

**Opening Scene: 01 Early Game**

**Character(s): D4N13L DR055**

[[Speaking while taking the player through the way that they got to the submarine.

D4N13L, *melancholic and informational*: “My name is D4N13L- or ‘Daniel’, as the family had taken to calling me. I’ve been down in this submarine for 100 years, 4 months, 27 days, and 8 hours. As of 3R1K4’s assessment- or ‘Erika’-- we still have a decade or two at least before the air is viable for human life.”

[[*A pause, maybe some sort of pan towards the cryogenic chambers where the kids are. This could be a sort of unnerving moment, or maybe rather something serene and peaceful- your choice*]]

D4N13L, *leans more into sadness or longing. He wants to be with these kids and see them alive, not asleep like they have been for the better part of a 100 years*: “They’ve been like that for longer than I’ve known them. I was supposed to watch them... grow up? I guess? I don’t know what Mr.Dross- Edison- had in store for after they go to college or anything like that... but I was supposed to at least be a part of their family for a bit longer. We were supposed to be out of the submarine right now but... there are things that you just don’t anticipate when the world ends.”

## Introduction Scene: 02 Early Game

Character(s): D4N13L DR055, 3R1K4 DR055

3R1K4, *stoic but with a sense of annoyance*: “D4N13L, can you come up and speak to me in the command center?”

D4N13L, *mumbles and turns around to turn on a children’s show for the two children to ‘watch’*: “A ‘thank you’ or a ‘please is always appreciated...”

3R1K4, *once again*: “Please and Thank you. Are you able to now come upstairs?”

D4N13L, *quiet, he thinks for a moment before responding*: “Well actually yes, I am satisfied by that. I’ll be there shortly, I’m just cleaning up around the kids right now.”

[[ I see this being the introductory part of the game where you are figuring out what the controls are and are exploring. If we wanted to we could do some ambient dialogue after a certain amount of time during the second sprint. Like 3R1K4 saying “If I were human I would be decrepit by now” or things like that that just kind of cycle to give the players a sense of where they need to go if they were to pick up the game and put it down. Is there a specific way that we want to direct players there or do we want to have the player crawl from the back of the submarine? ]]

**Ambient Dialogue: 03 Early Game, after killing first fish**  
**Character(s): D4N13L**

D4N13L: If I have to harvest one algae ever again it would be too soon... although I guess one of those algae soups the kids and I would make wouldn't be all that bad right now.

*A pause, standing up a bit straighter*

D4N13L: Not that I can taste it or anything.

**Ambient Dialogue: 04 Early Game**  
**Character(s): D4N13L, 3R1K4**

3R1K4: For how long we've been down here, I thought that you wouldn't really need a reminder of what's in each nook and cranny.

D4N13L: I don't know... sometimes I just like reminding myself and seeing if there's anything new. There could always be something that we might have missed.

3R1K4: Like coordinates?

*Daniel winces*

D4N13L: ...Not nice, 3R1K4

### **Ambient Dialogue: 05 Early Game When in Cryo Chamber**

**Character(s): D4N13L, Percy**

D4N13L: I think that there might be something more going on here...  
[[He thinks for a moment before looking at the two cryo chambers next to him]]

D4N13L: You were always curious... what do you think?

Percy: *Silence*

D4N13L: Yeah... you're probably right.

### **Informative Dialogue: 01 1st Collection of an Item**

**Character(s): D4N13L, 3R1K4**

[[As D4N13L is leaving to go towards the control center, 3R1K4 comes back over the intercom]]

3R1K4: Another thing. Make sure that you test out your boosters on your way here. There have been some technical malfunctions with various systems around the place, so it might be useful for you to... attempt to avoid said obstacles.

3R1K4: Besides, it's been a while since you've been up and moving beyond watching the children. Some exercise wouldn't hurt, as much as you seem to think it will.

D4N13L: I move around! ...you just never seem to be looking when I do, that's the only explanation!

3R1K4: I see everything, D4N13L... that's not going to work.

### **Informative Dialogue: 02 2nd Collection of an Item**

**Character(s): D4N13L, 3R1K4**

3R1K4, over the intercom: The internal sensors have determined that you finally took care of our little pest problem. Thanks.

D4N13L, frazzled: You could have mentioned that it would be *this* dangerous.

3R1K4: You're relatively undamaged, aren't you? Be grateful that I'm here to fix you up if anything were to actually have happened. Speaking of, why don't you meet me back at the command deck so that you can get fixed up and I can show you how to use that new toy you just picked up.

D4N13L: This is usable? Isn't that kind of... you know... weird? It came off of something that was-

3R1K4: Alive? More alive than you and me? Preposterous, D4N13L, it was crazed and operating purely through electric impulses. Nothing more, nothing less.

D4N13L: Roger that, I guess. I'll be there soon, just give me a second to catch my breath.

3R1K4: You don't need to breathe, D4N13L.

