# Dot – The Pixel Who Wanted to Be an NPC
# Script v0.3

*The story is split in 6 "levels". The first and the last ones are not playing sequences. The level 0 is the introduction, and the level 5 is dedicated to the credits.*

## Level 0 – Introduction
[Cutscene]
A text-based game is displayed on the screen, waiting for a key input to go forward.

**The text cursor blinks.**

The screen goes to screensaver mode.

The camera zooms through the screensaver and reaches the game and goes until showing only a pixel and make a turnover to get us in the pixel (12x64 / dot) first-person view.

12x64 is looking in front of him. He sees the screensaver of an old windows OS running in front of him (the image is flipped as he's in the computer screen).

12x64 looks up and down and sees the other pixels constituting the display on the game.

> [new text on the terminal prompt on the screensaver]
> 12x64: "So boring! :( I don't want to be any more part of this game; I want to become a real NPC in a great 3D adventure game."

> [new text on the terminal prompt on the screensaver]
> 0x0: "Shut up 1264! You are not supposed to write here!"

> [new text on the terminal prompt on the screensaver]
> 12x64: "What? How can my thoughts end up there?"

> [new text on the terminal prompt on the screensaver]
> 12x64: "If I can do this maybe I can even get out of here!"

Dot jumps drops backwards from the pixels matrix and falls down in the dark.

[Slide - Title]
DOT, THE PIXEL WHO WANTED TO BE AN NPC

## Level 1 – Newbie – Black and white pixelated world
[Playing sequence]
[Only the camera (view) can move, not the player]

12x64 opens his eyes, and a strange world reveals itself in front of him.

After ~30 seconds, an owl pops in front of him.

[Cutscene]
[Camera gets stuck on the Owl]

> [Dialog box]
> Buba: "Hello little pixel. What is your name?"
>
> [Dialog box]
> 12x64: "12x64…"
>
> [Dialog box]
> Buba: "12x64? Is it a math quiz? What is certain is that it is not a name. Let's call you Dot."
>
> [Dialog box]
> Buba: "Let me introduce myself, I am Buba the wise owl who will help you during your journey."
>
> [Dialog box]
> Buba: "So you want to become an NPC in a great 3D adventure Game?"

[Camera nods to say yes]

> [Dialog box]
> Buba: "To be worthy of such a title, you'll have to prove that you are worthy to bear such a title."
>
> [Dialog box]
> Buba: "You'll have to travel through the Game History, accomplish some tasks and accomplish tests."
>
> [Dialog box]
> Buba: "Are you ready for this big journey?"

[Camera nods to say yes]

> [Dialog box]
> Buba: "Very well. But first, let me explain to you how our world works."

**Commented [of4]:** VR: during Buba cutscenes, the background fades out.

**Commented [of5]:** Every dialog will be added to the log (if implemented)

**Commented [of6]:** Stuttered nod

[Dialog Box]
Buba: "You are now in the world of *IDontKnowYet*. During your journey you will travel in this quite small world, solving puzzles and winning various items."

[Dialog Box]
Buba: "These items will allow you to gain levels. While you gain experience, everything will evolve."

[Dialog box]
Buba: "New skills will be offered to you and everything that surround you will evolve, both in terms of graphics and sound."

[Dialog box]
Buba: "At each new level, you'll have to find new items to prove that you master this phase of the video game history."

[Dialog box]
Buba: "But don't be afraid young Dot, I will be here to guide you and even to help you fulfil your quest."

[Dialog box]
Buba: "Every time you'll pass a trial, the world will evolve."

*[Dialog box]*
*[Buba thinks: "There was really too much text in these old games…"]*

[Dialog box]
Buba: "Now it's time to let you discover this world. It's up to you to find the first hidden item, a key, and bring it back to me."

[Dialog Box]
Buba: "Don't forget. If you are stuck, you can call me for help [help key], but as the rest of the world, the help that I will give you will evolve according to the level where you are."

[Dialog Box]
Buba: "Now go Dot! Go fulfil your destiny!"

**[Slide]**
Level 1 – Rookie NPC

**[Playing sequence]**
[The player can now move using the direction cross and turn on itself 90°]

of9 comment

**[Puzzle #1.1]**
**What**
Find the key item in the world (auto-loot)
**Where**
Somewhere on island #1.
**Help**
Simply walk around the area to find this item.
**Reward**
The yellow key from Adventure (Atari 2600)

**[Trial #1.0]**
**Where**
Where Buba pop at the start of the level (in the middle of the island #1)
**Reward**
Evolution to Level 2

**[Cutscene - When player goes back to Buba]**
[Camera gets stuck on the Owl]

[Dialog box]
Buba: "Well Done Young Dot! I hope it was not too hard to find."

[Dialog box]
Buba: "The key you bring me is considered one of the first keys to video games. This is the yellow key from *Adventure* on Atari 2600, it allowed the yellow castle to be opened."

[Dialog box]
Buba: "Use this key to open the way and meet me on the next island."

> **Commented [of9]:** Think about an UI control box to help the player.

> **Commented [of10]:** Help can be requested at any time by calling Buba.

> **Commented [of11]:** New entry in the codex (if implemented)

## Level 2 – Beginner – 4-bit colour pixelated world
**[Cutscene – When the player reaches island #2, they are teleported to Buba]**
A transition to the new graphics occurs.

[Camera gets stuck on the Owl]

> [Dialog box]
> Buba: "You have reached the next level. BEGINNER!"
>
> [Dialog box]
> Buba: "Don't you think that I am much better-looking in this level? But wait to see the next ones."
>
> [Dialog Box]
> Buba: "Doesn't this world look wonderful with all these colours?"
>
> [Dialog Box]
> Buba: "Enough talking about me. You reached level 2. You are now a beginner and have access to new skills."
>
> [Dialog Box]
> Buba: "You can now interact with some items in the world. It will certainly help you progress through your journey."
>
> [Dialog Box]
> Buba: "By the way, sorry about all these dialog boxes, but you'll have to wait for the next level to ear my voice. OK, let's go for some more."
>
> [Dialog box]
> Buba: "Now that you have reached a new level in the game, you can choose in which setting you want to see, move and interact with the world. You can change these settings at any time on your *renderboy*. (input)"
>
> [Dialog box]
> Buba: "But be aware that mixing graphics, sounds, moves and interactions from different levels could sometimes result in a very strange world."
>
> [Dialog box]
> Buba: "Nevertheless, you will most certainly have to do this during your quest to solve some puzzles."
>
> [Dialog box]
> Buba: "I am sure that now, the first thing you want to do is to save your progression."

[Camera nods to say yes]

**Commented [of12]:** Black and white world becomes 16 color world, resolution increases

**Commented [of13]:** Renderboy: something like the pipboy in Fallout. Final name?

**Commented [of14]:** Define inputs

[Dialog box]
Buba: "Sorry to disappoint you, but at this moment in game history, there was no save in games."

[Dialog box]
Buba: "But I can give you this code: 1337. It will allow you to come directly at this moment whenever you want."

[Dialog Box]
Buba: "It is time for you to continue your journey. This time you have to bring me back 2 items to end this level."

[Dialog box]
Buba: "Come back to me when you get them or if you need some guidance."

**[Playing sequence]**
[The player can now move using the direction cross and turn on itself 90° and interact with items]

**[Puzzle #2.1]**
**What**
Switch back to the black and white mode to be able to see Tetris pieces. A "Tetris" (4 rows) is completed, and a piece (T) is accessible to the player when it reaches the ground. After the puzzle is solved and when the player set the world in colours again, the sequence for puzzle 2.2 appears behind on the wall.
**Where**
Somewhere on the island #2.
**Help**
Sometimes seeing life in color is not the answer.
**Reward**
The "T" Tetris piece (Game Boy).

**[Puzzle #2.2]**
**What**
Four buttons to activate in the right order to free the stuck sword. The sequence can be found after solving puzzle 2.1.
**Where**
Somewhere on the island #2.
**Help**
Maybe you should solve the colours puzzle first.
**Reward**
The Magical Sword (from first Zelda game, NES)

==Trial #2.0==
Where: Where Buba pop at the start of the level
Reward: Evolution to Level 3

==Cutscene - When player goes back to Buba==
[Camera gets stuck on the Owl]

[if only 1 item]
    [Dialog box]
    Buba: "Great! Here is the first item. Now let's seek the second one."

[if 2nd item or both items]
    [Dialog box]
    Buba: "Great! You found them both!"

    [Dialog box]
    Buba: "This piece is the T piece from *Tetris*. Have you ever noticed that all Tetris pieces are made up of 4 squares?

    [Dialog box]
    Buba: "This sword is the *Magic Sword*. It is the most powerful of the first Zelda game."

    [Dialog Box]
    Buba: "By combining these 2 items, you will be able to access to the next island and the next level, INTERMEDIATE.

**Commented [of17]:** New entry in the codex (if implemented)

**Commented [of18]:** New entry in the codex (if implemented)

## Level 3 – Intermediate – 8-bit colour pixelated world
[Cutscene – When the player reaches island #3, they are teleported to Buba]
A transition to the new graphics occurs (8-bit colourised world with better resolution).

[Camera gets stuck on the Owl]

[Computerised voice]
Buba: "Welcome to the 8-bit world!"

[Computerised voice]
Buba: "Hoot Hoot! I can finally talk to you. My voice is not perfect now, but at least it's over with all these dialog boxes."

[Computerised voice]
Buba: "The other great news for you is that you can now move almost freely in the world, no more grid restriction."

[Computerised voice]
Buba: "This will certainly allow you to access some previously inaccessible zones and to discover new secrets."

[Computerised voice]
Buba: "You are now at INTERMEDIATE level, one step away from the last level and your last trial."

[Computerised voice]
Buba: "Another good news. You can now save your progression at any time accessing your *renderboy*. (input)"

[Computerised voice]
Buba: "Go collect the 3 items of this level, bring them to me and let's add the final DIMENSION to this world that has already become so beautiful."

[Playing sequence]
[The player can now move and turn itself free on x and y axis]

[Puzzle #3.1]
**What**
Find an object by positioning themselves in the right place and looking in the right direction (plan confusion illusion). When the player is at the right spot and looks in the right direction, the ring appears in front of them and disappears from the background.
**Where**
Somewhere on the island #3.
**Help**
If you are at the right spot, looking at the right direction, the item will appear in front of you.
**Reward**
Sonic Ring (Megadrive)

**[Puzzle #3.2]**
**What**
Talk to an NPC (from Monkey Island)
Go back to dialog boxes to read a text that is talked too fast.
**Where**
Somewhere on the island #3.
**Help**
If someone is speaking too fast, it can help to read what they have to say instead of hearing it.
**Reward**
Rubber Chicken with a Pulley in the Middle (Monkey Island).

**[Puzzle #3.3]**
**What**
Accessing a previously inaccessible zone (i.e. The player could pass between two trees (yet very distant) because of the movement limitations.
**Where**
Somewhere on the island #2.
**Help**
At the start of your adventure, didn't you wonder why you couldn't go to certain places when there was room to pass?
**Reward**
Super Mushroom (Super Mario World, SNES or Mario Bros NES)

**[Trial #3.0]**
**Where**
Where Buba pop at the start of the level.
**Reward**
Evolution to Level 4

[Cutscene - When player goes back to Buba]
[Camera gets stuck on the Owl]

[if item #1]
 [Computerised voice]
 Buba: "Sonic, this game was so fast that some players only really saw these rings when they lost them."

[if item #2]
 [Computerised Voice]
 Buba: "Ah… The Secret of Monkey Island, one of my favourite Point and Click game."

 [Computerised Voice]
 Buba: "This Rubber Chicken With a Pulley in the Middle would have helped you to reach a specific place in this world, but sadly for you there is no cable here."

Commented [of21]: Who and what are they saying?

Commented [of22]: Corresponds better to the time of the first Mario.

Commented [of23]: From that moment, all dialogs must be in text and with computerised voice (as the player can choose)

Commented [of24]: New entry in the codex (if implemented)

Commented [of25]: New entry in the codex (if implemented)

[if item #3]
    [Computerised Voice]
    Buba: "How to talk about video games history without mentioning Mario. This Super Mushroom helped him a lot in his different adventures."

[if 3 items at the same time]
    [Computerised voice]
    Buba: "Great! You find them all!"

    [Computerised voice]
    Buba: "This time it's me who will give you your new ability thanks to the trophies you brought me."

    [Computerised voice]
    Buba: "You can now move on the 3 axes thanks to the jump. (input)."

[Camera jumps]

    [Computerised voice]
    Buba: "Use this new ability to reach me on the next island. The end of your journey is near."

[Playing sequence]
[The player can now move and jump freely]

Commented [of26]: New entry in the codex (if implemented)

## Level 4 – Advanced – 24-bit colour pixelated 3D world
**[Cutscene – When the player reaches island #4, they are teleported to Buba]**
A transition to the new graphics occurs (to a 3D fully coloured world) and good quality audio.

> [Recorded voice]
> Buba: "Finally the last level, ADVANCED!"
>
> [Recorded voice]
> Buba: "Don't I look gorgeous in three dimensions and with my real voice?"
>
> [Recorded voice]
> Buba: "Let's stop jabbering. You will now face your last challenges."
>
> [Recorded voice]
> Buba: "What a journey! You are now so close to achieve your goal."
>
> [Recorded voice]
> Buba: "The puzzles in this level will require you to use everything you have learned since the start of your journey and even return to the places you have visited."
>
> [Recorded voice]
> Buba: "It is time for you prove that you are worthy of being an NPC."
>
> [Recorded voice]
> Buba: "The items you collect in this level will give you access to the central island. I'll meet you there if you can manage to get them all."

**[Playing sequence]**

[Just after the player moves away from Buba]
> [Recorded voice]
> Buba: "Remember you can always call me for help if you get stuck in a puzzle, but you'll need to find them first."

**[Puzzle #4.1]**
**What**
"Human" Pong. The player must beat the game in a 3-point pong game.

**Where**
Small island between island #4 and island#1.

**Help**
Don't be shy dot. Not every object that comes to you in a game is an enemy.

**Reward**
Pong Set (rackets and ball)

> **Commented [of27]:** AI?

> **Commented [of28]:** Find better help

## [Puzzle #4.2]

**What**

Get the Tetris piece used in level 2. The player must recover the sword first (see puzzle #4.3).

Put some Tetris pieces in the right order to make them all disappear (making a Tetris (4 lines)), this puzzle will be easier with previous controls.

**Where**

Somewhere on the island #4.

**Help**

Maybe you don't have all the pieces in this little game.

**Reward**

The Tetris Rocket (Appears when 100'000+ points are scored in Tetris)

## [Puzzle #4.3]

**What**

Get Rayman's glove that are stuck in a tree on island #3 (by jumping).

The player needs to recover the magical sword on island #2 using Sonic's gloves, which makes the Tetris piece accessible too (see puzzle #4.2).

Then the player needs to dip the sword in the lava.

**Where**

Gloves are on island #3.

Sword is on island #2.

Lake is on island #4.

**Help**

If maybe you can find a pair of hands, or something like that, it would help you grab this sword and protect you from the heat.

**Reward**

The Master Sword (most powerful sword in most of the Zelda games).

## [Puzzle #4.4]

**What**

Reach a treasure chest on a small island. It is only reachable by setting movements to first level, if not, the player can't jump far enough.

**Where**

Small island "attached" to island #4.

**Help**

This island seems unreachable with your small jump. In the past, weren't you allowed to move further?

**Reward**

Ultima Materia (Final Fantasy VII)

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**Commented [of29]:** Depends on the controls for this puzzle.

**Commented [of30]:** Or maybe where the first Tetris puzzle takes place.

**Commented [of31]:** Top of volcano? (too much altitude ≠ 2D)

Where: A stele where the 4 items must be placed, on the way to the central island (island #5)
Reward: **End of the game**

**[Stele]**
[Buba is standing on the stele]

[if the player tries to place the Magical Sword instead of the Master Sword]
　　[Recorded voice]
　　Buba: "Oh this one isn't powerful enough, maybe with a little upgrade… Who knows?"

[if the player stands more the x minutes in front of the stele]
　　[Recorded voice]
　　Buba: "What are you waiting for? If you want to achieve your journey and become an NPC, you have to find the 4 items."

[if the player puts the Pong set]
　　[Recorded voice]
　　Buba: "With this set you can play it at the beach with your friends."

[if the player puts the Tetris Rocket]
　　[Recorded voice]
　　Buba: "This rocket was a reward for all players that reach more than 100'000 points in the Tetris game."

[if the player puts the Master Sword]
　　[Recorded voice]
　　Buba: "The Master Sword is the most powerful sword in most of Zelda games."

　　[Recorded voice]
　　Buba: "And the gloves that help you during this puzzle are those of Rayman."

[if the player puts the Ultima Materia]
　　[Recorded voice]
　　Buba: "Ultima was the most powerful magical materia of Final Fantasy VII."

[if the player puts the 1st item]
　　[Recorded voice]
　　Buba: "Great, 3 more to go."

[if the player puts the 2nd item]
　　[Recorded voice]
　　Buba: "Yeah! You did half the way."

> **Commented [of32]:** From that moment, all dialogs must be in text, with computerised voice and with recorded voice (as the player can choose)

> **Commented [of33]:** New entry in the codex (if implemented)

> **Commented [of34]:** New entry in the codex (if implemented)

[if the player puts the 3rd item]
    [Recorded voice]
    Buba: "Excellent, now go find the last one."

[if the player puts the last item]
    **[Cutscene]**
    The stele shines and goes into the ground and reveals the passage to the central island]

    [Recorded voice]
    Buba: "You did it! Meet me at my office to fulfil your quest."

**[Playing sequence]**
The player can now access the central island.

[Cutscene - When player reaches Buba's desk]
[Camera gets stuck on the Owl]

    [Recorded voice]
    Buba: "Congratulations Dot. You have passed all the tests that were in your way."

[Confetti in the air around Buba and the player]

    [Recorded voice]
    Buba: "This journey brought you here, to the NPC recruiting office."

    [Recorded voice]
    Buba: "I am proud to propose you a 100-year NPC contract."

    [Recorded voice]
    Buba: "The only thing left for you to do is choose which role you want to play."

**[Playing sequence]**
[Player must choose which "type" of NPC he wants to become]
Player can choose between: Merchant, Quest Giver, Tree. Fun roles like Adventurer, Prince, Princess are greyed and labelled: "Only for playable characters".

    [Recorded voice]
    Buba: "Hmmm, interesting choice… Good luck!"

> **Commented [of35]:** Autosave (if implemented)

> **Commented [of36]:** Zoom on the contract and the player must choose one option. (Inputs?)

## Level 5 – Conclusion and credits – 24-bit colour pixelated 3D world
[Cutscene]
[Credits]

## Level 5.1 – Post-Credits – 24-bit colour pixelated 3D world
[Cutscene]
The player is stuck in this new role of NPC like they were when they were just a tiny pixel…

[Dialog box]
Buba: "Remember you signed up for a hundred years. (Loud devilish laughs)"

## (Maybe) New Game +
[Cutscene]
The player can make the full game again changing settings (graphics, sounds, controls) when he wants to do it.