# Level 1 Script

Ivan enters level

## Objects in the first Level

1. Toolbox
2. Farming tools
3. Boat
4. Alex’s Books
5. Writing Desk
6. Letter From Commander
7. Letter From Son

## Puzzle and Navigation Dialog

Ivan enters the room

**While grumbling**“This old junk switchbox is out again, I asked them for parts, but do listen to old Ivan?“

**Ivan starts walking “**No. Now there is a storm, the light is out and now I have to stumble around in the bloody dark…”

Ivan walks past an environment trigger

“This place is a mess... I just haven’t had time without Alex around… Alex…”

DV board – First Interactions

**On Approach First Time** – “Alright, what’s wrong this time?”

**On Departure After First Inspection** – **Hrmph** “*This piece of garbage… I’ve been telling them for years! But do the listen? No… I'm just grumpy ol’ Ivan…”*

**Repeated Interactions when there is no new voice line** – **inaudible grumbling**

**Walk Past DV board after first interaction** *(Only Once) –* ***mumbles…*** *“hunk of junk…”*

*Ivan Interactions with the DV board*

**On First Inspection** – “ye… burnt out. Need to replace the whole switch. I think I have the parts lying around here somewhere”

**On Second Inspection or walking away** – “I’m going to need a screwdriver to get this cover off… maybe some fresh wire. The switch is probably blown too.”

**On follow up Inspections, no Items installed; plays one of 3 (**If Ivan has the Item already, their voice lines aren’t played**)**

* 1. *“I think I left those wires by the bookshelf over there”*
  2. *“The screwdriver? That's by the worktable, right?”*
  3. *“The spare switch? Must be by those spares in the workshop.”*

**After having some of the items but no screwdriver yet –**

* 1. “I need a screwdriver”
  2. ”these screws are the only thing holding this junk together”
  3. “I can’t use this until I get this damn cover off”

**After removing the cover but not having the other items** –

* 1. “I still need a wire.”
  2. “I still to replace the switch.”

**When you only need 1 more item**

* 1. “There… now I just need that wire”
  2. “Wiring done, need the switch though.”

**Non-specific item finding lines**

* 1. *“Found them!”*
  2. *“Found it!”*
  3. *“I swear I kept it in this draw.”*
  4. *“I swear I left them in this box.”*
  5. *“I swear it’s in this crate.”*
  6. *“This workshop is a mess…”*
  7. *“I should pack up some of these things.”*
  8. *“There it is!”*

**Screwdriver**

* *“Finally, the screwdriver.”*
* *“I really need to organise my toolbox don't I… If I had Alex around still, I could’ve found the time.”*

**Wires**

* *“Just need some scrap wire, should be easy to find.”*
* *“Got some wire.”*
* *“Now where did I leave the spare wires?”*

**Switch**

* *“I swear that switch was left her.”*
* *“Dead, fried, burnt. Where are my spare switches?”*

*Ivan Interactions with the DV board after all Items have been found*

1. **On interaction** *– “Aaaaaannndddd there! That’s some sloppy wiring, but it should get the job done.”*
2. **After DV board sparks and lights pop** *– “Ahh! Damn!”*
3. **Reacting to the boiler shaking and making noise** *– “That’s… too hot to touch. I think the thermostat burnt out…”*
4. **Hearing the pipe burst** *–* ***grumbles “****Why now, why tonight. Damn it! I need to fix the light!”*

## Interactable Lines

Ivan encounters the writing desk

**If Ivan reads the letter from his commander last** – **Grumbles** “This is my home… they can’t just take this place away from me”

**If Ivan reads his Son’s letter Last** - “He should understand… he grew up here with us. I can’t just leave, not like he did.”

Ivan walks away from the writing desk

**If Ivan read the commander letter** – Maybe if they got me the right stuff, the lights would be on and I could do my job… I can man this myself.”

**If Ivan read the son’s letter** ­– “He… He’s moved on now. Why can’t… Why cant I? It Was easy for him.”

Ivan walks past Alex’s books

**Interacts with it for a very short time and puts it down** - She used to be stuck in these books of hers for hours, she was always the smart one.

**Interacts with it for a few seconds and puts it down** - Flora and Fauna of the English Channel, Alex could put a name to almost anything here, not that there was never really much growing here, no matter how much I tried. **chuckles**

Ivan Walks past the farming tools

**Interact with** - “That tool head is loose on that hoe, I should wedge some wood in there later…”

**Walking Away After Interaction** – “The garden’s in a real mess huh.”

Ivan walks past the boat

**Walks past: Light chuckles** “Thar she is… the beauty. I remember taking Nichola out on that old boat. Taught him to fish like my paps taught me.”

**Interacts**: “The Brightest Light of all… Old thing. Haven’t taken you out in a long time, you need a good cleaning, and maybe a waxing!” **chuckles**