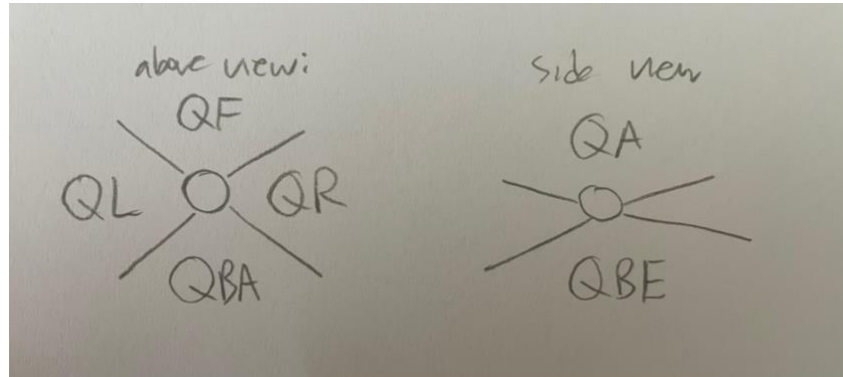


DEEP DOWN – VR GAME EXPERIENCE SCRIPT

SCRIPT



Division of 3D space

(QF = Player's front, QL = Player's left, QR = Player's right, QBA = Player's back
QA = Above player, QBE = Below player)

PART 1: Title

All quadrants are dark.

After a few seconds, in quadrant F, a title appears in thin, silvery font. It reads: DEEP DOWN. A rectangular PLAY button appears.

When the player interacts with the button, the title card disappears. Slowly, all the quadrants get lighter, until the player's surroundings are revealed. FADE TO-

PART 2: The living space

A small rectangular space, coloured in grey, steel blue, and white. The player is facing a closed door.

To their right in quadrant R is a bed and nightstand, with three sticky note pads and a marker on the nightstand.

To their left in quadrant L are two sliding doors, the left one being glass and revealing a kitchen, the right one opaque with a washroom sign on it. A plaque above the door handle reads UNOCCUPIED.

Behind them in quadrant BA is a closed closet and a bulletin board with photos and letters pinned to it. Some of these are pictures of people, others are pictures of pets and the surface world. The letters are intelligible, though a few of them have the name MYERS written at the bottom.

The biggest letter has visible text and reads:

“Hey Myers, hope you’re okay. I’ve been meaning to write to you about the argument we had, and mom’s death. I’m really sorry, I didn’t mean to yell at you like that. It’s not your fault she died.

I know you’re going on that six-month research trip at the bottom of the sea. It sounds scary, you know I always hated water, couldn’t get me to swim in even two feet of it. I never understood why you liked sciencey stuff so much, and I said a lot of shit to you about it. Just saying now I’m sorry about all of it, I didn’t mean any of it, I think you’re not crazy for wanting to do this.

When you come back up send me a letter okay? Dad would love to hear from you. You can come over sometime for dinner.

Anyways good luck with the trip, stay safe, I love you.

- Brennan”

The only thing the player can interact with is the door in front of them. An option to open the door will appear. After they open it, a hallway is revealed, leading to a new space.

Part 3: The station proper

This new space is a circular room. The room is predominantly off-white, with grey, steel blue and brown-orange accents.

Before them are four workstations. Bright purple, green and yellow sticky notes are stuck to the wall at each one. Each sticky note gives hints on how to complete that workstation’s task.

The workstations are, from left to right:

- Calibrating measurements
- Taking note of water pressure outside
- Taking observations on plants being grown underwater
- Organizing data records

To the player’s right in quadrant R is a screen showing the status of communications with the surface, which read SECURE. Beside it is the exit of the research station, as well as a glass case with a diving suit inside. A label on the case reads DEEP SEA DIVING SUIT: FOR LEAVING STATION. A sticky note on the case reads IN CASE OF EMERGENCIES: NEAREST STATION 50KM – FOLLOW LIGHTS.

After the player interacts with all four workstations, a moment passes before the research station shakes, the lights begin flickering, and then go out. Startling violin music plays briefly.

The orange emergency lights come on after a few seconds. The communications status screen is the only thing lit in the space, drawing the player’s attention. It now reads DISCONNECTED: SEEK AID IMMEDIATELY.

If the player looks to the diving suit case, an option to don the suit appears. After wearing the suit, an option to exit the research station appears. Upon selecting that, the screen fades to black. Then, FADE TO-

PART 4: The walk

The player spawns in front of the door of the circular research station. Behind them in quadrant BA is the door, lit from above by green emergency lights. Before them stretches a line of white lights like a path, anchored into the rocky sea floor. Darkness surrounds them, revealing nothing.

The player's POV is now limited to a glowing circle of light from their head lamp (off-screen). On-screen text appears, reading PRESS BUTTON TO TURN OFF HEAD LAMP.

The player can only walk forward, following the lights. If they attempt to return to the station's interior, they can't; there's no option to.

If the player leaves the safety of the lights, they will hear a roar echo through the darkness. Then, a set of spiny jaws will close around the player's POV, and the player will respawn back at the last place along the light path they were before they left.

While walking, for the first 5 minutes, the player will hear nothing but the sound of their breathing and the rumble of underwater currents.

Around them in quadrants L and R, deep sea aquatic creatures will sometimes spawn, such as jellyfish, anglerfish, and other thin, emaciated creatures. Some of these aren't real animals. These creatures cannot be interacted with. Some quickly flee upon the player's approach.

At the 5 minute mark, a resounding growl will echo through the space in quadrant R/A, prompting the player to turn to see a massive serpentine shape roll through the darkness, its sides dotted with faint bioluminescent lights.

In the next 10 minutes, the creature will randomly growl and appear, specifically in quadrants L, R and A. It will appear between intervals of 5-8 minutes.

If the player has their head lamp on and/or moves when the creature rumbles, jaws will close around their POV, and the screen will fade into darkness, then back again as the player respawns. Deep sea aquatic creatures will continue to spawn along the path.

But otherwise, the walk is lonely: there is no sound, the ground never changing from grey stone. The darkness is eerie, empty. There is nothing to act on, except the fear of being eaten. The player just walks. After another 15 minutes, the path of lights end.

Part 5: The other research station

Where the path ends, in quadrant F, is another research station, identical to the one the player spawned in, except this one has its regular white lights on, and not the green emergency ones.

But as soon as the player approaches the station, the creature bellows again in quadrant A. A thick sinuous shape charges the station, slamming into its side, causing the station to wobble, its emergency lights flashing on. Shrill violin music plays again. The creature charges the station again, knocking it over, its lights blinking off.

The world is plunged into darkness. Even the path of lights have been put out, destroyed by the creature moments prior. The only light comes from the player's head lamp, if it is on. Tinny music plays, repetitive and anxious.

Then, the creature bellows in quadrant BA, prompting the player to turn. This time, though, the bellow continues as a low growl. Then, before one can blink, a thousand bioluminescent lights flash across the player's POV, before they're all blocked out by spiny jaws filling the player's POV as the music crescendos into a terrifying shriek. Blackness floods the player's sight.

The words THANK YOU FOR PLAYING appear in the void, and an option to replay appears beneath it.