

Dungeon Alpha Tester Script

Scene 1: Briefing Room

Players dressed in medieval armor are sitting in an office's conference room, waiting to begin their first day testing.

Int. Office Conference Room

A recorded voice over starts playing

PRE-RECORDED VOICE

Hello group 34B, and welcome to Dungeon Depot: home to all things dank, dark, and demonic. Thank you for joining our alpha testing program, where your feedback is important to us. Please wait while we connect you to a representative to guide you through the test. And please do enjoy!

ROGER

Couldn't even beat the first boss...sheesh.

DISTANT VOICE

(hissing)
You're on!

ROGER

(startled)
Oh!

Papers shuffle and a throat clears over the microphone.

ROGER

Hello group...uh...54 – no, 34B. My name is Roger and welcome testers to your first day at Dungeon Depot. We're going to start this test with a brief presentation.

A projector, well beyond its heyday, fires up and a presentation begins on the wall opposite the testers. If the first slide was any indicator, this presentation need to be polished.

ROGER

Look, slides I get paid to make.

The second slide is no more interesting than the last.

ROGER

(most unenthused)

What is a dungeon? Rooms, monsters, darkness, treasure, and most of all you.

Though the third slide was titled properly, Roger clearly couldn't be bothered to fill it with the proper text. Instead, the slide was rife with lorem ipsum.

ROGER

Rooms: places with the stuff.

The fourth slide was filled with the same lorem ipsum.

ROGER

Monsters: guys that do the stuff.

Again, the fifth slide was populated with the same filler text.

ROGER

Darkness: the spooky stuff.

Roger must've given up by this slide, replacing every word of text with "stuff."

ROGER

Treasure: shiny stuff.

By far the *boldest* slide. It simply read "Explorers," for the title, and "Losers," backwards under that. Clearly this Roger was a clever and dedicated man.

ROGER

Explorers: loser stuff.

DISTANT VOICE

(agitated)
Roger!

ROGER

All right, all right.

The eighth slide show a dungeon and a poorly drawn person.

ROGER

This is not a dungeon. This is not you. This is a visual representation of an arbitrary formula that involves you and a dungeon. Together, you and the dungeon form a... *do I really have to say this?*

DISTANT VOICE

Do you really want to keep your job?

ROGER

Not really.

DISTANT VOICE

Roger!

ROGER

Together, you and the dungeon form a *fungeon*.

Finally, on the ninth slide, things return to being relatively useful.

ROGER

Your goal is to go through the fungeon, beat up monsters, pickup loot, and kick boss-butt.

An overview of what to expect during today's test is displayed on the tenth slide.

ROGER

The dungeon you're testing today has two wings. On the right there is the Labyrinthine Fortress of Stygian Desire, and on the left is Left Dungeon.

On the last slide, a crudely drawn diagram shows the dungeon: the hub room, two wings, and three boss rooms labeled with arrows telling players where to go.

ROGER

If I need to explain *this* diagram then it's already game over.

The projector lets out a mechanical squeal as the presentation comes to an end.

ROGER

(anxiously)

Before you get to your dungeon crawl, all new testers must go through mandatory training. Okay testers, let's get a move on. The door is in the upper left corner of the room.

Scene 2: Decision Hallway

Players enter a hallway that forks left or right (left skipping the tutorial, right beginning it).

ROGER

Like I said, *new* testers, please continue to the right to begin your training.

1) Player goes left:

ROGER

(genuinely shocked)

Wait! You've been here before? Why didn't you say so? We'll be out of here in no time.

(This option leads to the first Break Room [scene 9]).

2) Player goes right:

ROGER

Chop, chop.

3) Player's return to the hallway for the first time:

ROGER

In case you weren't paying attention, you're back at the beginning. This is our 4D mechanic at work. I'd tell you to enjoy yourself doing the same tutorial a hundred times, but I kind of want to go. Soooo let's speed this up.

4) Player completes training three times (Easter Egg):

ROGER

You figured out our secret, huh? I've got to say I'm impressed – after all, you *are* the only test group to find it so far. Well, you asked for it. Go to the hub room – no more *training* for you.

The door to the right slams shut and an ominous laugh can be heard.

Scene 3: Dummy Combat Room

Players enter a square room. In the upper-left corner there's a rack full of swords, spears, hammers and other weapons. On the other side of the room is mannequin tied to a post coming from the floor.

ROGER

Welcome to training for dummies, with a dummy... **deadpan**
haha. All right, everyone grab a weapon.

Text appears telling players how to grab weapons. Each player grabs a weapon.

ROGER

Lesson number one: the light attack.

Text appears telling players to light attack.

ROGER

If you remember from your training manual, which I'm *sure* you read, each weapon has two potential swings while light-attacking. We've provided you with a dummy to beat up. He's a faceless figure in order to remove any emotional consequences. Enjoy.

Players successfully light attack.

ROGER

Lesson number two: heavy attack.

Text appears telling players how to heavy attack.

Players have successfully heavy attacked.

ROGER

Now that you've beaten our dummy Steve to a pulp, you've completed the combat portion of your mandatory training. You may proceed, or you may mourn Steve, who will shortly be terminated thanks to your handiwork. Please proceed.

Door to the next room opens and creaks.

Scene 4: Movement Room

Players enter another corridor. They can see the left wall in front of them smashing into right. Every few seconds it repeats this down a thin long strip of the hall.

ROGER

Welcome to the cardio segment of mandatory training, and no, this isn't a standard gym. The goal is to avoid being crushed by the *nouveau* treadmill. I suggest you run...or not. Your call, really.

1) Players are crushed by the wall:

ROGER

Tough luck, sport.

2) Players successfully run past the wall:

ROGER

Good job with the treadmill, but keep an eye on your stamina when you run. Next up in the Dungeon Depot Gym pyro plyos. What *will* the devs think of next?

As players take a turn, following the hallway, they end up in front of a wall of fire.

ROGER

This time, running won't cut it. You'll need to dash.

Text appears telling player how to dash.

Players successfully dodge through the wall of fire.

ROGER

Congratulations. Your blood, sweat, and probable tears indicate you've completed the mandatory cardio training. Onward minions!

A creak can be heard as the door to the next room opens up.

Scene 5: Darkness Room

Players enter a pitch black room.

ROGER

Hello darkness my old - oh. Playtest data confirms you are afraid of the dark, so we've acquired a fellowship incentive device, better known as Niva, to light your way throughout the dungeon. Everyone say hello to Niva. Now everyone brace yourselves for my wrath.

The floor suddenly lights on fire and damages all players.

ROGER

Niva can also heal you when you're black and blue, *if* you want her to. Do so now.

Text appears telling players how to heal themselves using Niva.

At least one player has healed herself.

ROGER

When you get healed, Niva loses some watts, but don't worry, she'll never go dark. Let's move along and give Niva some more juice.

Players hear a familiar creak as the door to the next room opens.

Scene 6: Torch Room

Players enter yet another dark room, but this time Niva's with them. There are a few cubicles with desks, and oddly enough, torches in them.

ROGER

Playtest data has also confirmed you love playing with fire. Find the torches around this room and become the pyromaniac you're being paid to be.

Players light their first torch.

ROGER

Every torch you light will be used later to turn Steve and his loving family to ash. On a brighter note, for every torch you light, Niva also regains some of her power, which you soulless husks have already learned to steal from her. Finish lighting the torches so we all, Steve included, can move on.

Players have lit all the torches in the room.

ROGER

All right. Next room.

The door to the next room opens with an inviting screech.

Scene 7: Real Combat Room

Players enter yet another office room, but this time, it's filled with monsters.

ROGER

Here, you can see an assortment of enemies you'll find later: Dr. Dynamite, Mr. Fire Horn Cannon, and the lovable Miss Punch. We're introducing the Attack Diamond for this round of testing – not quite sold on the name yet.

All enemies have been cleared.

ROGER

Congratulations, you didn't die ten times like the *last* group. Yay. Carry on...my wayward bunch.

A rasping sound can be heard from the door to the next room as it swings open.

Scene 8: Environmental Room

Players enter an odd room, with a switch on the ground surrounded by fire.

ROGER

For this portion of the mandatory training, I'm going to have to ask you to ignore the overwhelmingly suspicious fire around the switch and move on.

When players move on, a false floor caves in just in front of them.

ROGER

As much fun as it would be for you to fall into an unavoidable pit placed by an anonymous testing dummy, and call it quits right here, the show must go on. Pull the switch and shake a leg. Oh, and please, only one person needs to pull the switch. I don't want to be here any longer than either of our contracts require.

Metal squeaks as the next door opens.

Scene 9: First Break Room

Players enter a cozy room fashioned with a watercooler, cabinets, and a fridge. There's a mess on the table in the middle of the room – some bags that once contained snacks.

ROGER

Welcome to the break room. Relax, grab a snack, and...what's that? There's no snacks? Dammit Ted, those were for testers. Alright go check the fridge.

Text appears telling players how to interact with the fridge.

ROGER

Yes, Ted, they *did* enjoy your sweet, sweet tuna melt. Now for the real fun...geon. I didn't want to say that. It's in my contract. J—just get going.

Metal hinges can be heard for the last time as players leave the break room.

Dungeon

Scene 10: Hub Entrance

Players leave the break room and enter a hallway fashioned entirely of stones. The air is stale, even with Niva only darkness is in sight, and every sound echoes for a lifetime.

ROGER

We're moving on to the hub room right now. If you can't tell by the name, you'll become quite familiar with it.

Scene 11: Hub Room

The hallway lets up, though players are only able to see a statue holding a torch before them.

ROGER

This is the "Hub" room.

Players light the statue's torch.

ROGER

Just as a reminder, your goal is to beat the boss on the other side of those doors. Unless you figure out a way to fly or turn off your colliders, you'll have to defeat the Left Dungeon, and the Labyrinth of Stygian Desires to the right. Only then will you get to fight the [to be determined boss name as a reward tier on kickstarter]. You can just call him the final boss.

Scene 12: Mini-Boss 1 (Boss Name: MB_Prototype1)

Atop a staircase, players find themselves in a lit and spacious area unlike the twists and turns of the dungeon's other rooms. There's a rack full of weapons to their side, in the center of the room is a giant cauldron dark as obsidian, and in the distant spikes blocking the way forward.

ROGER

Hold on. Before you go any further you should know: this is the first boss. I doubt you'll get past her, but don't worry, you're not paid on completion. You're not paid by the *hour* either so get a move on.

Players have defeated MB_Prototype1.

A volley of fireworks go off in a lack luster manner.

RECORDED VOICE

Congratulations!

The spikes once blocking the way retract, and the testers carry on to a much needed reprieve.

Scene 13: Mini-Boss 1 Break Room

The break room is as comfortable as ever. Still has the same luxuries as before.

ROGER

Welcome back to the break room. Go ahead and check out the fridge if you're hungry. I'm pretty sure I didn't store *my* meal in there, so just feel free to take anything you find. You might spot another of Ted's tasty melts if you look hard enough. Also, enjoy these quality weapons as a reward for defeating MB_Prototype1.

Scene 14: Mini-Boss Hub Return

As the players return to the dungeon center, a bridge extends from the archaic door across the way, covering half the gap of the bottomless pit.

ROGER

And back to square one, the Hub. Check out that fancy visual representation of your progress. It cost 20-man hours work, so you better enjoy it. Now, back to the grind.

Scene 15: Mini-Boss 2 (Boss Name: MB_Prototype2)

Players find themselves atop another staircase in yet another spacious room. There are weapons to their side and at the bottom of the room the same dark cauldron and spikes.

ROGER

All right, this boss is a toughie so don't feel down if she gets the best of you. My advice is don't get hit. That seems to work for all the testers who make it out of this room in one piece.

Players have defeated MB_Prototype2.

A volley of fireworks go off in a lack luster manner.

RECORDED VOICE

Congratulations!

The spikes sheathe themselves making way for the victorious testers a second time.

Scene 16: Mini-Boss 2 Break Room

Reliably as ever, the break room hasn't changed much, give or take some sandwiches.

ROGER

Behold, the break room. Bad news: your favorite sandwich peddler is out of melts. Good news: tomorrow's his birthday, and if you like chocolate Bavarian cream cake he doesn't ever need to know it was there.

Scene 17: Mini-Boss 2 Hub Return

*Players are welcomed into the hub room by the sight and sound of a bridge being formed. This time from the nearest side of the chasm. A long *thunk* echoes as the two bridges meet, and the testers can finally make their way to the gargantuan doors.*

ROGER

You've completed the visual progression indicator portion of the dungeon. Please rate us on our progression feedback mechanic.

(beat)

You rated our progression feedback mechanic 5 out of 5.
Dungeon Depot appreciates your feedback, thank you.

As players stand before the doors carved out of solid slabs of stone, they can now see the primal paintings of a monster on it. The monster is depicted spiting dark flames from its mouth and eating light from any source.

ROGER

It's time to face your dungeon-tester-destiny. The final boss is waiting.

Scene 18: Boss

Players find themselves in an enormous cavern. Slate and granite pave the walkway, a testament to the age of this fortress. The slabs of rock lead only further into the darkness. With no sides along the path, falling would mean certain death.

ROGER

Now for the finale. Based on your previous performance, I don't have high confidence you'll make it out alive. We don't want you to die without some sort of reward, especially since we

already prepared it, so here you go. Remember, here at Dungeon Depot we *value* each and every one of your deaths.

The same half-hearted display of fireworks seen twice before is spent prematurely.

RECORDED VOICE

Yaaay. Woo. Congrats. You're the best.

ROGER

You may now proceed to your timely demise, and my long overdue emancipation. Oh, and Steve sends his regards.

After an arduous battle, the ancient creature, made of rock and mineral, lets out a melancholy roar and takes a dive into the chasm.

ROGER

Whelp, honestly didn't think you'd make it. Sorry, I kind of wasted the celebration earlier. Wait a sec, I think we might have one left.

One last firework comes swirling into view and lets off a dingy pop.

ROGER

Uhhh, hold on. Let's see if I can get something else. After all this is the first time anyone's beat the dungeon.

And for the last time, players watch the spikes once blocking their path contract, letting way to what appears to be an exit.

ROGER

So I know I blew the celebration earlier, but I've got a surprise for you. I think you're really going to like it.

Scene 19: Exit Hallway

Players enter another of the dungeon's corridors. Moving down the hallway, as the walls turn from stone slabs to off-white drywall, it becomes apparent they've returned to the office. Niva, flies away as a door comes into plain view.

ROGER

Go on, your surprise is in there, you deserve it.

Scene 21: Surprise Room

The door opens, revealing a room as dark as the chasm players had just spent their time trying not to fall in to. After players take a few steps into the gloomy room, a light comes on and a familiar *face* is there.

ROGER

Surprise! We knew how choked up you were about Steve and the whole getting him sent to the incinerator business. Or maybe you weren't...maybe we filled Steve with confetti, maybe you're just a jerk if you try to hit him again. Who's to say really? Take your time, but do remember we're done here...so unless you want to sit in an office room with a dummy all afternoon, you might want to leave.

Scene 21: Last Hallway

Having left Steve behind, players walk towards a blinding light at the end of the hallway.

ROGER

That must have meant the world to Steve. He'll cherish it for as long as he – oh my. We'll that was the sound of his soul being burnt to a crisp and all of his memory with it. I'm sorry for your loss.

Players enter the light and the screen fades to white as testers finally leave Dungeon Depot.

ROGER

Thanks for choosing Dungeon Depot, you can expect your check in 3-5 business years.

Credits roll.