Lost Fountain of Youth: Game Script

*Introductory paragraph*

A group of ambitious Spanish Conquistadors

*quest: NAME OF QUEST*

EXT./INT. LEAD LOCATION: SPECIFIC LOCATION – DAY OR NIGHT

FIRST/THIRD PERSON GAME PLAY

Action that the player does goes here. Don’t bother with “walking around” as an action, but specific actions needed to progress the quest such as “Opens the door to CHARACTER’S house” or “Picks up lost letter.”

TRANSITION TO CUT SCENE

*NPC may say several different things to start the conversation*

|  |  |  |
| --- | --- | --- |
| *CHARACTER NAME Random Lines* | NAME | What do you need? |
| NAME | How can I help? |
| NAME | Hello there! |

CUT SCENE

CHARACTER #1

Dialogue

CHARACTER #2

Dialogue

CHARACTER #1

Dialogue

CHARACTER #2

Dialogue

CHARACTER #1

Dialogue

CHARACTER #2

Dialogue

END CUT SCENE

EXT./INT. LEAD LOCATION: SPECIFIC LOCATION – DAY OR NIGHT

THIRD PERSON GAME PLAY

Describe some stuff in this new world. When the player walks around, what do they see?

A CHARACTER approaches them.

TRANSITION TO CUT SCENE

NPC

Dialogue

*The Choice Dialog appears.*

|  |  |
| --- | --- |
| **Response** | **NPC’s Response** |
| Words | Words |
| Words | Words |
| Words | Words |

NPC hands THE PLAYER an ITEM.

NPC

Dialogue

*The Choice Dialog appears. All questions may be exhausted.*

|  |  |
| --- | --- |
| **Response** | **Lora’s Response** |
| Question 1 | Answer 1 |
| Question 2 | Answer 2 |
| Question 3 | Answer 3 |

*[The following dialogues serve to answer the questions potentially asked by the player if the player continues to pursue the dialogue.]*

If the player **DID** ask question 1:

NPC

Dialogue

*The Choice Dialog appears. All questions may be exhausted.*

|  |  |
| --- | --- |
| **Response** | **NPC’s Response** |
| Response or Question | Answer |
| Response or Question | Answer |

If the player **DID** ask question 2:

NPC

Dialogue

PLAYER

Dialogue

NPC

Dialogue

PLAYER

Dialogue

If the player **DID** ask question 3:

NPC

Dialogue

PLAYER

Dialogue

NPC

Dialogue

PLAYER

Dialogue

*[All versions pick up here:]*

*Barks Template*

|  |  |  |
| --- | --- | --- |
| *NPC Random Lines* | NPC 1 | Words |
| NPC 2 | Words |
| NPC 3 | Words |
| NPC 4 | Words |

*[The next cut scene depends on how BLANK goes:]*

If the player finds BLANK:

Outcome (Example being that if the player finds a letter or something, they have more choices)

*The Choice Options appears.*

|  |  |
| --- | --- |
| **Choice** | **Consequence** |
| Choice 1 | World state change 1 |
| Choice 2 | World state change 2 |
| Choice 3 | World state change 3 |

If the player does not find BLANK:

Different outcome (the example being that if your player doesn’t find valuable information, they can “fail”)

*[All subsets end here:]*