

STORY MODE OPTIONAL PATH WRITING SAMPLE by Domini Gee

This is an excerpt from the game script. Most has been maintained as faithfully as possible while reordering other parts to reflect level progression.

'Optional path' refers to the optional paths in the game. These are paths the player does not have to play through to complete the level. For crit path related dialogue, please see the story mode crit path script sample.

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STORY MODE OPTIONAL PATH- DESIGN NOTES (smo-i)

Optional Paths Must:

- Be within 200-500 words (including coding).
- One long dialogue, one short dialogue, and one or two environmental dialogues.
- Should not be necessary to completing or understanding the level.
- Should expand on information that does not appear in the crit path.
- Should encourage the player to explore the environment and optional dialogues or scenes, whether for more information or entertainment value.

Necessary Levels:

- Outside the bistro. A small explorable area that players may choose to explore or bypass if the player would prefer to skip straight to crit path.

Necessary Flags:

- `$ paper_clicked = False`
 - When set to true, piece of trash and cleaner automaton dialogue should disappear from the screen.

Necessary Objects:

- `iMask = Item("Blue Mask", "essiemask3.png", "My Face, proof of my citizenship and Face rank.")`
 - Default item. Always in inventory.
 - Object is not useable but it gives players something constant to interact with in the inventory. Object description also provides more setting information.

Necessary Images:

- One clickable image of a paper scrap.
- Inventory image for `iMask`.

Necessary Sounds:

- SFX for: cleaner automaton, movement and idle sounds.
- Music for: Awyr Isles-Daytime.

STORY MODE OPTIONAL PATH - MAIN SCRIPT (smo-ii)

STORY MODE OPTIONAL PATH - ENVIRONMENTAL DIALOGUE (smo-ii-a)

label click_host_sign:
scene hhost_exterior_bg
e "(Heavenly Host, one of the most prominent eateries on central island.)"
e "(If it wasn't for the 'Faces Mandatory' rule and the prices I'd probably like it more.)"

label click_host_woman:
scene hhost_exterior_bg
e "(She keeps glancing at the eatery... Scratch that, I think she's glaring.)"

STORY MODE OPTIONAL PATH - SHORT DIALOGUE (smo-iib)

label click_host_menu:
scene hhost_exterior_bg
e "Someone really liked their adjectives."
g "It's no worse than your poetry."
e "{i}Old{/i} poetry! I'm learning to tone it down and to be pickier about who I share it with."
g "Don't worry, somewhere out there there's someone that will look past your adjective abuse and purple prose and appreciate your genius."
e "(It definitely won't be you.)"

STORY MODE OPTIONAL PATH - LONG DIALOGUE (smo-iic)

label click_host_paper:
scene hhost_exterior_bg
play sound "sfx_cleaner_arrive.mp3"
e "(Just trash-)"
e "-WHOA-"
play sound "sfx_cleaner_idle.mp3" loop
"A heavy weight ploughed into Essie's leg."
"It was a Cleaner automaton: three-foot tall and box-shaped, a rusted 'H' on its head, and brushes on its feet and left 'hand'.
"Its right 'hand' was a blunted pincer pinning the piece of litter to her boot, while its left madly scrubbed away."
"Essie shook her foot with no success."
e "Get. OFF - you blasted piece of s-"
g "*giggle* Do you need help?"
e "Nah, I al-most-Got it!"
play sound "sfx_cleaner_leave 2.mp3"
"A final kick shook the Cleaner loose. It aimlessly wobbled and swerved back down the street, still holding onto the piece of trash."
#sound effect+shake screen+going away sound effect
e "They got to do something about those things."
g "C\mon, its not like it actually hurt you. It was just doing what it was programmed for."
e "Yeah, before whoever programmed it went belly up. Based on how it was fairing, its probably another stray automaton. We have a bunch like it around work."
e "New owners keep moving in somewhere, messing up, and skipping out. Sucks but at least people can find elsewhere. Those things wander around doing whatever until they fall apart."
g "It\'s still hard to blame things that can\'t help themselves."
stop sound fadeout 1.0
\$paper_clicked=True

LEGAL (smo-iii)

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