

Interactive Low Fantasy Script Example

Game: [Codename Spectre] (2024)

Client: [Kwalee](#)

Game Type: “Interactive Novel”

Game Tone: “Noir Lite”, with strong comical undertones.

Platforms: Unreleased; intended for iOS/Android

Project Spectre was a work-in-progress interactive detective narrative, following disillusioned Jennifer Sharpe. I was Narrative Lead for this project. The game spanned almost 300 pages of specially-formatted screenplay at the end of my time with it, with a couple hours of functional gameplay. This extract of Chapter One shows some of the tone, without revealing too much.

INT. JEN'S "BEDROOM" - NIGHT

The bedroom is just like the rest of the apartment, because it is the rest of the apartment. It's a bedsit, remember?

FX - A KNOCK at the door.

JEN
What the hell?

FX - Knocking again. Louder. More rapid.

Jen looks at the door, and considers her options.

CHOICE 6

CHOICE 6A: Investigate.
CHOICE 6B: Ignore.

CHOICE 6A:

JEN
(calling out)
Alright, alright! I'm coming!

CUT TO: CHOICE 6
REGARDLESS

CHOICE 6B:

JEN
(thinking)
Squatters. Must've been a 'mi
crackhouse es su crackhouse deal.'

JEN
(thinking)
If I ignore them, they'll stop.

FX - The knocking continues.

CHOICE 6BI/6A

CHOICE 6A (ends CHOICE 6B; go to 6A): Investigate.
CHOICE 6Bi: Continue ignoring.

CHOICE 6BI:

JEN
(thinking)
Take the hint, asshat!

FX - The knocking continues.

CHOICE 6BII/6A

CHOICE 6A (ends CHOICE 6Bi; go to 6A): Investigate.
CHOICE 6Bii: Continue ignoring (-1 CHLOE RELATIONSHIP
SCORE).

CHOICE 6BII:

JEN
(thinking)
Ugh. Shut up.

CHLOE (O.S)
(behind door, hurt)
Hello...? Are you ignoring me?

Note
CHARACTER SCORE TEXT: You've upset the woman.

JEN
(thinking)
Wait... Do I know that voice?

JEN
(thinking)
I've got to see.

CUT TO: CHOICE 6A

CHOICE 6 REGARDLESS

INT. JEN'S "LIVING ROOM" - NIGHT

FX - The knocking continues.

CHLOE (O.S)
(behind door, faint)
Hello? Is someone there?

Jen looks through the PEEPHOLE.

CUT TO:

INT. THROUGH JEN'S PEEPHOLE - NIGHT

FISHBOWL VIEW of CHLOE BYRNE in the APARTMENT COMPLEX CORRIDOR. She looks frantic and panicky, but still somehow comes across as polite.

CHLOE
(desperate)
Could you let me in? Please?!

CUT TO:

INT. JEN'S "LIVING ROOM" - NIGHT

Jen considers ramming her head through her kitchen window, but realises she does recognise the voice.

JEN
(thinking)
Is that...? No, it can't be.

Jen opens the door, revealing Chloe behind it.

FX - The door clicks open.

CHLOE
(relieved)
Oh my, thank you! Thank you!

Beat. Chloe remembers why she's here.

CHLOE
(terrified)
Please help me!

JEN
(preoccupied)
Chloe fucking Byrne.

CHLOE
(newly confused)
Ple- Sorry, do I know...?

CHLOE
(interrupting herself)
Jennifer? Jennifer... Sharpe?

CHOICE 7

Choice 7a: "Why are you here?"

Choice 7b: "You look like shit." (-1 Chloe)

CHOICE 7A:

JEN
What the living fuck are you doing
here, Chloe?

CUT TO: CHOICE 7
REGARDLESS

CHOICE 7B:

JEN
Jeez. You look like absolute shit.

Beat. Chloe is now less terrified than she is hurt and
confused.

CUT TO: CHOICE 7
REGARDLESS

CHOICE 7 REGARDLESS

CHLOE
Please, Jen.

CHLOE
I think someone is trying to kill
me!

END