

Context/Environment

Humans 101 is a VR UGC game, created by Labrodex Studios, that takes place on an alien spaceship. It featured online play, an experiment builder for players to create their own mini-games, and a story mode for players to enjoy with pre-made “experiments”. It was previously available for Early Access on Steam, but the company delisted it. You can still find a link to it here:

https://store.steampowered.com/app/1080310/Humans_101/.

Aliens have “somewhat” abducted you to ask that you volunteer for their experiments! They are fascinated by the human species and wish to research them to corroborate their findings. The only problem is that all their research comes from pop culture! TV, movies, and videogames have been their primary source for human study, which leads to some fanciful ideas and heavy contradictions. Your task is to complete the experiments they put in front of you to help correct their data!

The scene displayed below is the beginning sequence and first two experiments of the game. I worked as the Narrative Designer for Labrodex Studios, and created the script, dialogue barks, and most sequences within the game.

SEQUENCE BEGIN

FADE FROM BLACK

You look around at a strange interior, with silhouettes looking down from some kind of observation window. As you look around, a small hovering SPEAKERBOT floats down in front of you and begins speaking. It displays basic emotions on a screen in the middle of its body, alerting you to its current emotional state.

SPEAKERBOT (VO)

(Enthusiastic) Welcome, subject Terraglorbushom!

SPEAKERBOT (VO)

(Happy/Normal) First of all, thank you for supporting our class with their human studies.

SPEAKERBOT (VO)

(Enthusiastic) This truly is a rare opportunity for us!

SPEAKERBOT (VO)

(Happy/Normal) We almost never get to study a real human and have resorted to intercepting the frequencies from your cable networks.

SPEAKERBOT (VO)

(Happy/Normal) The programs displayed have given us a veritable reservoir of information on the **completely authentic reality** that is human television.

SPEAKERBOT (VO)

(Happy/Normal) We had hoped to expand upon our current information, and you have granted us this boon by donning your headset and teleporting to our galactic laboratory!

SPEAKERBOT (VO)

(Annoyed) Our *tenuous* partnership with the human company Labrodex Studios has finally, FINALLY allowed us the contact we need from human subjects!

SPEAKERBOT (VO)

(Sad) We thought we had been forgotten!

SPEAKERBOT (VO)

(Happy/Normal) However, we will still need your written consent to allow for these experiments.

SPEAKERBOT (VO)

(Confused) It's not like we would just abduct a human without asking!

SPEAKERBOT (VO)

(Confused) I want to make that excessively clear, as you seem decidedly nervous! There is no need to be!

SPEAKERBOT (VO)

(Happy/Normal) Our request is for nine experiments! After this time, you shall be free to come and go as you please, so sign the contract if you so desire!

SPEAKERBOT (VO)

(Sad) If not, then we shall teleport you back without hesitation.

You are presented with a contract full of confusing and downright ridiculous legalese. You are required to check off three boxes via touch and hit the accept button. If you choose to decline the contract, the SPEAKERBOT will react sadly, but allow you to leave.

SPEAKERBOT (VO)

(Sad) Ah, well. So it goes.

SPEAKERBOT (VO)

(Happy/Normal) If you ever wish to aid us in our studies, then you know where to find us!

If you accept the contract legalese, the program continues as normal, and the SPEAKERBOT reacts with enthusiasm.

SPEAKERBOT (VO)

(Enthusiastic) Now with all the administrative work out of the way, let's begin!

The contract disappears and a wooden stage phases into existence on the strange spaceship. The SPEAKERBOT begins explaining the oncoming experiment.

SPEAKERBOT (VO)

(Happy/Normal) Humans really enjoy being both entertained and distracted from their problematic lives by talented performers.

SPEAKERBOT (VO)

(Enthusiastic) Certain performers do so well that their audience rewards them with complimentary tomatoes and uproarious laughter.

SPEAKERBOT (VO)

(Happy/Normal) Hypothesis: The more the tomatoes, the better the performance given.

SPEAKERBOT (VO)

(Happy/Normal) Experiment: Provide tomatoes to subject and log aim statistics.

SPEAKERBOT (VO)

(Enthusiastic) Initiating Experiment: Comedy Splat!

You watch as a dummy appears on stage and tomatoes appear in front of you. As instructed by the SPEAKERBOT, you begin to lob tomatoes at the moving dummy and score points. The DUMMY responds to your throws with statements that are spoken comedically, but are unfunny in content, including idle chat, hits, and misses.

IDLE CHAT

DUMMY (VO)

(Energetic) And the FISH ran away with the spoon!

DUMMY (VO)

(Fake Angry) I've heard of THIS, but don't even get me started on THAT!

DUMMY (VO)

(Enthusiastic) Always compensate your servers!

HIT RESPONSE

DUMMY (VO)

(Mocking) That was nothing!

DUMMY (VO)

(Mocking) My mother-in-law is tougher than you!

DUMMY (VO)

(Fake Confusion) Huh? Did a feather just land on me?

DUMMY (VO)

(Fake Confusion) Hmm? Did a strong breeze just blow through?

DUMMY (VO)

(Enthusiastic) Mmm! Delicious tomato!

DUMMY (VO)

(Grateful) Thank you for compensating me with delicious nutrition!

DUMMY (VO)

(Grateful) Mmm! Now I can feed my family!

DUMMY (VO)

(Enthusiastic) Such tasty produce!

MISS RESPONSE

DUMMY (VO)

(Mocking) The only joke here is your aim!

DUMMY (VO)

(Mocking) If you were SUPPOSED to hit everything but me, well then you'd be a winner!

DUMMY (VO)

(Mocking) You know, you should try optometry. Then maybe you'll make some contact... s!

DUMMY (VO)

(Fake Confusion) Uhh, I'm over here!

You complete the experiment and the stage and dummy disappears. The SPEAKERBOT's reactions are dependent on the score you receive.

BAD SCORE RESPONSE

SPEAKERBOT (VO)

(Confused) Do you attend many comedic performances?

SPEAKERBOT (VO)

(Annoyed) Your aim suggests that you are not impressed.

OK SCORE RESPONSE

SPEAKERBOT (VO)

(Confused) I wonder where the audiences usually gather their tomatoes to be sufficiently prepared for a performance.

SPEAKERBOT (VO)

(Annoyed) It's clear you could have used some more for practice.

GOOD SCORE RESPONSE

SPEAKERBOT (VO)

(Enthusiastic) Wow, the subject loved the performance! Did we... write any of it down? This could be an interesting side project to pursue.

The SPEAKERBOT continues on to explain the next experiment.

SPEAKERBOT (VO)

(Confused) Excuse me, subject? Have you ever been a part of the interaction known as the fiction of science?

SPEAKERBOT (VO)

(Confused) We don't quite understand why it's called fiction when you have so many experts on the matter, whereas others seem to have no recollection of it.

SPEAKERBOT (VO)

(Happy/Normal) Anyway, why is it that your villainous counterparts have difficulty aiming correctly? I believe they may have inherent balance issues.

SPEAKERBOT (VO)

(Happy/Normal) Hypothesis: Human villains and heroes are determined at birth due to body stability complications.

SPEAKERBOT (VO)

(Happy/Normal) Experiment: Have the human shoot at targets to determine if they have balance issues and are therefore a villain.

SPEAKERBOT (VO)

(Enthusiastic) Initiating Experiment: Villainy's Aim!

The SPEAKERBOT moves out of the way and targets ohase into the environment, surrounding you on all sides. A laser gun phases in front of you, which allows you to shoot as many targets as you can in the time allowed. When you complete the experiment, the remaining targets and the laser gun disappears. The SPEAKERBOT's reactions are dependent on the score you receive.

BAD SCORE RESPONSE

SPEAKERBOT (VO)

(Confused) You are clearly a villain... correct? You don't seem like one, but just look at your aim!

OK SCORE RESPONSE

SPEAKERBOT (VO)

(Happy/Normal) According to our research, you may or may not be a villain; you may or may not be a hero.

SPEAKERBOT (VO)

(Sad) The data is inconclusive.

GOOD SCORE RESPONSE

SPEAKERBOT (VO)

(Confused) Hmmm, our readouts determine that you should be a magnificent hero, but you don't exactly look the type.

SEQUENCE END