

WRITING EXAMPLE DELIVER US MARS - Crafting a Plan

LENGTH 2 pages

DELIVERY Gameplay (V.O. triggers)

GENRE Sci-fi, drama

SUMMARY

Our character devises a gameplan on how to approach the next gameplay area. Based on exploration/investigative gameplay, our story progresses.

SHOWCASED ELEMENTS

(Non-)linear writing, action/plot writing

CODE: 09214_GAM

DATE/DRAFT: 18JAN2022 - V2

INT. UNISON - DAY

Kathy and Sarah reach a vantage point to the entrance of ARK Vita's facility.

SARAH
(panting)
Okay, just... give me one second...

Sarah takes cover next to a window. She's in a lot of pain.

SARAH (CONT'D)
Think that facility leads to the
ARK?

KATHY
Looks like it, yeah.

SARAH
How's our chances of just walking
in without any hassle?

TRIGGER: 09214_GAM_A

Kathy looks at the colonists just outside the facility. A coming and going of people that report in or head out to another area to survey - always blocking the direct path.

KATHY
Not... good.

SARAH
I was afraid of that.

KATHY
Maybe there's another way in...

TRIGGER: 09214_GAM_B

Kathy looks around and sees a maintenance tunnel entrance, more off the main road.

KATHY (CONT'D)
There's a maintenance shaft that
might get us there with a bit of a
detour.

SARAH
(groans in pain)
Not sure I can handle more detours.

KATHY
Maybe I can do something to create
a diversion. But how, and where...

TRIGGER: 09214_GAM_C

Kathy looks around and sees an enormous oxygen regulator facility.

KATHY (CONT'D)
That's their pump regulator that
controls the incoming oxygen from
ARK Habitas.

SARAH
You're right. Why?

KATHY
Look. No one is wearing a
pressurized suit. If I temporarily
turn it off, everyone will be
forced to suit up or get to safety.
We could use that distraction to
get you in that facility.

Kathy gets up.

KATHY (CONT'D)
I can use the maintenance tunnel to
get to the facility unnoticed.

SARAH
(fearful)
Kathy, I-- I don't know about this.

KATHY
I will meet you at the entrance.

SARAH
(sincere)
Okay. Good luck.

Kathy heads out towards the maintenance tunnel.