

# In-Level Dialogue: Triggers and Text

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Summary: This is a doc that goes over various in-game triggers to cause text dialogues to appear. These text dialogues are to enhance the gameplay by making the game seem more fictional.

## Characters

- JARL: title for the leader of the village; dies before the first scene
- (Player Character, gender-neutral): the second-in-command of their people; is thrust into leadership when the JARL dies
- REVNA, 10-11 years old, girl, ward of the Jarl: stubborn, mulish, and defiant outwardly, but still a vulnerable kid. was orphaned before the Jarl took her in, which is where she learned to be tough on the outside. wears her hair in plaits because it's easy to do and it's practical for getting lost in the woods or getting dirty.
  - relationship with the player character: almost like a niece, half-friendly and half-wary
- YRSA, elder, woman: stoic, a will and spine of steel. is not easily fazed by anything. has been around for a long, long time.
  - relationship with the player character: respects the PC as they can technically command her, but is an elder, so she will not make herself subservient or openly subordinate herself to the PC like a younger person might. Her position is more like a trusted, close advisor.

## Dialogue (Map One)

Lives Condition	Dialogue
-1	YRSA: One life lost. We'll light the funeral pyre for them, if we survive.
30	REVNA: I don't want to die...
1	YRSA: We're cutting it close. Very, very close.
Round Condition	Dialogue
Note: Dialogue triggers at the end of the parameter round.	
At Level Start	We need fighters, but we only have so much gold to supply them with...choose and place a fighter from your right. We'll call them "towers."
1	Click on a tower to see how it can grow stronger, and how much sacrifice in gold it will require.
24 (After 1 Camo Enemy)	YRSA: A foul odor passed by, one of our own is dead, but we saw nothing. We must pray to the goddess Freyja for help.
27 (Before Lead)	REVNA: I see undead with armor like night...goddess Sunna, we'll sacrifice gold to you, so please save us...
39 (Before Bulk Enemy)	YRSA: A longship approaches...are we prepared for our greatest challenge yet?
UI Condition	Text (Not Dialogue)
Losing Level	Pray to the gods for one more try?
Winning Level	For now...

## Dialogue (Map Two)

Lives Condition	Dialogue
10	REVNA: So many bodies to burn.

Round Condition	Dialogue
Note: Dialogue triggers at the end of the parameter round.	
At Level Start (all maps)	YRSA: We need fighters, but we only have so much gold to supply them with...choose and place a fighter from your right. We'll call them "towers."

1	YRSA: Click on a tower to see how we can sacrifice gold to make it stronger.	
39	Are you prepared?	

## Dialogue (Map Three)

Lives Condition	Dialogue
10	REVNA: We've got to hold on!

Round Condition	Dialogue	
Note: Dialogue triggers at the end of the parameter round.		
At Level Start (all maps)	YRSA: We need fighters, but we only have so much gold to supply them with...choose and place a fighter from your right. We'll call them "towers."	
1	YRSA: Click on a tower to see how it can grow stronger, and how much sacrifice in gold it will require.	
39	Get ready...	

## UI Text

UI Condition	Text (Not Dialogue)
Losing Level 1–3	Pray to the gods for one more try?
Winning Level 1–2	For now...
Winning Level 3	...Right?
Win Ending Cutscene	Has the dawn ever been so beautiful?  Lay your head down, weary soul You've reached the end of a long, hard road.