Dialogue for Blue

Level: 1

Level Description: Beginning mission, the player must find a minor criminal for questioning

Character	Cue	Trigger	Context	Emotion	Location	Sfx	Filename
NPC Police	Have you gone crazy.	Player targets NPC Police	Police Chase	Frustrated	Street		
NPC Pedestrian	It wasn't me, I swear.	Player targets NPC pedestrian	ALL	Worried	Little Italy		
NPC Pedestrian	What would I want with that?	Player attempts to sell item to NPC pedestrian	ALL	Confused	Street		
NPC Sidekick	It's lovely to go for a walk, but shouldn't we check on the case?	Player strays from objective	Investigation Mission 1A and 3A	Sarcastic	Street, Police Station		