**Camera Anima Demo 1.0 Exploration Mode Script**

Writing Sample

by

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**THE STORY SO FAR:**

This is a level taken from the middle of a point-and-click adventure game. After the Artisan abducts her twin sister, Essie pursues the Artisan to his lair. In this level, the player must find a way to enter the lair without informing the Artisan of her arrival.

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EXPLORATION MODE – DESIGN NOTES

**Design Objectives:**

* Introduce the main playable location of the game.
* Encourage players to pay attention to clues in the character’s dialogue.
* Teach the player that their choices may lead to a bad ending but they have the option to try again.

**Player Goal:**

* Enter the building without being detected.

**Overview**: After her sister is abducted by the Artisan, Essie pursues the Artisan through the cloud-covered streets to an abandoned, dilapidated building on the outskirts of the city. She must find a way to enter the building to find Giselle without alerting the Artisan of her presence.

EXPLORATION MODE – EVENT FLOW

Chapter Section Event Game Over Event

Chapter End Interactive Event Branching Event

Item Management Chapter Ending Event Set Event Flag

Arrive at Houghton Photography

Lean Old Key Location

If Blue Shards not in inventory, examine Blue Shards

Add Blue Mask Shards to Inventory

Examine sign.

Examine signboard

Houghton Front

Houghton Side

If Old Crowbar not in Inventory examine Old Crowbar

Examine intact window

Examine Damaged Window

Add Old Crowbar to Inventory

If yes, player is detected by Artisan. Game over

If no, level Continues

Houghton Back

If Old Crowbar equipped, move crate

Examine Pole

Examine Crates

If Old Key known, Old Key added to Inventory

Reveal Back Door

If Old Key equipped, unlock Back Door

If Back Door revealed, examine Back Door

Back Door Unlocked

If Back Door Unlocked, Open Door

Enter Houghton Photography. End Level

EXPLORATION MODE – MAIN SCRIPT

LOCATION: Houghton Photography, Exterior. Night.

POINT IN GAME: Act 2, level 1.

**EXPLORATION MODE CRIT PATH – PRE-EXPLORATION START**

*Over a black screen, narration appears.*

Narrator: The Awyr Isles likes to spin a simple dream.

Narrator: 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.

Narrator: 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.

Narrator: Only once you have a high Face rank can you stop and gain the honor of not being dirt.

Narrator: It’s never really that simple but that’s why it’s a dream.

Narrator: 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.

Narrator: 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.

Narrator: It was perfect for the Artisan.

*The level opens on a dilapidated building with boarded up windows, a door that can’t be opened from the outside, and a signboard nailed to the front of the building. It’s nightfall.*

Narrator: 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.

Narrator: There was no other way off the island except for the bridge.

Narrator: The only structure on the island was the stained, rotting building.

Narrator: This was the only place the Artisan could be.

*From the outside, Essie regards the building gravely.*

Essie: (Hold on, Giselle.)

Essie: (I just need to figure out how to get inside without tipping off the Artisan off.)

Essie: (Otherwise, there goes any chance I have.)

**EXPLORATION MODE CRIT PATH – HOUGHTON FRONT**

*While exploring the front of the building, Essie approaches a signboard nailed to the building.*

Narrator: The sign board’s letters were faded but readable.

Essie: (Leesee...’Our apologies but we are closed indefinitely due to technical problems’...)

Essie: (...’We will be back to preserve your smile as soon as possible’...)

Essie: (…Blahblah...This is dated forty years back.)

Narrator: A note was scrawled across the bottom of the sign.

Narrator: *Mr. Houghton, I don’t know when you’ll return so I put the key back in the usual spot*.

Narrator: When you get back, can we move it away from the pole? The cover keeps sticking.

Essie: (Worth keeping in mind.)  
  
*If the player interacts with the front door, the door handle groans but remains shut.*

Essie: (Locked from the inside. There’s no way I’m getting through here.)

*If the player examines the top of the building, Essie notices a weathered, store sign. Letters are faded or fallen off, making it difficult to read.*

Essie: (Houghton P-something-something-togra-something-hy...?)

Essie: (I've never heard of a business or product like that. Must have been some Lower Land fad or failed business scheme.)

Essie: (What kind of slogan is ‘Smile if you please’ anyway?)

*If the player examines the ground at the front area of Houghton Photography, Essie finds blue shards.*

Essie: \*gasp\*

Narrator: Blue shards lay scattered across the ground.

Narrator: 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.

Essie: (There's no mistaking it. Ma made these just for us. There shouldn't be another one like ours.)

*Blue Mask Shards added to inventory.*

**EXPLORATION MODE CRIT PATH – HOUGHTON SIDE**

*As Essie moves along the side of the building, she finds more boarded up windows. One window, however, has a noticeable dent in it and a crowbar on the ground nearby.*

Essie: (What are you doing out here?)

Essie: (It’s covered in rust but in good shape otherwise.)

*A flash of the Artisan appears in Essie’s mind, and she scowls.*

Essie: (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.)

*Old Crowbar is added to inventory.*

*All of the windows are boarded up. If the player examines one of the intact windows, Essie sighs, frustrated.*

Essie: (Just like the other ones. No give, no holes, and no way in through here.)

*Though all the windows are boarded up, one of the windows on the side of the building is damaged. There are dents and cracks along the boards, presumably made by the nearby crowbar. If the player has the crowbar, Essie examines the window intently.*

Essie: (There's dents and scratches over this one. Looks like someone tried to break through.)

Essie: (They got pretty far too. The wood's looking thin in some spots).

Essie: (Give me the right tool and I can be through within minutes.)

Essie: (It won't be quiet work, though.)

*If the player decides not to use the crowbar, Essie withdraws from the window and continues to explore the level. If the player decides to use the crowbar, Essie draws the crowbar and approaches the window with purpose.*

Essie: (Screw it. I could be wasting all my time out here while Giselle could be—)

Essie: (—Giselle could be—)

Narrator: Essie refused to finish that thought.

*Time passes. The crowbar bashes against the boards. With each hit, the boards creak and groan louder and louder, until, finally, a board gives.*

Essie: (Got it!)

Narrator: The crowbar wore through the dented, scratched boards until there was a gap big enough for her to access the window.

Narrator: Essie wiped away the layers of dust and grime and peered inside.

Essie: (It's too dark. I can't make out anything except some shadows.)

*A beat passes. And then, in the darkness, there is a loud winding noise as something moves.*

Essie: !!

Narrator: Something appeared on the other side of the window.

*The Artisan suddenly appears, locking gazes with Essie. Before Essie can draw away, a bright light engulfs her.*

Essie: Ah*—AHHHHHHHHHHHHHHHHHHHHHHHH-*

Narrator: As Essie was enveloped by the Artisan's light, she felt a burning sensation in her eyes.

Narrator: She blinked reflexively but the light forced her eyes to remain open. Her breathing hitched and slowed to almost nothing.

Narrator: Soon, there was nothing but white light and and a muffled, crackling voice.

The Artisan: ...ile...if...krrryou...please?

*The scene ends on a bad ending. The player is returned to before the choice and is allowed to explore the level again.*

**EXPLORATION MODE CRIT PATH – HOUGHTON BACK**

*Eventually, Essie makes her way to the back of the building. There is a stack of crates against the building and a pole nearby.*

Essie: (There’s no where else to look. There *has* to be something back here.)

*If the player has examined the signboard in the front, Essie can examine the pole.*

Essie: (Lessee...)

Essie: (According to the sign, there key’s supposed to be by a pole. That’s not too specific but I’ll take anything.)

Essie: (I hope they didn’t bury it. There doesn’t feel like there’s anything here except grass and dirt.)

Essie: (The pole seems pretty solid too. No give anywhere. That leaves the bricks.)

Essie: (If nothing’s there, I’ll get creative.)

*Time passes. Every few seconds, there’s a tap on the bricks as Essie prods along the wall and pole until there’s a metallic clunk.* *Essie pulls out the false brick cover behind the pole. At the back of the hidden compartment, covered in a thick layer of dust, is an old key.*

Essie: (Got it!)

*Old Key is added to inventory.*

*Towards the end of the path is dead-end and a stack of wooden crates. Behind the crates, though, is a door leading into the building.*

Essie: (There’s another door! These damn crates are in the way, though.)

Essie: (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.)

Narrator: She braced herself against the top crate and pushed.

Essie: Rggh-GAH!

Essie: (Dammit! It’s too heavy to move by myself.)

Essie: (If I had the right tool, I might be able to push or leverage at least *one* out of the way.)

*After equipping the crowbar, Essie’s jams the crowbar under the top crate. The wood groans heavily and the crate moves, giving access to the door.*

Essie: (Got it! Now lessee…)

*With the door uncovered, Essie leans over to examine the handle. However, the door only clicks and rattles.*

Essie: (Locked, just like the one in front. Unlike that one, this one looks like it can be opened on the outside.)

Essie: (Now I just need something to open it up with.)

*After finding the key hidden in the secret compartment, Essie tries the handle again.*

Essie: (C’mon…)

*This time, there is an audible click.*

Essie: (Got it!)

*The door creaks open, revealing darkness. Essie faces it with a determined grin.*

Essie: (This is it. I’m coming Giselle.)

Essie: (And for you, Artisan.)

*The level closes out on a black screen and narration.*

Narrator: Essie and Giselle never talk about what happened that night, least of all with each other.

Narrator: They didn’t talk about what happened inside Houghton Photography.

Narrator: Or how Essie always tensed around automatons.

Narrator: Or how Giselle rarely removed her Face.

Narrator: Or how, only a few days later, the building was engulfed by phlogiston fire.

**Exploration Mode Ends**

EXPLORATION MODE – ASSET TABLES

**Required Assets:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Category** | **Type** | **Design Notes** |
| Houghton Front | Environment | Background | Connects to Houghton Side |
| Houghton Side | Environment | Background | Connects to Houghton Front and Back |
| Houghton Back | Environment | Background | Connects to Houghton Side |
| Essie | Character | Sprite |  |
| Artisan | Character | Illustration | Jump Scare Illustration, occurs during bad ending |
| Scripted Sequences | Narrative |  |  |
| Investigation Sequences | Exploration |  |  |
| SFX | Audio |  |  |
| Music | Audio |  |  |

**Object Table:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item Name** | **Item Description** | **When Collected** | **When Used** |
| Blue Mask | “My Face, proof of my citizenship and Face rank.” | In inventory at start | * Inventory. |
| Crowbar | “It’s covered in rust but its got a lot of heft to it.” | Houghton.Side. Pick up from ground. | * On damaged window at Houghton. Side (triggers choice). * On crates at Houghton (triggers event). |
| Old Key | “A key someone left behind for the building’s owner. Seems like it was hidden for decades?” | Houghton.Back. If signboard read, examine pole. | * On uncovered door at Houghton. Back (triggers event). |
| Blue Mask Shards | “Shards of Giselle's Face. Mine is the only other one like this." | Houghton.Front. Pick up from ground. | * Inventory. |