

EXPLORATION MODE CRIT 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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EXPLORATION MODE CRIT PATH- DESIGN NOTES (emo-i)

Optional Path Must:

- Be within 200-1000 words (including coding).
- Be understandable to the player without having to play story mode.
- One long dialogue, one short dialogue, and two or three environmental dialogues.
- Introduce the possibility of a bad ending occurring from player choice.
- 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:

- Same as crit path. There should be details found in the explorable areas that are not necessary to completing the level but still reward the player for exploring.

Necessary Flags:

- N/A.

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.
- iShards = Item("Blue Mask Shards","gisellemaskshards.png","Shards of Giselle's Face. Mine is the only other one like this.")
 - Non-useable item. Acquired through exploring through the level.
 - Object is not useable but provides players with a clue about what happened to Giselle and the masks' meaning to the sisters.

Necessary Images:

- One clickable image for the mask shards.
- Inventory images for mask shards and Essie's mask.

Necessary Sounds:

- SFX for: boards, smashing through with crowbar.

- Music for: Houghton Photography, exterior.

EXPLORATION MODE CRIT PATH- DESIGN NOTES (emc-o)

EXPLORATION MODE OPTIONAL PATH - ENVIRONMENTAL DIALOGUE (emo-ia)

```
label click_door:
  scene h_front_bg
  e "(Locked from the inside.)"
  e "(There's no way I'm not getting through here.)"
  call screen houghton_front
```

```
label click_storeisgn:
  scene h_front_bg
  e "(Houghton P-something-something-togra-something-hy...?)"
  e "(I've never heard of a business or product like that. Must have been some Lower Land fad or failed business scheme.)"
  e "(What kind of slogan is 'Smile if you please' anyway?)"
  call screen houghton_front
```

```
label click_intactwindow:
  scene h_side_bg
  e "(Just like the other ones. No give, no holes, and no way in through here.)"
  call screen houghton_side
```

EXPLORATION MODE OPTIONAL PATH - SHORT DIALOGUE (emo-iib)

```
label click_shards:
  scene h_front_bg
  e "*gasp*"
  "Blue shards lay scattered across the ground."
  "Most of it appeared missing but she recognized the familiar swirls and frosted glass eye-shields. They were the same swirls and glass on her own mask."
  e "(There's no mistaking it. Ma made these just for us. There shouldn't be another one like ours.)"
  #potentially show hint of what happened to Giselle, if I can get character art in time
  play sound "sfx_item add.wav"
  "{color=#A9E2F3}Blue Mask Shards added to inventory.{/color}"
  $ inventory.append(iShards)
  call screen houghton_front
```

EXPLORATION MODE OPTIONAL PATH - LONG DIALOGUE (emo-iic)

```
label click_damagedwindow:
  scene h_side_bg
  e "(There's dents and scratches over this one. Looks like someone tried to break through."
  e "(They got pretty far too. The wood's looking thin in some spots).)"
  e "(Give me the right tool and I can be through within minutes.)"
  e "(It won't be quiet work, though.)"
  if iCrowbar in inventory:
    menu:
      "Use crowbar to break through":
        e "(Screw it. I could be wasting all my time out here while Giselle could be-)"
        e "(-Giselle could be-)"
        "Essie refused to finish that thought."
        hide screen inventory_button
        hide screen inventory_screen
```

```

scene black
#sound effects. Should be progressively louder as the creaks build up
play sound "sfx_board break 1.mp3"
"..."
play sound "sfx_board break 2.mp3"
"..."
play sound "sfx_board break 3.mp3"
"..."
play sound "sfx_board break 6.mp3"
e "(Got it!)"
play music "Day of Chaos.mp3"
"The crowbar wore through the dented, scratched boards until there was a gap
big enough for her to access the window."
"Essie wiped away the layers of dust and grime and peered inside."
e "(It's too dark. I can't make out anything except some shadows.)"
play sound "sfx_Artisan 2.mp3"
e "!!!"
play sound "sfx_Artisan 5.mp3"
"Something appeared on the other side of the window."
show Artisan_Appear with dissolve
#repeat of first so you can see the Artisan's outline behind the light
e "Ah-{}AHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH{}{}-{}"
scene white with Dissolve(8.0)
oe "As Essie was enveloped by the Artisan's light, she felt a burning sensation in
her eyes."

nvl clear
oe "She blinked reflexively but the light forced her eyes to remain open. Her
breathing hitched and slowed to almost nothing."
nvl clear
oe "Soon, there was nothing but white light and and a muffled, crackling voice."
nvl clear
oe "\"...ile...if...krrryou...please?\""
nvl clear
stop music fadeout 1.0
"..Bad End - Smile if you please?"
play music "smilingcynic-the other side.mp3"
show screen inventory_button
jump building_side
"Leave":
e "(There might be something I've missed.)"
else:
e "(I'll worry about that if or when I find something.)"
call screen houghton_side

```

LEGAL (emo-iii)

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