrative Object 3 Leave** – “I had to fix it her way… thing hasn’t so much as creaked in the last 8 years… I wish she was still here… I miss that laugh…”

## Level 2 – Objective Lines

Interact with Burst Pipe/Steam Wall – “Bloody hell… that’s hot. I can’t get past.

Leave Burst Pipe/steam wall – I need to shut off the valve… Imma need a wrench.

Find Wrench – “There you are, time to shut that valve”

Find Spare Valve – “I can swap the bust one out for this I guess… should’ve done that a few days back though.”

Fix Burst Pipe – “There… Shut. Should clear the path”

Interacting With Door when you haven’t found the clue – I really… should know this code after all these years… Alex kept changing it, trying to find something Easier to remember…”

Leaving Door when you haven’t found the clue – “Why do we even have a code for this door… we’re on an island! **Chuckles** who would boat all the way out here to steal from a lighthouse”

Finding Clues On Painting – “Wait… 1608… the day we left home… Of course”

Leaving the door when you have found the clue, but haven’t opened the door yet – “It’s on that photograph… What was it again? Let me check…”

Unlock Door – “There we go. Finally…”