Unauthorised Organic

Dialogue Script

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📄 AGP - Game Design Document

📄 AGP -Narrative Design Document

Introductory Cutscene

This cutscene is being used to introduce the player to the world and scenario of the game. The first part of this is the boss choosing who to send on the mission, and he is looking at different files to decide.

BOSS:
"Not my first choice or my fifth but he's the only one available."

The second part of the cutscene is the main character/narrator receiving the briefing as he flies to the station.

NARRATOR:
"I shouldn't be surprised that they are sending me out to find people."

The narrator presses a few buttons, then speaks again.

NARRATOR:
"Guess it is my job as the space safety investigator to find people who are missing."

The final part of the cutscene is the narrator arriving at the station and suiting up. The screen fades to black.

NARRATOR:
"Time to suit up."
The game's UI comes online and is visible.

AI SUIT:
"All systems online. Investigation on the missing crew may now begin."

Game Scene:

Airlock room

The player lands in an airlock docking bay, with the door to his ship closing and locking behind him, once he is on the station. The player character is met with an L-shaped hallway, with them starting at the bottom and ending. The lights of the hallway are red and come from the floor.

Once the player turns the corner, they are met with a security room, a wall of windows separating them from the consoles to move forward. Through this window, however, they can see the door that separates them from the rest of the space station get hit multiple times, denting the door inwards.

NARRATOR:
"What on earth was that?!"

AI SUIT:
"Scans indicate a damaged door."

NARRATOR:
"I-I (sighs) whatever did that, I cannot take on."

AI SUIT:
"Mission directive stipulates that we discover the whereabouts of the crew. Mission Directive supersedes personal desires. Maintaining control until mission completion. Gastro Industries will ensure your safety."

NARRATOR:
"Please?"

The suit doesn't respond to the narrator within the airlock room again, unless in barks or dialogue with the robot within the room. The player is now free to talk with the robot, do the puzzle in the room to progress the game or go away from their control system.

Airlock room robot dialogue
Robot dialogue is optional dialogue within the game, which is why it has its section within the script. All robot dialogue for all rooms has its own subsections.

ROBOT:
"Unauthorised organic detected."

NARRATOR:
"It isn't talking about me is it?"

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AI SUIT:
"Checking authorisation… Wearer authorised."

ROBOT:
"Unauthorised organic detected."

NARRATOR:
"Right."

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Airlock puzzle interactions

This section will discuss the player's interaction with the puzzle.

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AI SUIT:
"The door is linked to the console."

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The player walks over to the computer, setting off the second dialogue for the room.

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AI SUIT:
"Console interaction malfunction. console requires FLOW of power."

NARRATOR:
"Guess that means we can't explore the station. Mission over, let's get out of here."

AI SUIT:
"Negative. Turning the power junctions will allow for a FLOW of power to the console."

NARRATOR:
"Great"

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The player completes the puzzle.

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The player uses the console to open the door.

AI SUIT:
"Door open, the investigation can continue."

NARRATOR:
"Suit, please this is a bad idea, suit."

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Central Hallway

This is the next section of the game and the only area designed for the player to return to. This hallway is where the first hints that this is just a poorly made space station are given.

The player enters the room after completing the first puzzle and opening the door. Within the hallway, there are two boxes, two rows of three lights and another robot.

The moment the player walks through the door, the dialogue is triggered, as well as some of the lights turning off.

The lights just turned off.

NARRATOR:
"Great, whoever built this place couldn't even be bothered to put in backup generators."

Central Hallway robot dialogue
ROBOT:
"Unauthorised Organic Detected"

NARRATOR:
"Trust me I wish I didn't know that."

AI SUIT:
"Checking Authorisation."

Right Hallway

The right hallway is the immediate hallway for the player to follow since all the other rooms are blocked off. This puts them in contact with the next major event. This event is that the door closes behind the player and all the lights go out. Once the lights are out a pair of glowing eyes make their way over to the player, who is frozen in space as the narrator is too freaked out to move. Once the pair of eyes reaches the player, the lights turn back on and the pair of eyes are revealed to belong to a robot.

NARRATOR:
"Please no. Please, please."

AI SUIT:
"Operator move. Operator move. Operator move."

NARRATOR:
"No, no, no, no. Mum, Dad. I'm so sorry."

ROBOT:
"Unauthorised Organic Detected."

NARRATOR:
"Wait what?"

The lights turn back on, revealing the robot to the player.

NARRATOR:
"Oh thank the stars above."

AI SUIT:
"Checking Authorisation."

NARRATOR:
Heavy breathing as he catches his breath. "I am… starting to hate you construction bots."

Right Hallway Robot Dialogue

NARRATOR:
"You couldn't have been less terrifying could you?"

ROBOT:
"Unauthorised Organic Detected"

AI SUIT:
"Checking Authorisation."

NARRATOR:
"Are you going to check each time one of these bolted letterboxes speaks?"

AI SUIT:
"Protocol requires a check. Otherwise, I wouldn't."

"NARRATOR:
"Carry on then as I recover from that heart attack."

Communications

Communications is a large room centred around a raised platform. This platform is the main console for the room and is instrumental in completing the room puzzle. The narrator,

however, has yet to calm down, and won't until the puzzle is completed. In this script, it will be stated when this change is happening so that the actor's voice may reflect it.

AI SUIT:
"Heart Rate is at dangerous levels for your weak heart."

NARRATOR:
"Oh, I didn't even notice it got so high."

AI SUIT:
"You had other priorities and struggled to multitask. I do not."

NARRATOR:
"Right…"

NARRATOR:
"Could we use here to communicate we need help?"
AI SUIT:
"Unlikely, not detecting any antenna to send signals."

NARRATOR:
"Can something go right for once?"

AI SUIT:
"This might be due to the fact I do not have this facility's scans. We can retrieve them at the command room."

Communications Puzzle Interactions

NARRATOR:
"Let me guess, I'm going to have to get the power to flow through again."

AI SUIT:
"100 points to Da Vinci."

NARRATOR:
"What?"

AI SUIT:
"You are correct"

NARRATOR:
"No that's… never mind."

Communications Robot Dialogue

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ROBOT:
"Unauthorised organic detected."

AI SUIT:
"Checking authorisation."

NARRATOR:
"Any different from the previous times?"

AI SUIT:
"Negative. They haven't tried to remove us yet."
NARRATOR:
"Here's to hope that I can get out of here."

AI SUIT:
"Hope Denied. We are authorised."

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Underground Hallway

The underground hallway is the next section of the game for the player to progress. The hallway is a small, narrow passageway. This is, conversely, where the next major event happens as well.

Within this event, a bolt falls from the ceiling, then after a second, a vent falls for seemingly no reason.

The vent has just fallen.

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NARRATOR:
"Holy! Who's there?... what's there?"

A sound that sounds like a growl is heard.

NARRATOR:
"Wait, wait, wait. We are leaving. Suit gets me out of here."

AI SUIT:
"Negative. The mission comes first."

NARRATOR:
"Please, suit, I can't do this."

AI SUIT:
"Request denied mission objective comes first."

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Medical Hallway

The medical hallway is the only hallway which doesn't have an event. Instead, it only contains a singular robot, which the player can interact with.

Medical Hallway Robot Dialogue

ROBOT:
"Unauthorised organic detected."

AI SUIT:
"Checking authorisation."

NARRATOR:
"Why are you checking authorisation? It's clearly referring to whatever that thing in the vents was."

The AI SUIT ignores him.

NARRATOR:
"Great."

Medical Bay

The medical bay is the next area for the player to explore. It contains three beds designed for medical purposes and is where the next puzzle is located. The player enters the room from the medical hallways, triggering the first dialogue trigger.

NARRATOR:
"So are we just not going to talk about that growl?"

AI SUIT:
"There is no way to confirm that was a growl."

NARRATOR:
"Seriously?...no I can't deal with you right now don't respond."

AI SUIT:
"As you wish."

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NARRATOR:

"You already failed."

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Medical Bay Puzzle Interaction

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NARRATOR:

"Is power connected properly anywhere here?"

AI SUIT:

"It is unlikely that the robots use consoles designed for humans."

NARRATOR:

"Still you would think this would be set up for the crew. Even if they are missing."

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Medical Bay Robot Dialogue

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ROBOT:

"Unauthorised organic detected."

NARRATOR:

"No need to tell me, the thing is hunting me."

AI SUIT:

"Checking authorisation."

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COMMAND ROOM

The command room is the second-to-last room of the space station that the player can access. To access the room from the medical room, the player must go through the medical hallway and the central hallway.

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NARRATOR:

"Okay, let's grab that scan and get out of here before that thing shows up again.."

AI SUIT:

"Power must be linked up first. Then we should be able to complete this mission and spare you a heart attack."

NARRATOR:

"Not my fault I have a weak heart."

AI SUIT:

"Nor is it mine or the company's."

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Command Room robot dialogue

NARRATOR:
"Let me guess unauthorised organic detected."

ROBOT:
"Unauthorised organic detected."

AI SUIT:
Checking authorisation. Authorisation failed."

NARRATOR:
"Excuse me?"

AI SUIT:
"Authorisation failed."

Command Room console activation

NARRATOR:
"We did it, now we can check to see if there is an antenna! We can get out of here!"

AI SUIT:
"Currently decrypting, please use the newly open room to wait."

Final room

The final room is exactly that. This is the room where the story ends.

NARRATOR:
"Okay, we are finally done. Have you got that thing decrypted yet?"

AI SUIT:
"Affirmative, but a call from headquarters has come through."

NARRATOR:
"Right…well put it through."

BOSS:
"Ah finally reached you. How has your mission gone so far?"

NARRATOR:
"Terribly. I haven't found anyone and there is something else, here."

BOSS:

"That doesn't sound right… What station are you at?"

NARRATOR:

"Orbital station, G-35t0"

BOSS:

"You're meant to be at "C-091 get there immediately. You're currently at a construction site."

NARRATOR:

"Oh… damn. Okay leaving immediately? I suppose the monster noises I heard would have been the station being built."

The boss ends the call.

BARKS

BARKS in this context are frequently repeated individual lines throughout the game that give dialogue to actions. The most famous are "reloading" and "Grenade out" and many others.

Junctions

These will be the barks for the junctions.

AI SUIT:

"Junction successfully turned"

AI SUIT:

"Junction useful"

AI SUIT:

"Machine blood flowing"

NARRATOR:

"Another one down"

NARRATOR:

"Ah! It shocked me."

Consoles

AI SUIT:

"Door opened. Congratulations."

NARRATOR:
"Hey suit… think we could turn back?"