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# Script Example

## Surviving the Storm Portfolio Scene

Joey Mazer0

The player enters the world as Johrno, the son of the last great Glow  
Flower voyager.

INT. BEDROOM - MORNING

Camera pans across an ancient mural depicting the long and heroic journey to the Glow Flower, and then to JOHRNO, sitting on the edge of the bed with his CARETAKER standing in front of him.

CARETAKER

Every time I wake you up you seem to stare at that mural.

JOHRNO

[Silent]

CARETAKER

(Turns around, looks at the mural) Do you know who crafted this, Johrno?

JOHRNO

I don't.

CARETAKER

It was the first one; the first of our kind to ever retrieve the Glow Flower. He even built this whole room, the one you sleep in every night. Your mother insisted that you would grow up in this room.

CARETAKER places Johrno's robes at his feet. On his way out the door:

CARETAKER

Come now, Johrno. It's important that you show your face on a day like this.

JOHRNO, following out of his room and into the hall:

CARETAKER

(Starts walking) You *do* know what day it is, don't you child?

JOHRNO  
(Unsure) Umm.

CARETAKER  
The ceremony, Johrno! The solstice is tomorrow!

JOHRNO  
(Disinterested) Oh, right...

CARETAKER & JOHRNO arrive in the GRAND HALL of the underground village. Villagers scramble to add the finishing touches. The VILLAGE ELDER stands in the room, watching. The player is let loose to walk around and explore the GRAND HALL.

VILLAGE ELDER  
Ah, Johrno -- I know your mother would have been thrilled to see you in that garb.

JOHRNO  
(looks down at his robes, then back up)  
1.) Did she have to wear this silly thing too?

2.) When does the ceremony start?

3.) Thank you, Village Elder.

VILLAGE ELDER  
1.) Don't be rash, young one. Of course she did, and all the others just the same. It's important that you show respect to our traditions, Johrno.

CARETAKER

Erm, my apologies Elder. I've been trying to tell him.

2.) As soon as the preparations are ready. The capable villagers have been hard at work since the early morning.

VILLAGE ELDER

It seems as though the preparation is coming to an end. Please, you two have a seat and wait for the ceremony to begin.

As JOHRNO and CARETAKER make their way to wooden seats and tables placed in a half circle around a stage. The rest of the villagers take their seats and the VILLAGE ELDER makes his way up stage and turns to the small crowd.

VILLAGE ELDER

(Palms out, arms raised) Welcome all to the Solstice celebration!

The crowd cheers out of their seats, while JOHRNO stays seated, arms crossed. The VILLAGE ELDER sits in a stone throne, and the rest of the villagers mimic his action onto the wooden benches.

VILLAGE ELDER

For centuries, we have traveled atop the wicked surface of Jorastack during the Solstice. The holy Solstice, a time of recession from the deadly conditions of the surface, allows one to survive in the overworld for a short amount of time. Only during this recession can we travel on the surface and retrieve the Glow Flower.

The crowd murmurs in hushed voices, whispering "glow flower" to each other.

VILLAGE ELDER

It's been 24 years since the last Solstice, and 24 years since we have replenished our village's hearth with the petals of the Glow Flower. As you all know, the Glow Flower enables us to live far underground by

giving us its precious warmth. It is a durable fuel for us, but not everlasting. (VILLAGE ELDER pauses, lets it sink in) Now more than ever we need the Glow Flower, but the task of retrieving it is not an easy one.

The VILLAGE ELDER stands, motions toward JOHRNO with his hand.

VILLAGE ELDER

Johrno's mother, Claudia, made the journey during the last Solstice, and brought back the Glow Flower. Through her perseverance and strength, she was able to make the arduous voyage and provide for the coming generation.

VILLAGE ELDER puts his hands behind his back, walks to center stage and faces the crowd.

VILLAGE ELDER

The time comes for the next brave soul to fulfill the prophecy! Only the finest specimen with the purest blood can make the journey. Only you, Johrno, can save us.

Slow zoom to JOHRNO's shocked face, screen goes black.

# Character Design

Oswald Bennett from the point and click indie mystery game *The Shadows That Linger*.

**Name:** Oswald Bennett

**DOB:** 1904, Age 30

**Sex & Gender:** Cisgender male

**Race/Origin:** Caucasian, born in Northern New York.

**Important Visual:** 5'9, On the chubbier side, oftentimes leaning back with hands resting on the gut.

**Archetype/Inspiration Character:** The Chub trope, Iroh (Avatar: The Last Airbender), Peter Griffin (Family Guy)

**Signature Color:** Green (money, jealousy)

**Keywords** (personality traits): Buffooning, overconfident, secretly insecure.

**Character Relationships:**

**Ilana** (Player Character): Newly acquainted

**Lorraine:** Wife

**Damon:** Brother

**Short Summary:** A boisterous man overcompensating for his childhood neglect.

**Motivation** (What does the character want in this world?):

**Money:** Growing up, Oswald suffered from a lack of identification. Meaning, he never felt like he had his "thing". Everyone else in school, and especially Damon, seemed to know exactly what they wanted to do and what they were interested in. Damon always drew most of the attention from their father with his talent on the saxophone. Oswald, on the other hand, had not one but many interests including tinkering with early electronics, science, reading, sports, and the arts.

Instead of accepting his jack of all trades nature, he rejected it because it made him different. This sent him into a very deep hole of insecurity towards the end of his high school days. One day, when Oswald was walking home, he heard a loud ad blaring from a radio advertising a business certificate and guaranteed job on Wall Street. Something in Oswald clicked - this was his chance to become good at something & garner enough physical wealth and material achievement to pull himself out of his brother's shadow.

**Lorraine's love:** Shortly after Oswald started making strides on Wall Street, Lorraine was the first to notice him for that fact. Oswald holds Lorraine in very high esteem and would do almost anything to please her, as she provides him with recognition that he so desires.

**Obstacles** (What is keeping this character from getting what they want?):

**Insecurities:** Though Oswald's passion for money is true, it is more of an attachment to the outcome of what that money has & can get him, which leaves him short on fulfillment. As a result, Oswald has developed an unnamable sense that something is missing from his life, which makes him anxious and insecure.

**Him & Lorraine as of late:** Since losing his job via The Great Depression and moving in with his older brother, Oswald has noticed something "off" about him and Lorraine. Since money is not a driving factor of their relationship right now, they've been quite awkward around each other.

**Jealousy for his brother:** Oswald is seething because Damon is providing for him. Damon and Vivian inherited their father's house after his passing. Oswald presumes that his father was out of his mind at the time of his death, because he thinks that whatever his father passed down to Damon, he should be included in too. To add insult to injury, he's always been jealous of Damon for following his dreams, as well as his seemingly genuine relationship with Vivian.

**His Dirt:**

**Attempting to kill his brother, Damon:** Oswald could not help but loathe every minute he spent in his own father's house with Damon. He was the one with the money-making job, not Damon, and he felt that he should

be the one providing for everybody. Lorraine also coaxed him into the murder because she is interested in the material gain of inheriting the house and money.

**Voice Notes:** Speaks with overt conviction, but is not particularly measured in his speaking. Oftentimes uses slang relevant to the era to hopefully grab the attention of anyone around him. He is prone to whatever emotion he is feeling to seep into his words while he speaks. The combination of these traits makes him come off as shallow but genuine.

**Audio Voice Quality:** Mid-low range octave, booming in his pronunciation. A slight New Yorker accent, more noticeable when he gets flustered or emotional. Oftentimes will end or start his sentences with a slight chuckle, whether a nervous tick or laughing at his own joke.

**Quote** (When asked about the shovel in the backyard):

“Between you and me, Ilana, I haven't helped with a lick of the yard work since I started living here! Bwahaha.. ha..

...

Uh, no, I don't know anything about it.”



# Barks/Quips

Character quips from the point and click indie mystery game *The Shadows That Linger* that are displayed based on the particular state of the world or player-character relationship.

## Oswald

(After the **discovery of Vivian's death**): "B-boy... Makes you wonder what sick bastard has the stomach to do such a thing. You got any leads, gal?"

(After the **disappearance of Lorraine**): "All this spirit business has my girl spooked. Shoot, damn good reason to be, too. We oughta to go find her."

(If player-character **relationship is strained**): "Hell's bells, it's you again. Didn't I tell ya to leave me be?"

(If player-character **relationship is thriving**): "Aha, Ilana! Whaddya need, friend-o?"

## Lorraine

(After the discovery of **Vivian's death**): "Um, you don't think that shadowy spirit ... *thing* ... will hurt us will it?"

(**Hiding from the player**, behind a door): "Can't a lady get just a *pinch* of privacy? Leave me alone!"

(If player-character **relationship is strained**): "Yes, um, what is it, Ilana?"

(If player-character **relationship is thriving**): "Oh, hello there Ilana. What did you want to talk about?"

## Damon

(After the **discovery of Vivian's death**): "S-she's... gone... I-I... Oh Vivian, why?"

(After **Lorraine's Disappearance**): "I wonder where she's off to... We'd better go find out."

(If player-character **relationship is strained**): "More questions? Go easy on me this time around, would you?"

(If player-character **relationship is thriving**): "I've been waiting for you to come back. What can I do to help?"

Barks from *The Shadows That Linger* (Ilana, the player character, musing to herself.)

(After **discovering a clue**): *Hmm... I bet Damon knows something about this.*

(Trying to use the **crystal ball with no energy**): *Too tired... Got to replenish my energy somehow.*

(Prompting the player to **leave the apartment**): *I am coming, Vivian. Just hang tight.*

# Item Descriptions

Item Descriptions from the point and click mystery title *The Shadows That Linger*

- Rug
  - A cashmere rug that sinks softly underneath the foot; the ornate design tells me it must have cost a fortune.
- Window
  - Through the fog of the window the rain falls steadily, slanted leftward by a gentle wind.
- Table underneath window
  - Two candles burn uniformly atop darkly stained pine wood, unbothered by the chaos in the estate. I could use some of their stability.
- Art deco painting
  - Another art deco painting. This one shows a gently curved valley that gives way to a blue sky dotted with plump, white-colored clouds.

Informational Card Descriptions from *VIU*, an augmented reality app focused on educating new students and guests to Indiana University's campus history.

- Most Recognized Man on Campus
  - It seems that the name "Herman B. Wells" pops up just about everywhere on campus. Wells was the former Chancellor and eleventh President of Indiana University, and vastly expanded IU's funding and facilities. The undergraduate library is named after him, and it is a well known tradition to shake the Herman B. Wells statue's hand for good luck!
- Presence of Feminism
  - Frances Morgan Swain was relentless in her push for women to be equally represented at Indiana University. She formed the Women's League, an organization dedicated to improving conditions for women on campus as well as representation in the community. One of the most significant achievements of Swain and the League was a successful campaign for a Women's Building that would later become the IU Student Building.
- Mathers Museum of World Cultures
  - Inside this museum you will find fascinating exhibits on everything from Indiana folklore to African, Latin American, and Native American historical artifacts. The museum also offers students the opportunity to research cultural topics.
- Charles DeBow
  - Charles DeBow, an Indiana University Alumni, was one of the first African-Americans commissioned into the United States Airforce. Trained at the Tuskegee Army Flying School in Alabama, he was one of the first five Black pilots to receive his wings.