

# Circuit Breakout: Dual Polarity Narrative Design Document

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## 1.0 World Building

The game takes place within the modern era, in the year 2026. The world continues to develop new technologies at an ever-increasing rate. Electric cars continue to work towards replacing gas fueled vehicles, robotic prosthetics have now been released and have become a topic of debate, and multiple attempts to increase humanities reach into space have been attempted with self-operated spacecraft. Otherwise, the world is still quite like the world we live in today.

### 1.1 Location

The game takes place within a derelict testing facility that belonged to a hidden branch of the Sefornal Corporation. This testing facility resides underneath Signal Hill, a national historic sight overlooking St. John's Newfoundland. The mountainous regions surrounding this historic sight allowed for future expansions of the facility and an easy place to hide their experiments under the public eye.

The facility spans nearly two miles underground, measured from the top entryway to the lowest testing and holding facility. The entire structure is built surrounding a central column which carries rotating platforms that grant access to all levels of the facility. The building is divided into four levels, which divide its test subject by the lead scientist responsible for their management. The levels hold individual experiments in numerical order except for some exceptions which are kept deep within the facility for safety and security reasons.

During gameplay, the game starts off at the bottom of the facility in holding cell 001. This cell is one of the two exceptions to the base numbering scheme of the building, because the experiment inside is essential to the facilities ability to function. The other is numbered 201 which is held in the deepest part of the facility, through a secure series of elevators and doors. This experiment is regarded as so dangerous it must be kept this far from everything else.

### 1.2 The Sefornal Corporation

Sefornal publicly presents itself as the lead innovator in medicine, tech, and military products, and has spearheaded the development of many deep space crafts. To the public, they have done great things for the development of human technologies, but their practices and methods remained completely hidden. Since the societies founding, they have maintained a lead on the worlds technological advances and remained close to half an era ahead in technology when compared to the rest of the world at any given time. This rapid advance in technology has only increased as time has gone on. Around the world, the Sefornal corporation has discovered anomalies and societies around which facilities were founded and hidden. The primary facility for this story is the one hidden underneath Signal Hill in downtown St. John's Newfoundland.

During the first exploration of the western world, Sefornal sent explorers with early British colonizers to explore the new world and report back anything they found of interest to the foundation. It wasn't until the 17<sup>th</sup> century, after the creation of the outpost on Signal Hill, that something of note was discovered. During the creation of the outpost, a hidden cave was discovered. Within was a town of tribe people that primarily lived within the dark confines of the cavern, only leaving through hidden exits near the base of the cliff the cave resides in. The builders called them "mole people" because of their pure white skin and heavy disfigurement around the eyes, toes, and joints. Despite this, the foundation saw value in the discovery of a civilization so removed from the rest of the world. Quickly, the witnesses were either

discretely dealt with or taken into the organization, and the outpost was completed without a word of the discovery reaching another person's ear.

The foundation quickly began the construction of a larger space for the tribe's people to live in, showing them their wealth of fantastic technologies. Quickly it was discovered that a disease had grown within the caverns with these people, who had built up a tolerance to its symptoms. After some time, it was determined that this contained plague was the culprit behind the people's deformities. After over a year of research and labor, Sefornal developed a cure for this illness, and the tribe praised them for this boon. After the cure was developed, these tribe people were called "Devoted" by the foundation in all recorded logs and letters.

The Devoted saw these corporate manipulators as beings of divine or magical power. In their eyes Sefornal offered them kindness and gifts, thus they did as they were instructed. Quickly the tribe was converted into a civilization that lived within the growing confines of the facility within the coastline, worshipping their faceless corporate god and giving to the foundations every whim. To them, Sefornal means everything, and nothing is too much to give.

During the construction of this facility, the tribe's people were left to continue to use their ancient iconography and alphabet. Aside from the normal numeric system that the foundation taught them, they still write with this system, but understand it verbally as English. The facilities signs, maps and walls are marked with these symbols and have been updated with more modern materials over time.

The Devoted continued to receive education from the foundation, and eventually were left to run the facility on their own with regular reports and communication with Sefornal becoming required every day. They act out the corporation's demands and serve as the facilities staff for every role necessary. Only select individuals that have been trained to exit the facility and perform covert operations are permitted to leave, and the colony sees leaving the facility as heinous or an act of defying Sefornal. Anyone who ever questioned the foundation and openly showed this was visited by members from outside the facility and brainwashed into continued belief. Because of this, the facility has remained without conflict for the entirety of its existence until the raid that left it abandoned since.

## 2.0 Characters

The primary characters in the game are humans turned into living experiments. Other secondary characters include characters from the main character's past and the enemies that the player will encounter during gameplay.

### 2.1 Data (Main Character 1)

Data is the older sister in the pair of siblings. She was born inside the testing facility and was swiftly used in experiments on replacing parts of the human body with robotics. These experiments were more than just for prosthetics and used an experimental techno-organic substance that transmuted living flesh into electrical robotics. As she grew older, she was exposed to more of this substance, and more of her body was replaced with mechanical replicas. By the time she was thirteen her left side was completely made from these replacements, which had been acutely refined to visually replicate the original body parts they were replacing.

She lives as a normal person would, requiring food, drink, and sleep to function. However, the robotic parts of her body require an electric charge to function. She supplements this need with portable

injector batteries which slot into her right leg. Without power, the robotic components of her body shut down. Moving these parts becomes more and more sluggish until she is unable to move. However, direct contact with electrical currents can power her internal batteries and give her a boost of power for a short period of time.

After the testing facility was raided, she escaped with the other test subjects, now more robot than human at this time. She went to live in secrecy with the few friends she had made while inside the compound, taking a healthy supply of injector batteries with her.

Data was always aware that she had a younger brother and has seen images of him on occasion. Despite this she was never able to physically meet or interact with her younger sibling and yearns to see him in person and love the sibling she's had for so long. For this reason, she returned to the facility six years after it had been abandoned to retrieve her lost brother. She left the charging stations she had at home and took what remained of her supplies of injector batteries for the long journey. Once she found her brother, she had run out of these necessary supplies and requires her younger brother to power her body so they can escape to a life they could deem as normal.

### Aesthetic

Data is a young adult woman who inherited the Devoted genes of her parents. Thus, her skin is pale white, and her eyes are vibrant in color. Most of her body has been replaced with techno-organic replicas of her original body. These machine parts grow with her and develop to perform the same functions the human body requires to survive. The metal that makes up most of her body is well maintained, and many intricate circuits run along her metal skin. The only parts of her body that have remained human are from her shoulders and up, excluding the back of the neck and head. On the back of her head are large ports where special cables and computers can be plugged in for her to access machines with her mind.

### Personality

Kind, determined, protective, and stubborn. Data has had plenty of time to grow up around various people, such as other test subjects or the facilities scientists. Her time in and outside the facility has shaped her into a strong-headed woman determined to protect her loved ones and finish anything she starts. Despite these brash traits, she is also quite soft with specific people she is close with. Surge is one of these people because of their sibling relationship. Even though she loves her brother, he can frustrate her to no end with his lack of understanding or care for safety.

### Motivations

Data wants to free her younger brother since he is the only remaining member of her direct family. She fears being alone and believes that the familial bond she is missing with Surge will help with this. Because she is an older sibling, she feels obligated to mentor and protect her younger brother and blames herself when he gets hurt.

### Flaws

Data is arrogant and unable to let go of her responsibility of protecting her younger brother. She believes that her way is best when solving problems or tackling challenges. She would rather Surge never have to get involved in helping them escape if possible, and this inherently makes her make some poor decisions.

She is also wracked with guilt for leaving Surge in the facility in the first place. Whenever anything happens to Surge, she'll blame herself and let her emotions overwhelm her. She has little faith that Surge will make it on his own because of his youth and lack of experience with anything.

### Arc

At the beginning of the game, Data will forcefully try to remain in control of Surge's actions, pointing out where to go and yelling at him if he ever goes somewhere she can't see. Her strong headed mindset towards protecting him prevents him from being a child that's learning about the world, and inevitably halts their progress towards escaping.

As the game progresses, Data will begin to see that Surge can do things on his own. She'll loosen up a small amount when directing him and take moments to positively reinforce his actions after completing challenges.

Eventually the two will be forcefully separated by the Warden, and Data will break down thinking that losing Surge is her fault. It is after the two reunite after being separated that Data will open after seeing that Surge made it out completely fine on his own. She'll respect him more as a person, and more as a brother who ventured forth to find her again.

At the end of the sibling's journey, Data will have opened to Surge about her insecurities and have developed a trust with him that he can take care of himself. To show this, she'll allow Surge to travel around the electronic parts of her body and rest on her shoulder to see the world as they exit the facility. This represents her giving him the freedom to explore and that she no longer believes that he needs to be restrained by the battery's protection to be safe.

## 2.2 Surge (Main Character 2)

Surge is the younger brother in the pair of siblings. He was born ten years after Data during one of the facility's biggest downfalls. The facility had expanded too far for their power generation to handle, and some of the facilities holding cells threatened to shut down and let loose what they held within. So, the scientists from the four wings came together and worked to find a solution. It was during this time that an anomaly was discovered by Sefornal and transported to the compound for research. A small beetle made from electricity arrived and was immediately sent into testing.

Both the anomaly and Surge were experimented on together until both combined into one being, turning the baby boy into a being made of moving electricity. The power the child outputted was far more than expected and could power the facility and any of its expansions for as long as he remained there. Surge was built a unique containment cell at the base of the facility and given the number 001 to establish his importance to the facility.

Now made from moving electrons, Surge lost the need for food, drink, and sleep. He is confined to areas or objects built to hold electricity and cannot leave them or risk his being diffusing into the surrounding environment. Because of this, when the facility was raided, he could not follow the other experiments in their escape. He was left behind in solitude for six years until someone he didn't recognize came back to the facility.

Now affixed to a battery on Data's back, he can leave the room he has never left since his creation. Without Data, he is confined to the battery and will remain within it until connected to another object that can contain or transfer an electric charge.

Because of his life of isolation, Surge is very curious about most things. He seeks to learn more about the world, and the people he meets. He is especially interested in meeting new people since he had very little social contact in his early life. Most of all, he wants to leave the facility and see the world beyond the compound.

### Aesthetic

Surge looks like a child between 7-10 years old and is completely made from radiant electricity and sparks. He commands the electricity that makes up his body on a whim, and commonly doesn't manifest himself to appear as a human child if no one is around. While moving, he loses all form and becomes a flash of electricity. The only consistent appearance he shows is his eyes that are always apparent no matter what shape his body takes. His pupils are different shapes; one is a plus sign and the other is a minus. Throughout the game he will make himself look human more often while around Data, attempting to mimic what is suggested to him as a normal person.

### Personality

Curious, childish, extroverted, and energetic. Surge has had very little contact with other living creatures throughout his life, and the time he spent in the facility during its abandonment was done in a hibernated state. Thus, he has kept his childlike demeanor and curiosity. He is excited by things he has never seen before and is ecstatic when meeting new people. These traits do make him somewhat clingy and overly trusting of the people he meets first after being taken from the lab, which fortunately makes collaborating with him easier for Data.

### Motivations

Surge wants to see the world outside of the facility and express himself openly instead of being confined. He'll do anything to never be trapped like he was since birth. He naturally feels the need to interact with other living beings, seeking comfort and companionship since he never had any.

### Flaws

### Arc

## 2.3 The Warden

The Warden is the main antagonist of the game, which the player never really sees until one point in the game where they pass by his dismantled shell. The Warden is an Accicorpus that was given the most advanced shell any of these aliens have ever received. It was given to them to better help them survey, manage and detain the experiments within this facility. No single experiment could overpower this monstrous machine on its own.

It was during the raid that The Warden was destroyed by numerous escaped test subjects that it had previously upset in their attempts at escape previously. The overseer and protector of the facility didn't stand a chance against the numerous experiments that swarmed over it in their attempts to flee in the chaos. Now its dilapidated husk resides just before the open hangar door, still resting where it fell in its final attempt to keep the experiments from fleeing their containment and placing the world in all kinds of danger. From here it has remained barely alive and unable to move, its mechanical limbs and servos damaged beyond repair. It remains mentally linked to the facility and can still speak through its speaker

systems. Its remote control is what allows it to block and assail Data and Surge throughout the game, shutting barriers or removing platforms.

### Motivations

The Warden was given the purpose of keeping all experiments housed in the facility from escaping. It failed in this task during the raid but continued to believe that it could still redeem itself if it kept the only remaining experiment within the facility's walls. This final experiment is Surge. Once Surge was released from its containment, The Warden would stop at nothing to assure that neither he nor his sister would escape the facility, dead or alive. To give up on its original purpose is suicide to it, and thus it will accept no compromise that does not involve Surge remaining in the facility.

### Arc

## 2.4 The Accicorpus

The Accicorpus are the creatures responsible for maintaining and protecting the different Sefornal facilities around the world. The name Accicorpus is derived from the Latin words acciperus (take) and corpus (body) and was given to these creatures on account of their ability to inhabit most nonliving objects, including dead bodies.

The Accicorpus was discovered in Brazil by a group of Portuguese colonizers in the 1500s, during the first colonization efforts of the country. Very little documentation of their first discovery has survived, but what remains details the discovery of a dead walking tree with a massive bloodshot eye. After this encounter, the creature disappeared and remained hidden until the 1800s when members of Sefornal investigated a series of meteors that crashed in south Brazil, a few miles west of Curitiba.

The foundation discovered a small group of these creatures working in tandem to create bodies out of the rocks they arrived in and the surrounding foliage that was destroyed by the impact. Quickly they discovered that the creatures possess intelligence after one of the investigators dropped his weapons as a sign of peace, and one of the creatures responded by revealing its fleshy vulnerable body from within its shell. It then became clear that the creatures cannot communicate verbally, but instead naturally communicate through physical contact and the exchange of images with the mind of their target.

The Accicorpus are galactic travelers seeking a place and purpose within the universe. Newborn creatures are kept within hollowed space rocks that drift through the empty void and hopefully find somewhere for the creature to escape and develop. After finding Sefornal, they were quickly given a new purpose as guards and managers of their most dangerous facilities in exchange for some of the best shells and bodies the corporation could develop. The aliens took this exchange with absolute joy and have since reproduced and populated every secret Sefornal location on the planet with terrifyingly efficient overseers and soldiers. Their numbers have become vast, and many of them reside in hibernation deep underground in holding facilities around the world, ready to replace any of their kin should one fall during service.

### Aesthetic

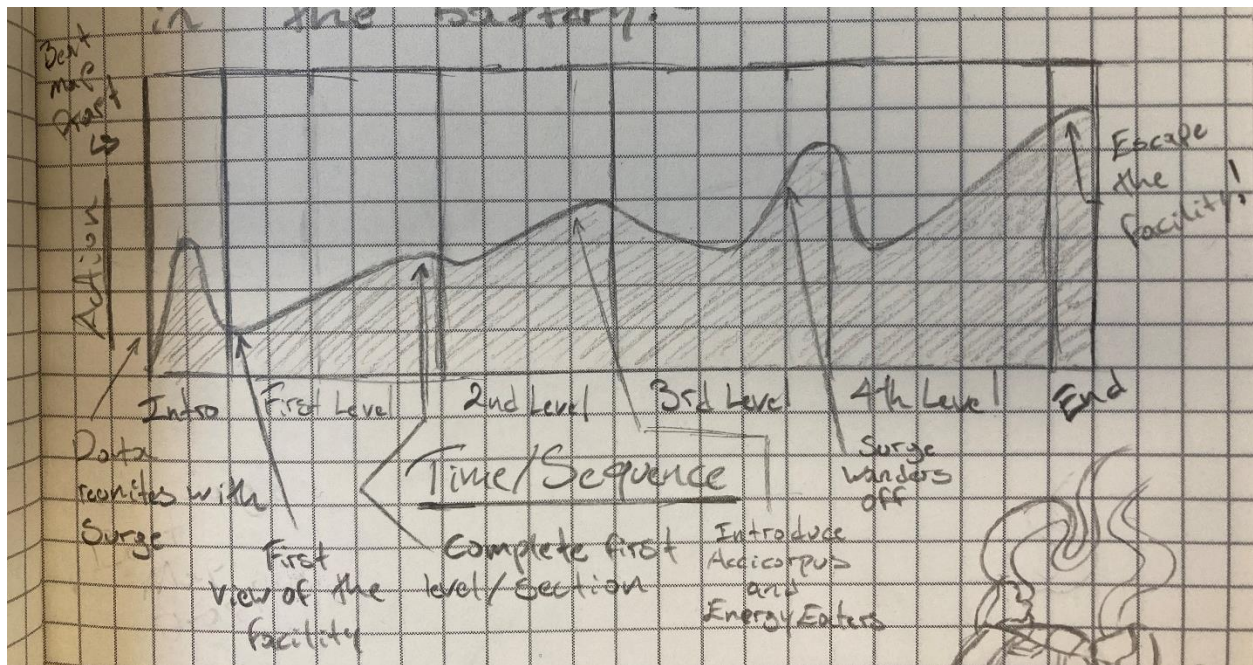
The Accicorpus inhabit a shell made of non-living material and can animate this body by extruding its soft fleshy body throughout. Their appearance can take a variety of forms, but the Accicorpus that work for Sefornal inhabit shells built for them by the corporation. They are made from metal alloys developed



by the company and come in a small variety of shapes and sizes depending on the task set out for the specific unit. The aliens that served in this facility commonly served managerial or security-based rolls and thus are equipped with means of detaining and pacifying all test subjects.

Accicorpus within Sefornal are rarely given special shells for very important tasks. The Warden is one such shell designed to encompass the facility with its outstretching titanic body. This terrifying husk can detain the most dangerous experiments in the facility. However, during the raid, this menacing giant was defeated and lies dormant at the exit to the facility after being mauled and battered by many monstrous experiments.

### 3.0 Story Beat Map



### 4.0 Timeline of Events/Iconic Scenes

The following is a timeline and list of heavy narrative scenes or events with descriptions of what happens in those moments. Since the production of the game has gone in a simpler direction, this information and planning will instead be used as a reference for the dialogue planning.

Numerical Order – Scene #'s	Name of Event	Description of Event
1 – (01-10)	Data finds Surge	This is the introduction to the game. Data finally makes it to Surge’s holding cell and sees him through the glass. Both characters
2 – (11-20)	Data frees Surge	Data completes her introductory puzzle and rushes into collect her brother from the battery. The two get their first contact with each other. Briefly press their foreheads against the glass part of the battery as the power to the facility shuts down. Data places the battery carrying Surge on her back and moves on to this introductory puzzle.

3 – (21-30)	Players first look at the facility	The player exits the tutorial area around Surge’s holding cell. The player gets a dramatic look at the dilapidated facility now casted in darkness.
4 – (31-40)	Siblings overcome their first challenge	After completing the first floor of the facility, the two take a moment to briefly celebrate with each other. Data teaches Surge the motion of a high five and they both high five between the glass case of the battery. Data then picks the battery back up and moves on to the next challenge.
5 – (41-50)	Introducing the Accicorpus (Cut)	As the player moves onto the next floor, they’ll find one the remaining Accicorpus sentinels watching over the path ahead. The player will safely learn about the sentinels and their mechanics before being able to move.
6 – (51-60)	Introducing the Energy Eaters (Cut)	The player keeps moving forward past the first sentinel and can see some energy eaters consuming live wires in the distance before quickly skittering off. This is meant to show the players that these creatures eat electricity, and thus will attack Surge.
7 – (61-70)	Accicorpus kill Energy Eaters (Cut)	The player will find another sentinel watching over the path ahead. An Energy Eater will attempt to eat some live wire that passes underneath the sentinels watch and will be killed by the sentinel. This shows the player that the sentinels can kill the Energy Eaters and could potentially attack Surge.
8 – (71-80)	Surge is separated from Data	While the siblings are close to finished exploring the third floor, Surge becomes curious about something he sees connected to the wires he is on and travels to investigate. After tampering with some faulty machinery, the wires that travel back to Data are destroyed and the way between them is blocked. Surge shows an expression of shock and worry, and Data will beat against the obstruction in a panic. Both characters continue on their own for a brief period as they reach the fourth floor.
9 – (81-90)	The siblings are reunited	After being separated, the two siblings are reunited back on the fourth floor of the facility. Surge rushes back to Data and she gives the battery he is in a loving embrace. Data sheds tears of joy and breathes a sigh of relief as Surge makes motions towards her to show that he’ll never wander off on his own again.
10 – (91-100)	Escaping the facility, The End	The siblings make their way to the exit of the facility and make their way into the open hangar. They walk out and are briefly blinded by the bright sun over the gentle lapsing waves off the coast of St’Johns. Data places the battery on the ground beside her as she sits down beside Surge. Now more humanoid, as influenced by his time with his sister, Surge stands beside her sister as they place their hands against each other through the glass. The two leave the facility and move on to what awaits them in their future.

#### 4.1 Dialogue Map

To deliver a simple, yet still gripping, narrative experience within the time frame given to us, we decided to use lines of dialogue during gameplay, accompanied by simple emotes around the characters, to relay

narrative context and information to the player. Breadths of dialogue would be saved for long areas where the player could be traversing between puzzles, or during key moments of solving specific puzzles. Dialogue is also planned to play during puzzles to help inform the player of potential mistakes or give them hints. An example would be one of the two characters recognizing that they left the other behind, audibly reminding the player to go back and get them before proceeding onto the next puzzle.

#### 4.1.1 General Dialogue

This is where general dialogue for puzzles can be found. Lines that can be used to remind the player of potentially forgotten mechanics, give them hints to solve the puzzle, or just be used as general things the characters might say while solving the puzzles.

Line #	Lines of Dialogue Options and Relevant Emoticons	Dialogue Context/Trigger
1	Surge: *sad bwoop*  Data: "I should get Surge before moving on."  Surge: Makes several tones that sound like someone saying "Hey, over here!"  Data: "Wait, where's Surge?"	Player forgets Surge as they move on to the next puzzle
2	Surge: Weeeeeee!	Surge travelling through wires
3	Data: "That should do it."  Surge: *Boops played in a way that sound like "Ta-da!"*	Player performs the final step of a puzzle

#### 4.1.2 Floor 1 Dialogue

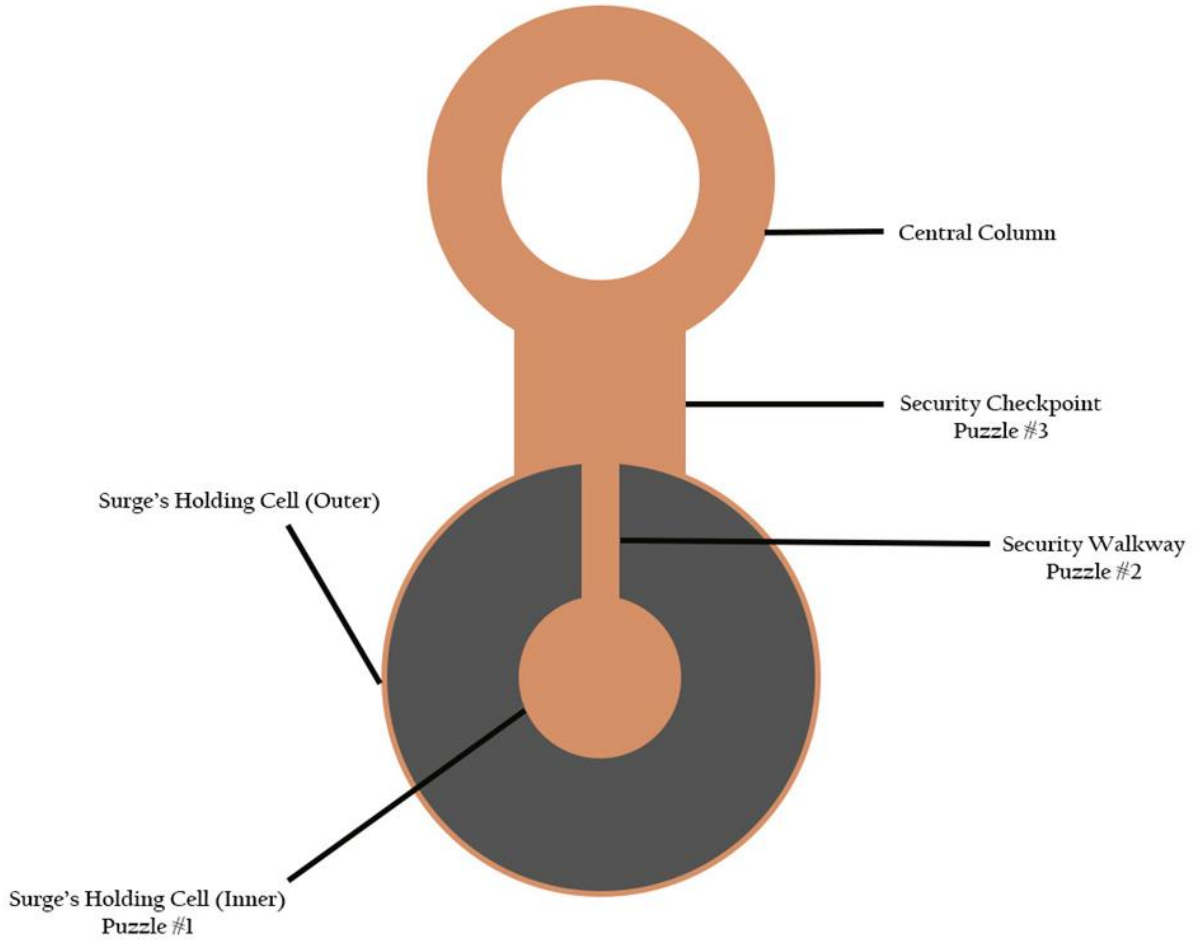


Figure 1 Map of the first floor of the game

Dialogue Event #	Dialogue, Scene, Script, and Emotions	Dialogue Location and Time
1	<p>Scene: Data enters Surge's holding cell and sees her brother in person for the first time after the long journey of getting here. The door locks behind her, but she continues forward to find a way to release her brother.</p> <p>Emotions: Relief, surprise, determination.</p>	<p>Surge's holding cell (inner). Game start, Data finds Surge.</p>

2	<p>Scene: Data gets the attention of her brother and helps him find his way into the battery, which she then places on her back. Now tackled with the problem of leaving the holding cell, she reluctantly allows her brother to help her open the door back out.</p> <p>Emotions: Accomplishment, comfort, confusion</p>	<p>Surge's holding cell (inner). Intro puzzle for switches and Data's rocket arms has been completed. Surge's battery has been obtained.</p>
3	<p>Scene: Data and Surge exit Surge's holding cell and make it out onto the dilapidated security walkway. Surge looks around in wonder of a place he has never seen before. Seeing another closed forcefield ahead, Data reluctantly allows Surge free from his battery to help them escape once again but reinforces the instruction to always keep her in sight.</p> <p>As the siblings have made it out of the holding cell, the Wardens voice echoes from around the room from multiple loudspeakers, announcing his awareness of their presence and that he must contain them within the facility. Loud crashing can be heard echoing in the distance.</p> <p>Emotions: Wonder, concern, controlling</p>	<p>Security Walkway. Player exits Surge's holding cell (inner) for the first time.</p>
4	<p>Scene: The siblings make it through the final barrier and enter the security checkpoint. Surge celebrates within the battery as they walk inside, excited by the opportunity to continue exploring and feelings of accomplishment. Data, while still trying to remain focused on escaping, can't help but smile at her brother's adorable childlike sense of joy.</p> <p>Emotions: Accomplishment, empathy</p>	<p>Security Checkpoint. The player makes their way into the checkpoint for the first time.</p>
5	<p>Scene: The siblings make their way through the checkpoint and enter the central column that connects to the rest of the facility. Both look up towards the open hangar doors that allow the vibrant sunlight to pass inside. Data looks around at the room concerned that they may not be able to find a way out, as the Warden has destroyed the bridge she used to get down in her absence. She holds onto hope that they'll make it out, and Surge is overcome with astonishment at the brilliant blue sky and fluffy white clouds overhead.</p> <p>Emotions: Reassurance, hope, wonder</p>	<p>Central Column. The player enters the central column for the first time and looks up to see the sunlight and blue sky.</p>

### 4.1.3 Floor 2 Dialogue

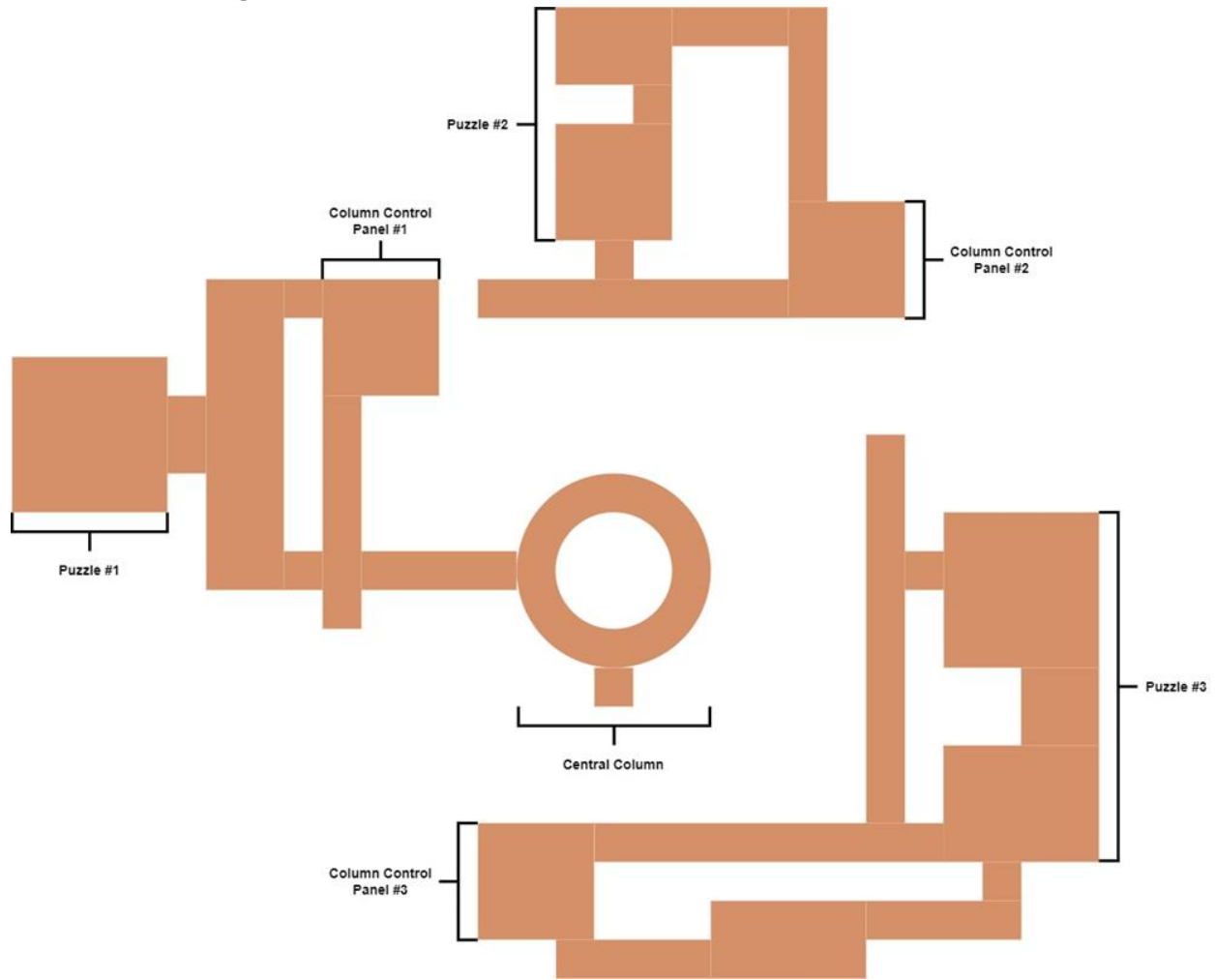


Figure 2 Floor 2 Map

Dialogue Event #	Dialogue, Scene, Script, and Emotions	Dialogue Location and Time
1	<p>Scene: As the siblings arrive on the second floor, Data tries to establish some base rules with Surge so she can always keep him safe. Surge doesn't like the idea but agrees to comply at this moment. Data becomes a little annoyed by his hesitance to work with her.</p> <p>Emotions: Stern, annoyed, ignorant</p>	<p>Central Column. The player has arrived at the second floor for the first time.</p>
2	<p>Scene: The siblings enter a large storage area, which proves impossible to navigate unless the two separate. Data is very hesitant to break one of the rules she had established for her brother, but eventually instructs him to leave her so they can move on. Surge, however, is excited by the idea of exploring on his own.</p>	<p>Puzzle 2. The player has completed the first puzzle and arrived in the second.</p>

	Emotions: Hesitant, excited, nervous, paranoid	
3	<p>Scene: Data is eagerly awaiting the return of Surge, and let's go her breath in relief with his safe return. Surge is happy about his chance to explore, but quickly his emotions dull as he realizes he may not get to again. Data expresses that it's for his own safety, but even still begins to realize how controlling she is being. Still confident it is the right decision; she move on without apologizing.</p> <p>Emotions: Relief, momentary excitement, reassurance</p>	Puzzle 2. The player reunites the siblings at the end of the puzzle.
4	<p>Scene: The siblings have made their way back to the center room after gaining access to the third floor from here. Both celebrate for a moment that they're another step of the way there before the Warden speaks again over the speaker. It'll continue to explain that they must not exit the facility. Data will exclaim to the disembodied voice that they're going to leave no matter what, and the Warden responds with rage followed by more crashing in the distance. (Maybe panels around the central column and move on mechanical arms to better express the facilities rage)</p> <p>Emotions: Accomplishment, defiance, anger</p>	Central Column. The player has enabled access to the third floor.

#### 4.1.4 Floor 3 Dialogue

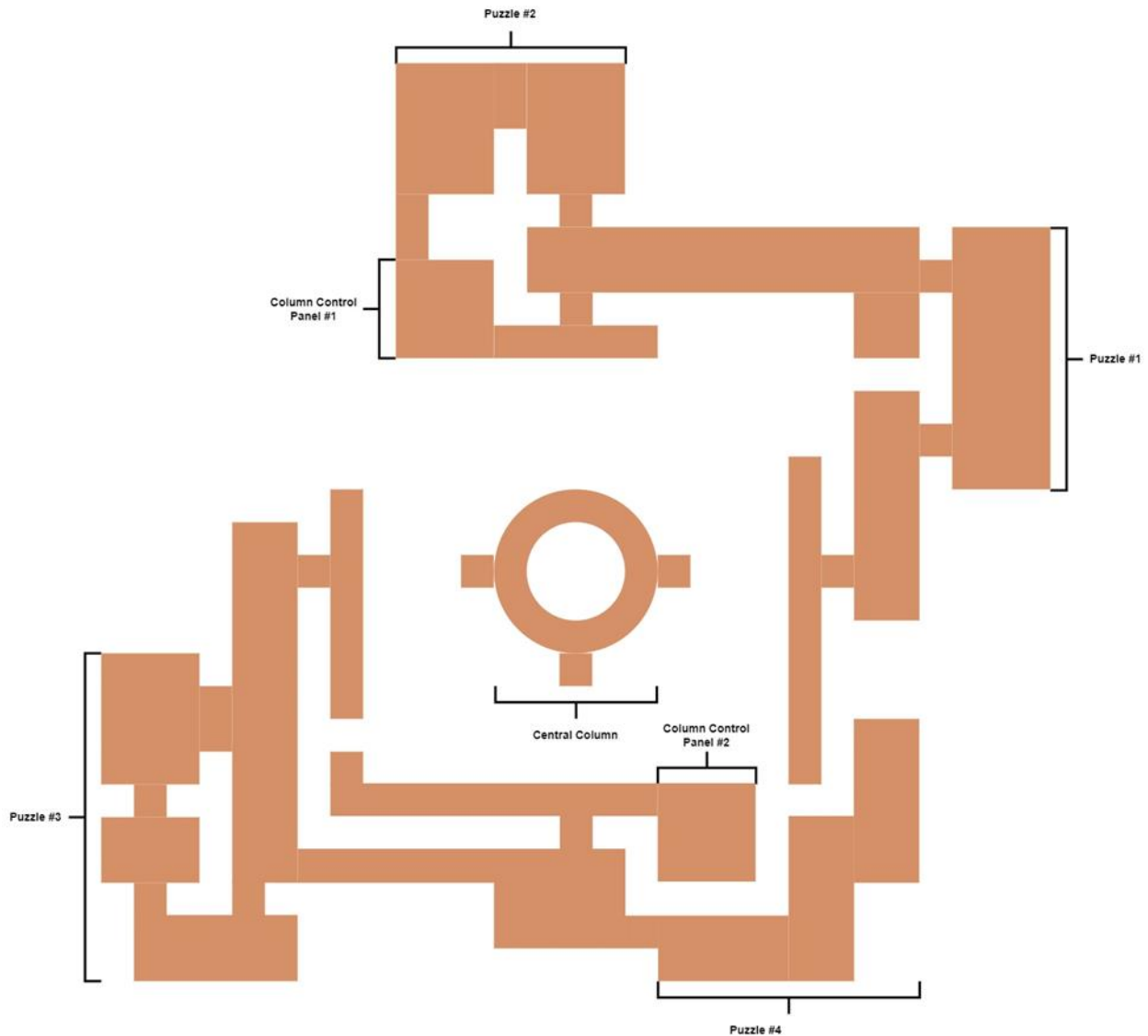


Figure 3 Floor 3 map

Dialogue Event #	Dialogue, Scene, Script, and Emotions	Dialogue Location and Time
1	<p>Scene: As the siblings enter the first room of the floor, they realize that the warden had collapsed parts of the room on necessary wires. Data comes up with an idea to help Surge get across using herself to bridge the gap. Surge expresses concern that he'll hurt her, but she insists that she'll be fine.</p> <p>Emotions: Concern, reassurance, determination</p>	<p>Puzzle 1. The player enters the first puzzle room for the first time.</p>



2	<p>Scene: As Surge leaves Data by travelling through the wires connected to an electric pole, the Warden will collapse part of the room to destroy the way back. Data and Surge will panic for a moment now that they've been separated, but Data will try to quickly gather her thoughts and instruct Surge to continue, promising him that they'll meet back up eventually.</p> <p>Emotions: Panic, fear, empathy</p>	<p>Puzzle 2. The player enters the second puzzle room for the first time and places Surge on the first power pole needed for the puzzle.</p>
3	<p>Scene: Data calls out to Surge to check in on him. He'll reassure her that he's fine. She'll tell him that there's got to be some way for them to find each other up ahead and instruct him to move forward. She will reaffirm him that she'll be with him for every step along the way.</p> <p>Emotions: Reassurance, empathy</p>	<p>Puzzle 2. The player has opened the exit to puzzle 2 and the way to puzzle 3.</p>
4	<p>Scene: At the end of puzzle 3, a broken, but still functioning, electric pole allows the siblings to reunite. Data and Surge rejoice now that they're back together and awkwardly she realizes she can't embrace her brother. Regardless, the two are relieved that they're back together and are ready to continue forward.</p> <p>Emotions: Joy, relief, confidence</p>	<p>Puzzle 3. The player makes it to the end of puzzle 3 and reunites the siblings.</p>

### 4.1.5 Floor 4 Dialogue

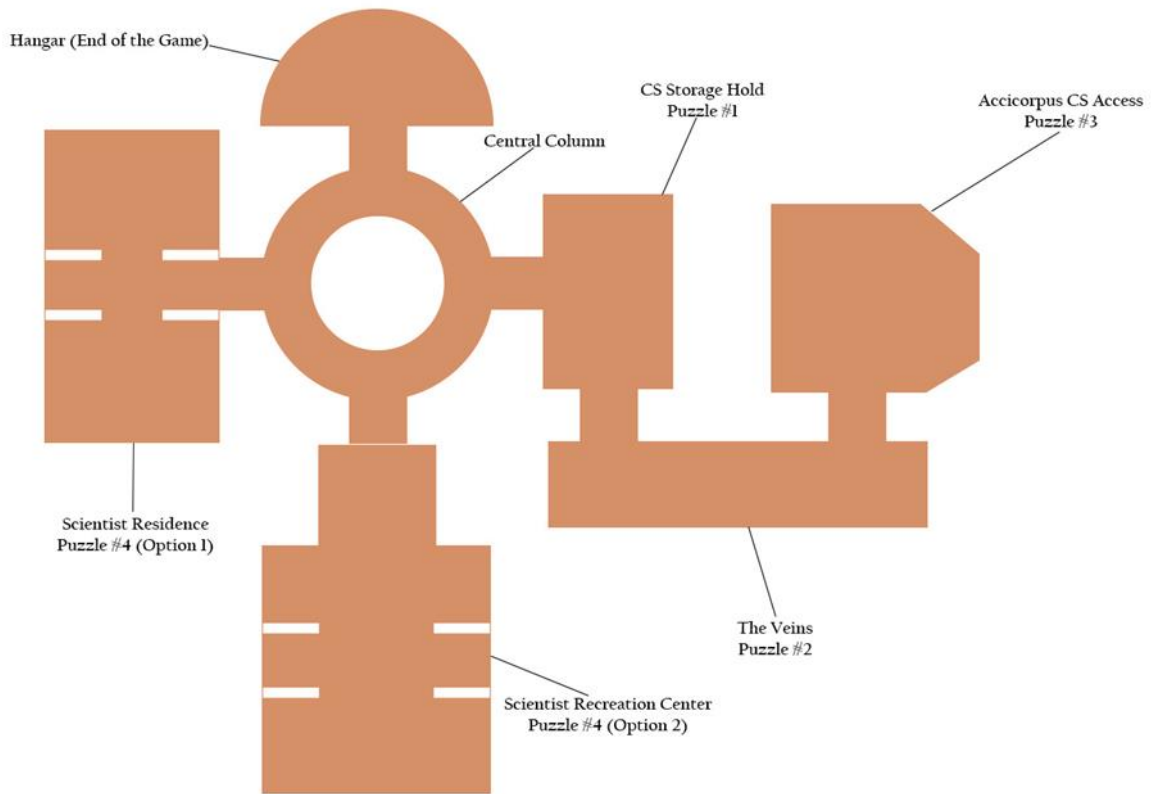


Figure 4 Floor 4 Map

Dialogue Event #	Dialogue, Scene, Script, and Emotions	Dialogue Location and Time
1	<p>Scene: The Warden expresses his rage that the siblings continue to climb the facility. He'll exclaim that they cannot be allowed to leave! Data and Surge now reunited not only physically but as siblings, both defy against his instructions as more crashing can be heard in the neighbouring rooms, lights flash red around the room, and the facility shakes.</p> <p>Emotions: Tense, rage, defiance, confidence</p>	<p>Central Column. Player has made it to the fourth floor for the first time.</p>
2	<p>Scene: As the siblings enter one of the final rooms necessary for them to escape, the Warden continues to try and dissuade them from escaping with threats. Data screams out in defiance for the Warden to lay off and</p>	<p>Puzzle 2. Player has entered the second puzzle for the first time.</p>

	<p>stop getting in the way, Surge reinforcing her defiance like a little hype man.</p> <p>Emotions: Anger, determined, confidence</p>	
3	<p>Scene: The siblings walk to puzzle 3, during which the Warden announces to them that the only way for them to leave is to gain access to a control panel in the same room he's in. He'll claim that he will be far too much for them handle and that they will fail if they enter his room. Data and Surge consider the threat but choose to press on.</p> <p>Emotions: Threatened, determined</p>	Puzzle 3. Player has entered the third puzzle for the first time.
4	<p>Scene: The Warden will explain that if the siblings open the door to the hangar, that he will show them no mercy. He'll tell them to back down and return to Surge's holding cell. The two siblings will establish they've come too far to back down now and move to open the door.</p>	The door to the hangar. The player has approached the door, but not opened it.
5	<p>Scene: In the room is dormant titanic body of the Warden, from which he speaks and looks from. He'll continue to try and dissuade the siblings from using the panel behind him to reveal the stairs out of the facility in the central column room. When they finally do, he'll reveal to them that he didn't want them to leave because that means he'd finally be alone. Despite never interacting with Surge, he was the only company he ever had, and he tried his best to entertain him with what he could with the speaker in his room having been broken the entire time. While the Warden expresses his sorrow, Data and Surge will locate a release hatch on the back of him. Now having learned so much from each other and relating to the Warden's plight of being so alone, they choose to pull the latch. The Warden is released in a smaller body that has remained protected and functional over the years, and the siblings invite him to join them in exploring the new world. The game ends with all three leaving the facility, and their tormented pasts behind.</p> <p>Emotions: Sorrow, regret, understanding, empathy, joy.</p>	The Hangar. The player enters the hangar.

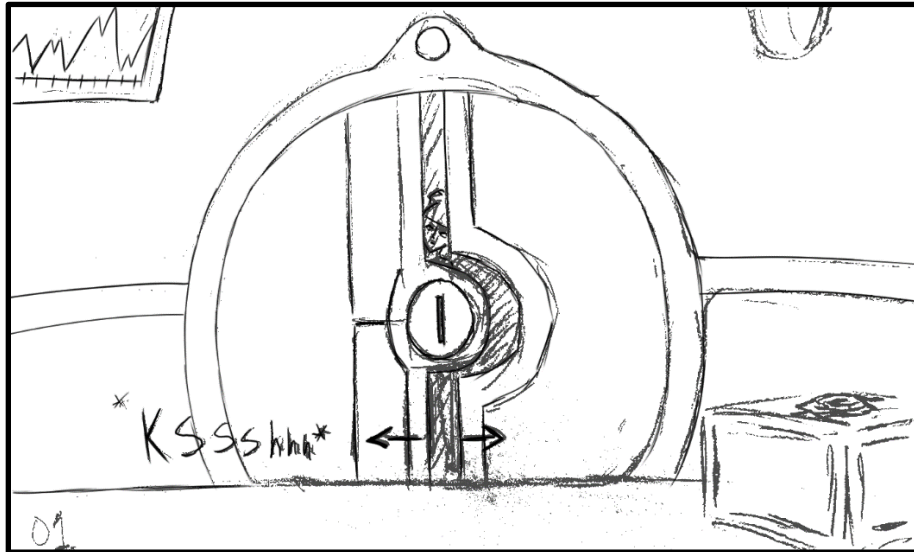
## 4.2 Storyboards

Storyboards for different scenes throughout the game can be found here, listed in the order they are intended to be viewed in during gameplay. A single scene can have a maximum of 10 keyframes to help

manage scope and workload. Scenes are numbered by their order (the first digit), and the frame number (second digit).

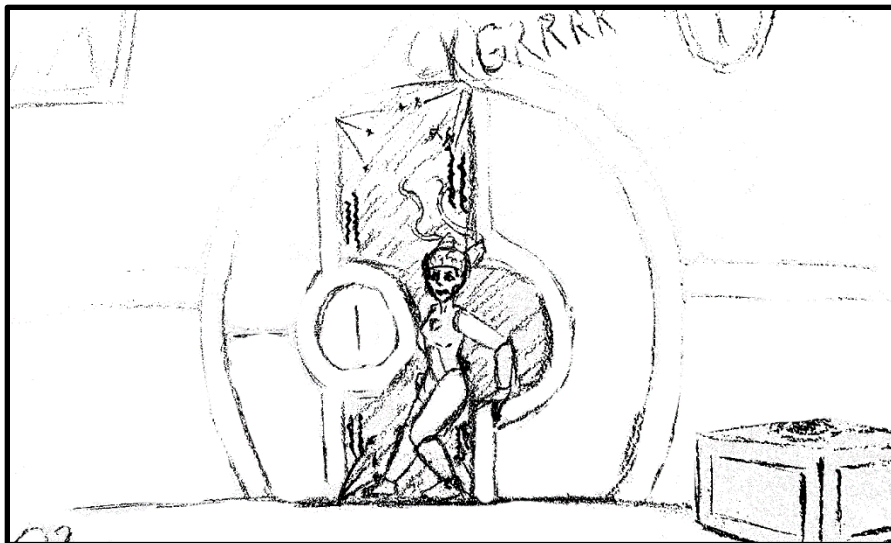
Since furthering the production of Circuit Breakout, we have decided against making fully animated scenes in favor of a simpler game that fits within our strict time limit and scope. The storyboards are now used as a guided reference for when and where the in-game dialogue should take place.

Scene 01: Data finds Surge



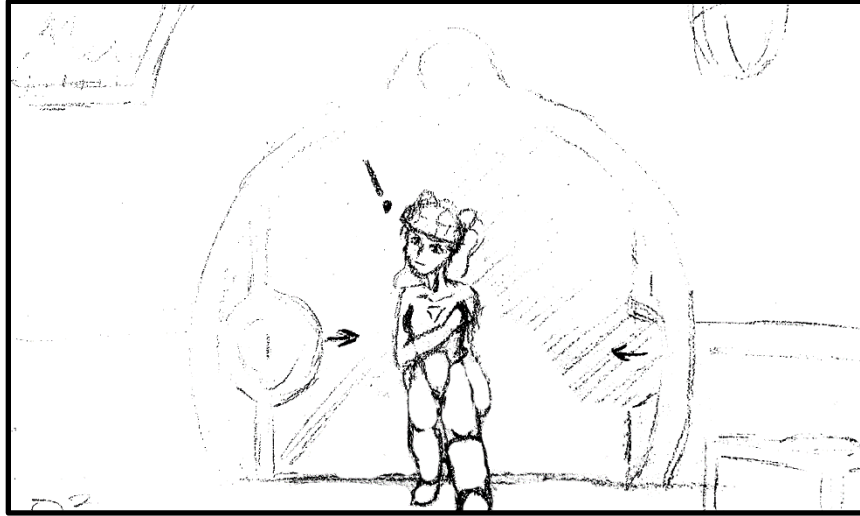
#01, Scene starts

- Door slowly slides open with the quiet sound of decompressing pistons
- Data becomes visible between the doors



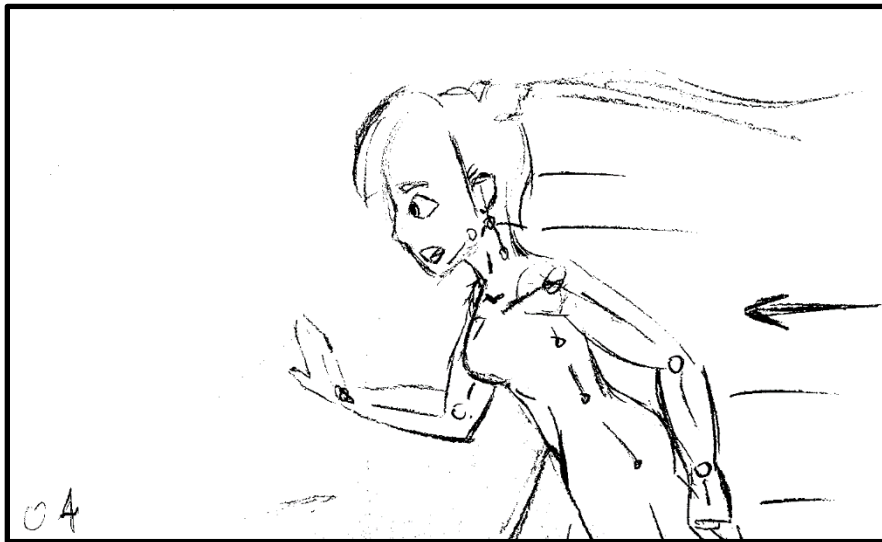
#02

- Door jams and Data moves to force it open. Door grinds against its inner mechanisms
- Door opens and Data enters



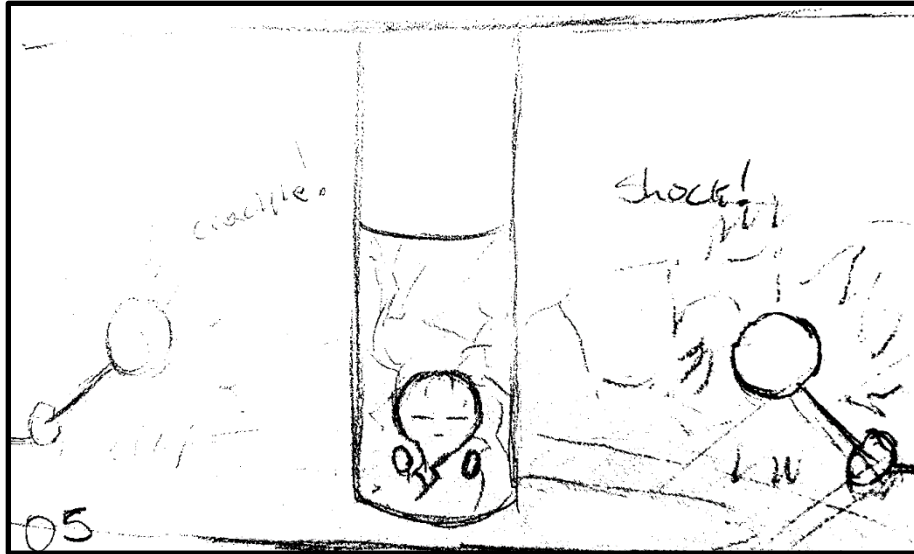
#03

- Data enters the room
- Door closes behind her with the same quiet hiss from the pistons
- Data sees something that gets her attention off screen



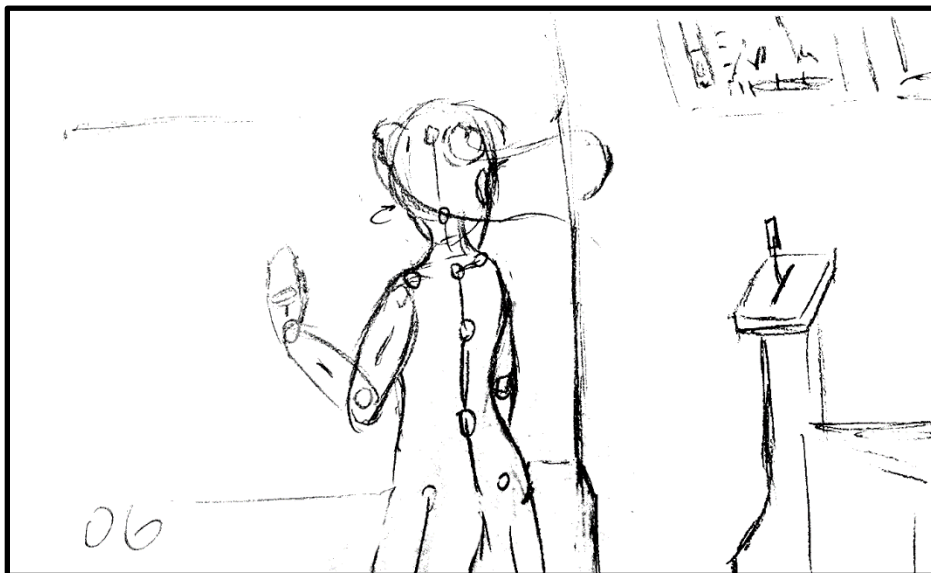
#04

- Data runs to the glass that sees into Surge's room
- She pauses for a moment to take in what she sees



#05

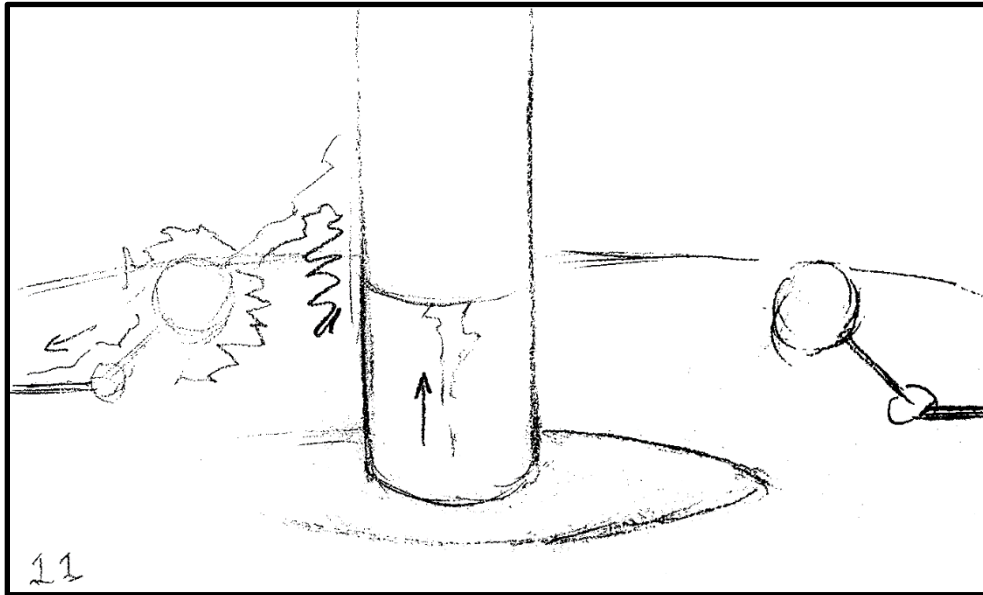
- Hanging shot reveals Surge in hibernation
- Energy siphoned from him flies from the column to the two rods on the edges of the room



#06, Scene ends

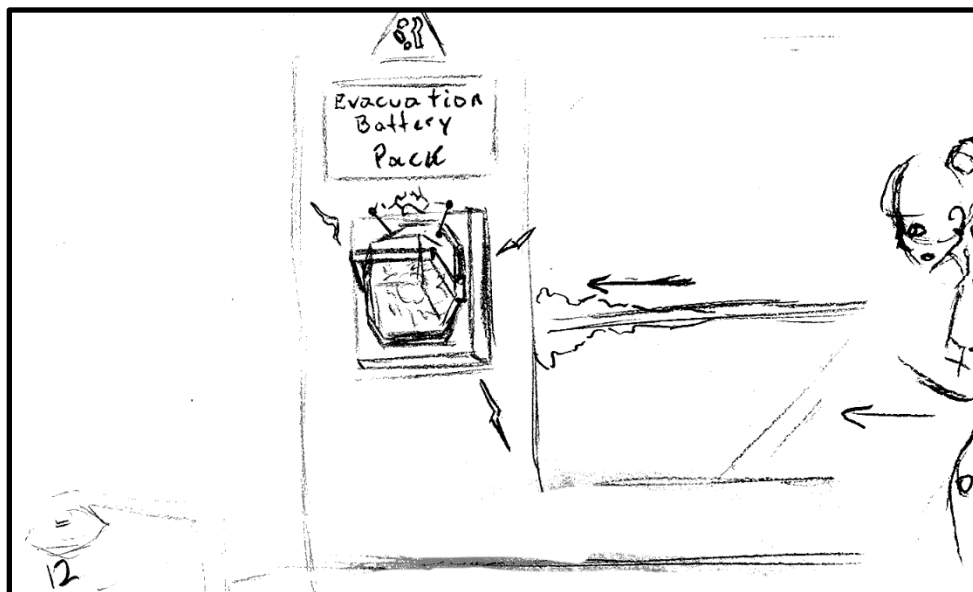
- After analysing Surge's room, Data turns to the rest of the room
- Camera zooms out to over her shoulder to match the player's camera
- Tutorial begins

Scene 11: Data collects Surge



#11, Scene starts

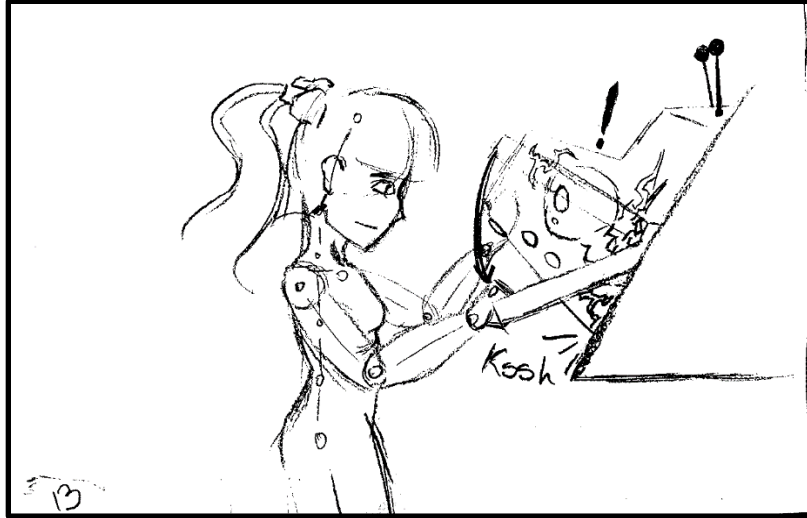
- Data successfully transfers Surge to the battery pack. A big bolt of electricity jumps to one of the rods and travels along a wire wrapped around the wall
- Camera follows Surge as he zips towards the battery



#12

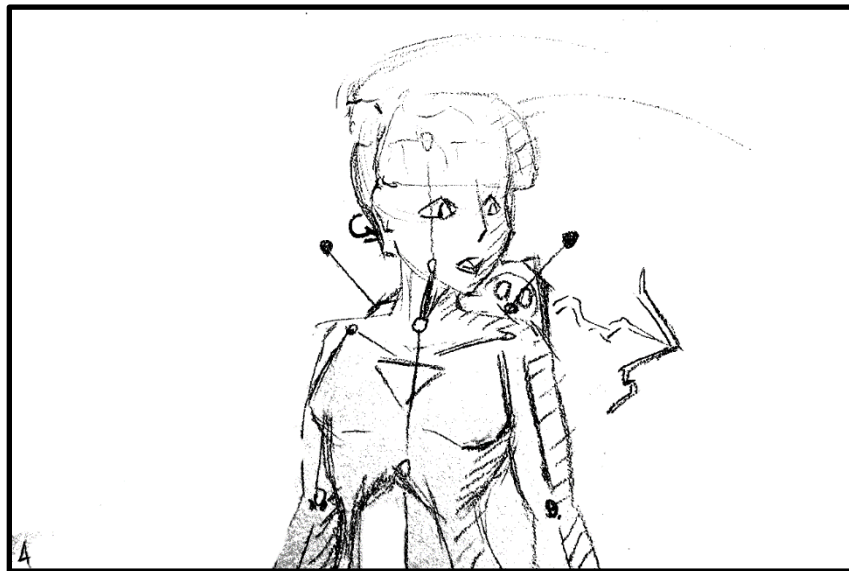
- Camera zooms out to reveal the battery pack as Surge reaches it
- Hear and then see Data approach from off screen





#13

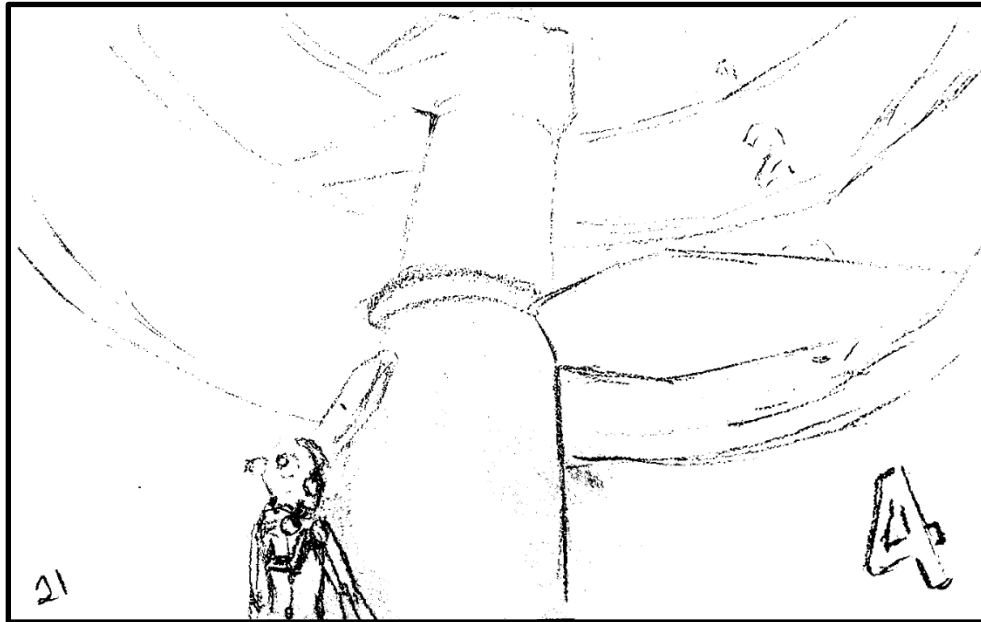
- Data approaches the battery and unlocks it from the terminal as Surge wakes up. The unlocking mechanism audibly clicks and decompresses
- Surge looks at Data with wonder and surprise
- Data manages a polite smile through her concentration
- The power to the facility goes out, casting everything in darkness. Data's pigtails and Surge glow in the dark to show movement
- A loud CRASH is heard from afar in the dark



#14, Scene ends

- Red emergency lights flick on to illuminate Data now wearing the battery on her back
- Data looks around to find a way out
- Surge manifests an arrow to guide her to where he can help
- Camera rotates over Data's shoulder, looking at the beginning of Surge's puzzle

Scene 21: First look at the facility



#21, Scene starts, Scene ends

- After exiting Surge's holding cell, the camera pans up to look up at the grand climb ahead
- Data looks towards the first petal she used to get down and acts aggravated that it was destroyed when the power went out
- Camera looks at a doorway on the next floor to show where to go next
- Camera then pans down to look at the fallen Sefornal logo that broke the petal, and the puzzle surrounding it to eventually allow Data to climb it