

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.

'Crit path' refers to the necessary progression path in the game. This is the path the player must play through to complete the level. For optional path related dialogue, please see the story mode optional script sample.

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

Crit Path Must:

- Be within 1000-2000 words (including coding)
- Be understandable to the player without having to play story mode.
- Introduce a basic problem and solution for players to solve. Problem should be solvable in 5-10 minutes.
- Introduce transitioning between areas and clicking on the environment for objects and clues.
- Two scenes. One at the start of the level to provide context of the situation and provide the level's objective and clues (such as, need to get into the building quietly), one at the end to signal to the player they have succeeded.

Necessary Levels:

- Three areas, one in front of the building, one on the side, one at the back. Each should have at least one interaction point necessary for completing the level.

Necessary Flags:

- \$ crates_moved = False
- \$ sign_read = False
- \$ doorunlocked = False
- \$ front_first = False
- \$ side_first = False
- \$ back_first = False

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.
- iCrowbar = Item("Crowbar","oldcrowbar.png","It's covered in rust but its got a lot of heft to it.")
 - Useable item. Acquired through exploring through the level.
 - Object can be used in two places. The first triggers a bad ending while the second is necessary to progress the level.
- iKey = Item("Old Key","oldkey.png","A key someone left behind for the building's owner. Seems like it was hidden for decades?")
 - Useable item. Acquired through exploring through the level.
 - Object can be used in one place. This is necessary to progress the level.

Necessary Images:

- One clickable image for the crowbar.
- Inventory images for the iCrowbar and the iKey.

Necessary Sounds:

- SFX for: crate, shoving against it and moving it with crowbar; bricks, tapping on them and moving the false cover; door, locked and opened.
- Music for: Houghton Photography, exterior.

EXPLORATION MODE CRIT PATH - MAIN SCRIPT (emc-ii)

EXPLORATION MODE CRIT PATH - PRE-EXPLORATION START (emc-ia)

```
label exploration_start:
    scene black
    oe "The Awyr Isles likes to spin a simple dream."
    nvl clear
    oe "If you're from the Lower Lands, drop everything and come to the floating Isles to see the stars. Show your gratitude for being taken in, pay your dues, apply for a citizenship, get your mask or 'Face', and stop being treated like something lesser than dirt."
    nvl clear
    oe "If you're a citizen of Awyr and you don't have a high Face rank, continue to work until you're at the top. Show your dedication to the city, pay the right dues, shine the right shoes, apply for a better Face rank and stop being treated like dirt."
    nvl clear
    oe "Only once you have a high Face rank can you stop and gain the honor of not being dirt."
    nvl clear
    oe "It's never really that simple but that's why it's a dream."
    nvl clear
    oe "Someone always has an idea to try and make it, though. Like, let's develop on one of the outlier islands. There's no competition, you don't need a high Face rank, and it's cheap. Never mind it's too far to trek out to and primary services are limited."
    nvl clear
    oe "It almost always ends with bankruptcy and the owner hopping on the first ship to the Lower Lands. People move on, automatons continue to do what they were made for until they fall apart, and the property is left to rot and be forgotten."
    nvl clear
    oe "It was perfect for the Artisan."
    nvl clear
    play music "smilingcynic-the other side.mp3"

show screen inventory_button

#Houghton Building Front
label building_front:
    scene h_front_bg
    if not front_first:
        "Down the beaten, pot-holed streets, into the lower fringes of Awyr, past the empty lots and underdeveloped roads, and across the bridge lay a small outlier island."
        "There was no other way off the island except for the bridge."
        "The only structure on the island was the stained, rotting building."
        "This was the only place the Artisan could be."
        show essie side_glance with dissolve
        e "(Hold on, Giselle.)"
```

```
e "(I just need to figure out how to get inside without tipping off the Artisan off.)"  
e "(Otherwise, there goes any chance I have.)"  
hide essie with dissolve  
$ front_first = True  
call screen houghton_front
```

EXPLORATION MODE CRIT PATH - EXPLORATION (smc-iib)

```
label click_sign:  
  scene h_front_bg  
  "The sign board's letters were faded but readable."  
  e "(Leesee...\Our apologies but we are closed indefinitely due to technical problems\...)"  
  e "(...\We will be back to preserve your smile as soon as possible\...)"  
  e "(...Blahblah...This is dated forty years back.)"  
  "A note was scrawled across the bottom of the sign."  
  "{i}\Mr. Houghton, I don't know when you'll return so I put the key back in the usual spot.\{/i}"  
  "\{i}When you get back, can we move it away from the pole? The cover keeps sticking.\{/i}"  
  e "(Worth keeping in mind.)"  
  $ sign_read = True  
  call screen houghton_front
```

#Houghton Building Side

```
label building_side:  
  scene h_side_bg  
  if not side_first:  
    "(No good. Everything's boarded up here too.)"  
    $ side_first = True  
  call screen houghton_side
```

label click_crowbar:

```
  if iCrowbar not in inventory:  
    scene h_side_bg  
    e "(What are you doing out here?)"  
    e "(It's covered in rust but in good shape otherwise."  
    #Artisan flash?  
    e "(I don't know if I'll even be able to make a dent in the Artisan with this but it's better than  
trying to take it on with my bare hands again.)"  
    play sound "sfx_item add.wav"  
    "{color=#A9E2F3}Crowbar added to inventory.{/color}"  
    $ inventory.append(iCrowbar)  
    call screen houghton_side
```

#Houghton Back

```
label building_back:  
  if crates_moved:  
    scene h_back_moved_bg  
  else:  
    scene h_back_block_bg  
  if not back_first:  
    "(There's no where else to look. There {i}has{/i} to be something back here.)"  
    $ back_first = True  
  call screen houghton_back
```

label click_key:

```
e "(Lessee...)"
```

```

    e "(According to the sign, there key's supposed to be by a pole. That's not too specific but I'll take
anything.)"
    e "(I hope they didn't bury it. There doesn't feel like there's anything here except grass and dirt."
    e "(The pole seems pretty solid too. No give anywhere.)"
    e "(That leaves the bricks.)"
    e "(If nothing's there, I'll get creative.)"
    scene black
    #sound of tapping
    play sound "sfx_bricktap 1.mp3"
    "**tap*"
    play sound "sfx_bricktap 1.mp3"
    "**tap*"
    play sound "sfx_bricktap 2.mp3"
    "**clunk*"
    e "(There we go-)"
    play sound "sfx_brick 3.mp3"
    "Essie pulled out the 'brick' cover directly behind the pole."
    "At the back of the hidden compartment, covered in a thick layer of dust, was the key."
    e "(Got it!)"
    play sound "sfx_item add.wav"
    "{color=#A9E2F3}Old Key added to inventory.{/color}"
    $ inventory.append(iKey)

if crates_moved:
    scene h_back_moved_bg
else:
    scene h_back_block_bg
    call screen houghton_back
    label crates_block:
        scene h_back_block_bg
        e "(There's another door! These damn crates are in the way, though.)"
        e "(I don't think I can move all of them but if I could push the top one out of the way, I can at least
see if I can get through this door.)"
        "She braced herself against the top crate and pushed."
        #sound
        play sound "sfx_crate_attempted.mp3"
        e "Rggh-GAH!"
        e "(Dammit! It's too heavy to move by myself.)"
        e "(If I had the right tool, I might be able to push or leverage it.)"
        if iCrowbar in inventory:
            menu:
                "Use crowbar on crate":
                    e "(This should do the trick.)"
                    scene black
                    play sound "sfx_crate moved.mp3"
                    e "Got it!"
                    scene h_back_moved_bg
                    $ crates_moved = True
                "Hold off":
                    e "(There might be something I've missed.)"
        else:
            e "(I'll worry about that if or when I find something.)"
            call screen houghton_back

```

```

label door_unconvered:
    scene h_back_moved_bg
    e "(Lessee...)"
    #Click sound effect
    e "(Locked, just like the one in front. Of course.)"
    e "(This one can be opened on the outside, though.)"
    e "(I just need something to open it up.)"
    if iKey in inventory:
        menu:
            "Use key on door":
                e "(C'mon...)"
                play sound "sfx_door unlocked.mp3"
                "*click*"
                e "Got it!"
                $ doorunlocked = True
            "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_back

```

```

label exploration_end:
    hide screen inventory_button
    hide screen inventory_screen
    hide screen inventory_description
    scene black
    play sound "sfx_door opened.mp3"
    stop music fadeout 1.0
    show essie neutral
    e "(This is it. I'm coming Giselle.)"
    show essie blood smile with dissolve
    e "(And for you, Artisan.)"
    hide essie with dissolve
    oe "Essie and Giselle never talk about what happened that night, least of all with each other."
    nvl clear
    oe "They didn't talk about what happened inside Houghton Photography."
    nvl clear
    oe "Or how Essie always tensed around automatons."
    nvl clear
    oe "Or how Giselle rarely removed her Face."
    nvl clear
    oe "Or how, only a few days later, the building was engulfed by phlogiston fire."

```

LEGAL (emc-iii)

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