

WRITING EXAMPLE DELIVER US MARS - Kathy's first E.V.A.

LENGTH 2 pages

DELIVERY Gameplay sequence (V.O. and sequenced animation)

GENRE Sci-fi, drama

SUMMARY

A scene that sets up the next player goal: our main character wants to take on the next extra-vehicular activity and fix the damage to the vessel.

SHOWCASED ELEMENTS

Researched writing: character's expertise in science and aerospace has been translated to dialogue and narrative/gameplay goals

CODE: 02205_GAM

DATE/DRAFT: 03FEB2022 - V5

INT. ZEPHYR-III / COCKPIT - NIGHT

Kathy arrives at the cockpit doors and opens them.

Claire is on comms through the cockpit's terminal with Maria.

MARIA (ON COMMS)

We're trying to see why the A.C.A.
didn't spot the debris. It
should've.

CLAIRE

I need eyes-on to determine the
damage. I'll perform an EVA and let
you know, GC.

MARIA (ON COMMS)

Copy.

Maria hangs up.

KATHY

Did the thruster get hit?

CLAIRE

Probably. Could you keep an eye on
the diagnostics, I'll get ready and--
-

KATHY

Wait...let me do it.

Claire halts and looks hesitantly at her.

KATHY (CONT'D)

Look, I need real-life experience
out there. Of all the EVA's we
could have, this one is *pretty*
safe, right?

Claire sees the logic in this argument but is having a hard
time letting her sister go into the vacuum of space.

KATHY (CONT'D)

I mean, I could just casually
mention my *stellar* Extra Vehicular
Activities training score...

CLAIRE

No, it's fine, I--

KATHY

Ninety. *Four.*

CLAIRE

Mine was 95.

KATHY

See? You're so much better with numbers! Best you monitor the diagnostics.

Claire SIGHS and smiles, even if her over-protective feeling hasn't completely subsided yet.

CLAIRE

Fine. Just...be very careful. We're still in orbit, so watch out for debris.

KATHY

Got it.

CLAIRE

Get prepped at the airlock and I'll guide you on comms.

Kathy heads out to the airlock.