

# A Lantern in the Dark

## Plot Screen, Dialogue, and Tutorial info on the screen

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### Introduction:

**NARRATOR (On a black screen with the dialogue HUD on screen):**

Welcome audacious

Let me tell you a story that is seared in my memory lanes for years

It was told of the obscure adventure that the brave knights and their trusted squire, challenged against the Evil, hidden between the walls of the castle of the Lost Lands.

Evil forces were so strong that, even though their experience, overwhelm the knights and they will all be trapped in the castle's gloomy walls.

Invited to escape from his knight friends, the squire starts running but, distracted by the recent events and by the darkness of the castle, he falls through a hole.

Only the young squire and his fearless heart remain to fight to liberate himself and the castle from the darkness where he falls.

## First Area:

### SOUND OF SOMETHING HITTING THE GROUND

**LANTERN (on a black screen with the dialogue HUD on screen):**

What happened?

Hey!

Wake up!

Hey!

**SQUIRE (on a black screen with the dialogue HUD on screen):**

Where I am?

**LANTERN (on a black screen with the dialogue HUD on screen):**

Who are you? Why are you here?

**SQUIRE (on a black screen with the dialogue HUD on screen):**

I am *[INSERT NAME HERE]*, I was fighting the skeletons of the Necromancers with my friends. They told me to leave this place and inform the King when fall here. That is the last thing that I remember.

**LANTERN (on a black screen with the dialogue HUD on screen):**

I understand; you are still in the keep right now, I imagine that you want to find an exit, come with me

**LANTERN'S LIGHT SHOWS UP (With a gradient effect)**

**LANTERN:**

Over here!

### **TUTORIAL INFORMATION:**

Press WASD to move

## HUB:

**FALLEN FRIEND (As soon the player enters the hub scene for the first time):**

Who's there?

**SQUIRE (as soon arrive near the light of the fireplace):**

Are you [INSERT NAME HERE]? Are you alive?!

**FALLEN FRIEND:**

Not so much, I hid here to escape from them. I was wounded and now...now I'm here...

I've never been so defenceless in my life...unable to beat them

Also the others...I've any info from them...

**SQUIRE:**

And now?

**FALLEN FRIEND:**

I can't fight anymore...it is your turn

**SQUIRE:**

No, I c...

**FALLEN FRIEND:**

Yes! You can! You are with us for a reason...

**SQUIRE:**

But...

**FALLEN FRIEND:**

Come on [INSERT NAME HERE]! You can find a way!

Listen...

Now I entrust everything in you...

My knight pride...

My promise...

Everything!

Defeat them and get us out of here

**SQUIRE**

(sighs)

**LANTERN**

I will help you

**SQUIRE**

Thanks

**FALLEN FRIENDS:**

Take with you my weapons, they will help you better than I can do

**SQUIRE**

Thanks [INSERT NAME HERE]

**TUTORIAL INFORMATION ON THE SCREEN 1:**

Use the “E” to interact with the object present in the map

**ACTIVATE THE PROMPT FOR THE INTERACTION WITH THE SWORD AND SHIELD.**

**MAKE THE SWORD AND THE SHIELD DISAPPEAR AFTER THE PICKUP**

**TUTORIAL INFORMATION ON THE SCREEN (After the player collects both objects)**

Use the “I” to interact with the object present in the map

**TUTORIAL INFORMATION ON THE SCREEN (During inventory menu for the first time)**

Select the weapon with the “Mouse Left Button” and press “SELECT”

**SQUIRE:**

Where should I go?

**FALLEN FRIEND:**

I’ve seen a couple of them go to that breach at your left  
You should start from there

**SQUIRE**

Clear; Please stay alive!

## Area.001 (Tutorial combat+Backstab enemies+Health recharge)

**LANTERN (As soon as the player enters the scene):**

Look, your friend was right...

**TUTORIAL INFORMATION ON THE SCREEN:**

Use the "Left Mouse Button" to attack the enemy

Use the "TAB Button" to lock the enemy

Use the "Right Mouse Button" to block enemy attacks

**AFTER THE PLAYER HAS DEFEATED THE FIRST ENEMY (If the player is not agreed by the second enemy)**

**LANTERN:**

Look at him, is searching for something in those barrels...It is your chance

**AFTER THE PLAYER HAS ARRIVED AT THE TOP OF THE STAIRS**

**LANTERN:**

I waited too long to see these walls again.

I was in that room for who knows how long.

I have to restore a bit myself

**TUTORIAL INFORMATION ON THE SCREEN:**

The light around you is your health.

Interact with the lamps to restore your health

## Area.002 (Exploration light ability)

**LANTERN (As soon as the player enters the area for the 1\* time):**

These are the prisons; We have to pass through here to go on to the second guards' room

**LANTERN (As soon as the player passes on the trigger that causes a noise):**

Wait! Did you hear that? Let me illuminate better the area, I don't want that you to have been ambushed.

**SQUIRE:**

OK!

### **TUTORIAL INFORMATION ON THE SCREEN:**

Press "2" to illuminate better the area for some seconds.

**LANTERN (After the press of the prompt for the ability):**

As I imagined, we are not alone here! In that cell, there is one of them. Be careful.

## Area.003 (Pushing enemies back ability)

**LANTERN (As soon the player arrives at the bottom of the stairs)**

They are more than one, be careful...

If you need help, I'll give it to you.

### **TUTORIAL INFORMATION ON THE SCREEN**

If you are surrounded by enemies, press "1" and a light explosion will repel them

## Area.004 (Corridor)

**SQUIRE:**

That was tough!

**LANTERN:**

You are going well

**SQUIRE:**

I hope so...

**LANTERN:**

Stay strong, your friends have trust in you will not disappoint them

## Area.005 (Free to combat arena + Axe equipment)

LANTERN

SQUIRE

## HUB (after Area.005)

**LANTERN:**

We are back in the kitchen. You should tell him what you have seen

**SQUIRE:**

I know

**FALLEN FRIEND:**

You are back

**SQUIRE:**

I found [INSERT NAME HERE]

(Sigh)

**FALLEN FRIEND:**

I understood...

I see the axe you have...it is his one...

Beat him and avenge us

## Boss Arena

AT THE ENTRY OF THE ARENA THE CAMERA WILL FRAME ALSO THE NECROMANCER

**NECROMANCER**

You, again...

**LANTERN:**

I told you...this castle is mine

**NECROMANCER:**

Not anymore...

Who is that one?

**SQUIRE:**

I'm the one that will defeat you

Your time is ended!

THE NECROMANCER USES THE MAGIC STICK TO SUMMON THE SKELETONS

START OF THE BOSS FIGHT WITH THE FIRST HORDE

END OF THE FIRST HORDE

SAVE GAME

**LANTERN:**

So that's all you got?

**NECROMANCER:**

You are tougher than I expected

THE NECROMANCER USES THE MAGIC STICK TO SUMMON THE SKELETONS

START OF THE BOSS FIGHT WITH THE SECOND HORDE

END OF THE SECOND HORDE

SAVE GAME

**THE NECROMANCER:**

(Sigh)

**LANTERN:**

Now! He struggling!

THE PLAYER APPROACHES THE BOSS AND USING THE ATTACK BUTTON KILLS HIM (IF POSSIBLE, WITH A RALLENTY)

A STRONG LIGHT WILL ILLUMINATE THE SCREEN LEAVING THE SCREEN IN WHITE.



## After the boss fight (on a bright screen)

### **NARRATOR:**

This is how our journey ends.

Our Squire finally becomes a hero.

He defeated the evil Necromancer, and with the wounded knight, escapes from the Keep of the Lost Land

From a squire to a hero, from a hopeless situation to an unexpected victory.

Courage and trust; Sometimes they are enough to awaken an extraordinary power