

Zombie Master:

Canned Interaction Example

EXT. ROAD AT THE EDGE OF A CEMETERY - DUSK

(Cinematic)

Player is on the side of a road. A man is limping towards him.

Injured Man

(to player, rushed)

Son, son you gotta get outta here. What cho doin'? They gonna kill us. They gonna kill us. You gotta gun? You gotta cross?

(resume gameplay)

Player Dialogue Choice 1:

Player Choice:	Player What?	Player Who are you?	Player Get away old man!
NPC Response:	Injured man The zombies. The zombies, son. Look at me. They done ripped me to shreds. I can't hardly walk.	Injured man I'm the groundskeeper and I been ripped to shreds by da zombies.	Injured man Old man! I should serve ya innards to the zombies. I'm tryin' to save ya. Ya damn fool!

Player

Zombies, are you crazy? You . . .

Injured man

We gotta go.[coughs] We gotta get away. [coughs] We gotta get to the church!

(resume gameplay)

Player Dialogue Choice 2:

Player Choice:	Player You need a doctor.	Player Who are you?	Player Have you been drinking?
NPC Response:	Injured man Ain't no time to fuss. I'm bleedin' somethin' bad. Help me get to the church!	Injured man I'm the groundskeeper and I've been ripped to shreds by the zombies.	Injured man Drinkin?I'm drinking my own blood- they got me good. They gonna get you too.

Injured man is attacked by a zombie

Injured man (fighting off zombie)
Go, get to the church. It's at the far end of the cemetery. Go, I'm done.

(resume gameplay)

Player Dialogue Choice 3:

Player Choice:	Player I'll come back for you.	Player Good luck, buddy.
NPC Response:	Injured man No, just go, I'll handle it.	Injured man Ingrate.

Player must navigate to the church by crossing the cemetery. Zombies will attack from graves.