



Dialog Document by Lauren Ritze

Overview -

As stated in the Context document, narrative is not intended on being a major part of Cash Force. However, we would like to have a voice dialog for enemies, driver and various ads that play over the radio. This dialog, in addition to the newspaper clippings, will provide context for what is going on in the world around the player. And also giving “alerts” for what is happening during gameplay (losing a lot of money, boss incoming, etc.)

Dialog Ideas

Enemy Dialog

“There’s the van! Get ‘em!”

- At the start of the chase

“You shouldn’t have messed with The Family!”

Holo Hexagon

"Give us our money back, chump!"

"Run 'em down!"

- When the wedge car arrives

"Argh! Get 'em already!"

- When more than 3 enemies are taken out in a small time frame

"Make room for the boss!"

- Stating the arrival of the boss for assassination missions

"I'm gonna make you regret that!"

- Maybe after a headshot that kills an enemy (said by a different enemy, not by the dead one...)

"Speed up, SPEED UP!"

"We JUST bought that car!"

- After a player shoots a car till it explodes

"Pew pew" - Enemy 1

"Take this SERIOUS, Charlie. They are stealing OUR money" - Enemy 2

"You screwed with the wrong gang, buddy!"

Driver Dialog

"Keep them off us and protect the cash!" or "Protect the cash at all costs!"

- Beginning of the chase

"We're gonna be rich!" / "Nice shot!"

- Player successfully getting combos/completing missions and earning money

"You're getting the shag all red! / "If you get killed, I get your cut!"

- Player having low health

"Turning right! / "Turning left"

- Telling the player when the car will turn

"We don't got much time left! / "Take them out already!"

- Indication to hurry up in time-sensitive missions

Radio Ad Dialog

(Not counting the Schmola ad that is already in the build)

"Tired of seeing grainy sand everywhere? Come on down to Gunning4Vision to get some groovy specs. We can't fix the fact that there is sand everywhere, but we can make it look far-out! ...*or close-up depending on your eyesight...*"

(Note: need to ask team if they have specific ad/radio ideas in mind that they want included in the build)

Assets Needed

- Male/female voices for the enemies
- Voice for the driver

- Voice for ads on the radio

Possibilities

- *Subtitles? Or an option to have them?*
- Having “news” in addition to ads
 - For example, “Breaking news! Bank owned by the infamous Family has just been robbed by a masked group.”