

LQ-023 - Not Funny! - With images

DH-G3-IC1.1 Understanding of what to do when encountering inappropriate content online

Note: Player can move freely for any conversation unless otherwise stated.

For this quest, Ritish, Phyllis, Dorothy, Elliot, Bokoko, Alan, Lucy, Rory, Krysta, and Ben should have a low happiness level (due to their fear) which is solved in 1.5, leaving these colonists happy.

QUEST START - 1.1

SOMEWHERE IN THE COLONY, EXT - DAY.

Icon appears showing a message from Helpfulness App: Alert. My scanners found a sudden spike in unhappiness among the colony...

Long message if opened: Alert. My scanners found a sudden spike in unhappiness among the colony! Something is wrong! Perhaps Doctor Ritish knows more.

- OBJECTIVE: Hurry to the Pharmacy.

Player hurries to the pharmacy.

1.2

PHARMACY, INT - DAY.

Dorothy, Ritish, and Phyllis are inside the pharmacy.

- OBJECTIVE COMPLETE: Hurry to the Pharmacy.

Player talks to Ritish.

DOCTOR RITISH

(voice recording from "AD-004" - "1.1" - "Doctor Ritish - 1")

The colonists are scared and stressed.

HELPFULNESS

(autogenerated V.O.)

Scan. Scan. Records say several colonists are terrified of a mysterious cackling sound.

DOROTHY

(voice recording from "AD-004" - "1.6")

My poor Elliot's all upset.

HELPFULNESS

(autogenerated V.O.)

Elliot and other colonists are hiding at the farm. They may know what's causing the cackling. Go talk to them.

PLAYER

(voice recording from "AD-006" - InstaPic "1.1")

I'm on it.

Player unfreezes.

- OBJECTIVE: Adventure to the farm.
- OBJECTIVE: Talk colonists about the mysterious cackling.

Player adventures to the farm.

1.3

THE FARM, EXT - DAY.

Elliot, Bokoko, Lucy, Krysta, Rory, and Ben are outside the farm. They are huddled (spacing-wise) outside the farm building, as though anxiously talking amongst themselves.

- OBJECTIVE COMPLETE: Adventure to the farm.

There is a low volume SFX background babble of chatter: colonists talking over each other at once. We should not be able to tell what they are saying. Their speech bubbles should just show an exclamation mark.

Player freezes for the following conversation.

BOKOKO

(Bokoko 3 - voice recording from "AD-004" - "1.6")

Bokoko is much sorry if Bokoko's puffy tail scared you!

(a beat)

When Bokoko afraid, Bokoko's tail is puffing to three times its size!

LUCY

(Lucy 3 - voice recording from "AD-004" - "1.6")

I know Dad worries we shouldn't have come here.

HELPFULNESS

(autogenerated V.O.)

Scan. Scanning colonist chatter. These colonists believe Poisonous Cackling Wingwalkers infest the Deep Dark Woods!

(a beat)

But Wingwalkers do not exist! They are horror movie monsters.

PLAYER

(voice recording from "LQ-007" - "1.2")

How can I help?!

HELPFULNESS

(autogenerated V.O.)

You must adventure to the Deep Dark Woods and find out what's really happening!

- OBJECTIVE COMPLETE: Talk to colonists about the mysterious cackling.
- OBJECTIVE: Investigate the Deep Dark Woods.

Player unfreezes.

Player adventures to the Deep Dark Woods. As Player travels Helpfulness provides the following information. Gameplay continues throughout. Does not affect gameplay.

HELPFULNESS

(autogenerated V.O.)

Attack of the Poisonous Cackling Wingwalkers is an old Claxgorian horror movie.

(a beat)

It's famous for gory violence and shouldn't be viewed by children or impressionable aliens.

SFX: cackling laughter noise that starts very quiet and gets louder the closer Player gets to the Deep Dark Woods. During part 1.4 it should be relatively low, so as to be noticeable but not annoying, distracting or too loud to hear the dialogue.

SFX: If available spooky music plays throughout Player's time in the woods right up until the noise machine is turned off!

1.4

DEEP DARK WOODS, INT - DAY.

As Player enters the deep dark woods, they get the impression of there being many fully grown Gobguzzler Gizzard plants (that normally aren't there). There are at least ten of them. They are all fully grown so player can just pick them. The emotional effect should be similar to finding a lot of coins in Mario.

Helpfulness dialogue starts playing as soon as Player enters the woods, far before they encounter an enemy bot.

Player freezes. From where they are many Gobguzzler plants can be seen.

HELPFULNESS

(autogenerated V.O.)

Scan. Scan. This area has many ripe Gobguzzlers plants! They are in season!

(a beat)

And worth many credits! Pick them all.

Player unfreezes. But they aren't able to go beyond the Gobguzzler area until they've picked them all i.e., they can't go onto the next stage of the story until they've completed this objective.

- OBJECTIVE: Pick Gobguzzler plants 0/10

This objective works on a counter.

Gameplay: pick the plants.

- OBJECTIVE COMPLETE: Pick Gobguzzler plants 10/10

Player freezes for the following comments from Helpfulness, which are played seamlessly:

HELPFULNESS

(autogenerated V.O.)

I know why there's cackling!

(a beat)

Connecting our Hyperloop to other colonies is vital for Station 66's survival and selling Gobguzzlers will help.

(a beat)

So, Lord Hacker faked the Poisonous Cackling Wingwalker infestation to scare away colonists!

Player unfreezes.

Arrow directs the player further into the woods.

As Player travels Helpfulness immediately says the following information. Gameplay continues throughout. Does not affect gameplay.

HELPFULNESS

(autogenerated V.O.)

I am certain you will find a Poisonous Cackling Wingwalker Noise Machine in the woods.

- OBJECTIVE: Find Poisonous Cackling Wingwalker Noise Machine.

There are five minion bots inside the woods. These spawn around the Noise Maker Machine. They should be deep inside the woods so that Player gets a chance to hear and digest what Helpfulness is saying before encountering them.

- OBJECTIVE: Fight minion bots.

Gameplay: Fight minion bots.

- OBJECTIVE COMPLETE: Fight minion bots.

Player finds Poisonous Cackling Wingwalker Noise Machine. It basically looks like a very sci-fi-looking sound speaker.

Player freezes.

HELPFULNESS

(autogenerated V.O.)

Switching off Poisonous Cackling Wingwalker Noise Machine.

(loud SFX bleep noise or record scratch noise and then
cackling & spooky music abruptly stop)

Well done! Now we can prove Lord Hacker's evil scheme! Take
the machine and plants to Alan.

Player unfreezes. And picks up the noise machine like any
other object.

- OBJECTIVE COMPLETE: Investigate the Deep Dark Woods.
- OBJECTIVE: Give noise machine to Alan.
- OBJECTIVE: Sell Gobguzzler plants to Alan.

Player adventures back to Alan. As Player travels Helpfulness
immediately says the following information. Gameplay continues
throughout. Does not affect gameplay.

HELPFULNESS

(autogenerated V.O.)

Poisonous Cackling Wingwalker Noise Machines are the third-
place bestselling scary noise machines!

1.5

ALAN'S SHOP, EXT - DAY.

Ritish, Phyllis, Dorothy, Elliot, Bokoko, Alan, Lucy, Rory,
Krysta, and Ben are outside the shop, placed as though
chatting to each other and celebrating. Alan's shop is
decorated with the party decoration assets from LQ-008, 1.6.

If Player chose to check the happiness stats for Ritish,
Phyllis, Dorothy, Bokoko, Alan, Lucy, Rory, Krysta, and Ben
they would be all back to normal. Elliot is the only person
who is still unhappy.

Player gives noise machine to Alan.

- OBJECTIVE COMPLETE: Give noise machine to Alan.
- OBJECTIVE COMPLETE: Sell Gobguzzler plants to Alan.

HELPFULNESS

(autogenerated V.O.)

Well done! Together we solved the mystery, and the colonists
are happy again!

(Player is quickly shown the happiness stats for everyone
mentioned above, showing everyone is happy except Elliot)

Except Elliot who is sad.

PLAYER

(voice recording from "LQ-001" - "1.1")

...?!

HELPFULNESS

(autogenerated V.O.)

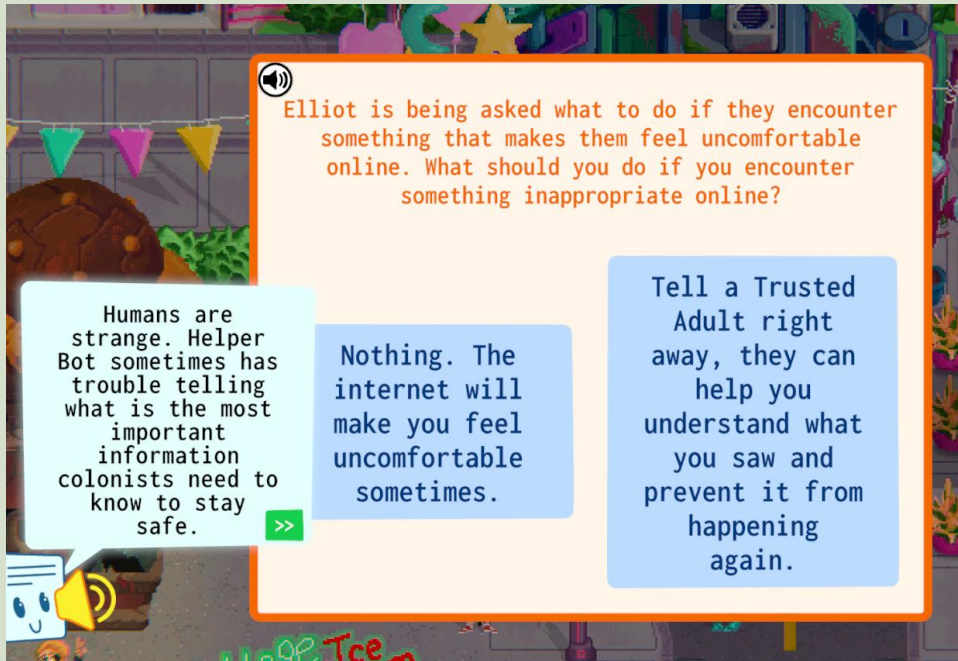
Elliot feels guilty that he showed other kids gory Wingwalker
websites and scared them.

- OBJECTIVE: Show Elliot how to handle scary websites.

Gameplay: C04→ 2.)

LEARNING OUTCOME: DH-G3-IC1.1

Encountering Inappropriate Content



0 = Elliot

Question:

{0} is being asked what to do if they encounter something that makes them feel uncomfortable content online. What should you do if you encounter something inappropriate online?

Option 1:

Nothing. The internet will make you feel uncomfortable sometimes.

False

Option 2:

Tell a Trusted Adult right away, they can help you understand what you saw and prevent it from happening again.

True

Success noise!

- OBJECTIVE COMPLETE: Show Elliot how to handle scary websites.

ELLIOT

(voice recording from "AD-007" - "C01-c06 & 008-009 - NPC DIALOGUE END DIALOGUE" "Elliot - 2" & "Elliot - 3")

Now, I know. Mega! Thanks!

BOKOKO

(voice recording from "LQ-007" - "1.2")

Much thanking you!

(voice recording from LQ-001, 1.3)

You is full of much bravery and brain.

Success noise!

END.