Roboleon

Written by

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I co-wrote a 3D narrative driven, exploration indie game following a
robot who must face an ethical dilemma to save or destroy the ship
of its masters.

https://connortwall.github.io/Roboleon-Game.html

1. INT. SPACESHIP HALLS (cutscene):

The ship pulses and breathes mechanically with the sound of machinery. A voice echoes in the darkness that through the halls of a ship.

2. INT SPACESHIP HALLS — AI ACTIVATION + ASTEROID

The large boom and camera shake signal the collision of something large with the ship. Soon alarms and red flashing lights follow.

>   [CRASH][BOOM]
>   [ALARMS WAIL]

Beat

>   FADE TO BLACK

   3. INT MAINTENANCE ROOM

>   AI VOICE (CONT'D)
>   (to self)
>   Let's see here…
>   (announcing to ship, procedurally)
>   Activating auxiliary maintenance robots

>   ROBOT
>   [ROBOT creaks]

4. INT SPACESHIP: MAINTENANCE ROOM — ROBOT ACTIVATION

>   AI VOICE
>   I repeat: Activating all auxiliary maintenance robots.

>   ROBOT
>   [ROBOT creaks and beeps/ responds somewhat affirmatively]

ROBOT comes fully alive (lights controls active etc.)

>   AI VOICE
>   Hello.

>   ROBOT
>   [no response]

>   AI VOICE
>   Hello?
>   (mockingly, speaking to a child) Do you understand
>   the words coming out of my mouth?

>   ROBOT

[ROBOT responds affirmatively]
                                 AI VOICE
         You're the only one? You better be working. Now I know why the
       engineers stopped issuing updates to maintenance robots after they
                                  built me.

The player can test out the movement system and explore the
maintenance room.

                            AI VOICE (CONT'D)
        It seems while entering the orbit of our destination planet, we hit
        a small moon also in orbit. The ship is now severely damaged. and
              Iv'e lost critical navigation capabilities. I've lost my
        primary maintenance systems … (annoyed)and regretfully I need your
                       tail as a (physical) maintenance robot.

                                  ROBOT
                          [responds ambiguously]

         Leave this room and fix the breach so we can safely land the ship
                        and achieve our creators' mission.

5. INT SPACESHIP: HUB

                                 AI VOICE
          See those buttons there? All you have to do is press them. It
                    shouldn't be hard for a robot like you.

                                  ROBOT
                           {affirmative beep)

                                 AI VOICE
        Wow. I forgot how much I enjoy the sound of peace and quiet. Now,
                        I need you to land this ship.

Beat. Player walks around for some time aimlessly before the AI
gives a hint, annoyed.

                            AI VOICE (CONT'D)
        I assume you know what a cockpit is?....the room that controls the

ships navigation? Beat.

                            AI VOICE (CONT'D)
               You do know where it is?... (passive aggressive).

6. EXIT MAINTENANCE INTO THE HUB:

Machinery sounds echo through the halls signalling shift in tone and
a change in atmosphere as the player approaches the cockpit.

Player finds door and robot acts cute with excitement

                              ROBOT
                    [robot responds cute]

                         AI VOICE (CONT'D)
    Interesting. I'm detecting some unusual thermal readings near that
                              door.

7. THE HUB

                         AI VOICE (CONT'D)
                            (frustrated)
    Okay the ship seems to be more damaged than I could see from my
                       initial sensor readings...

beat

                           (exasperated)
        Aaand of course.. your'e not equipped to handle fire.

Beat

                        AI VOICE (CONT'D) Go
                         find an extinguisher.

Beat

                         AI VOICE (CONT'D)
                               Now!
    The medical room should have sufficient extinguishing tools for
                               you.

                              ROBOT
                    [robot responds cute]

8. INT MEDICAL ROOM

Player enters the medical room

                         AI VOICE (CONT'D)
    Yeah.. I'd get it myself, but.. your'e the one with the taildriver
                               now.

Beat

                         AI VOICE (CONT'D)

> The crew used keycards as identification before preparing for cryosleep. I believe captain left one behind in their quarters after our last conversation…

9. INT CREW QUARTERS

Player grabs keycard on table

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AI VOICE (CONT'D)
(exasperated, concedingly)
We may actually get those fires put out.

</div>

10. INT MEDBAY

Player grabs the fire extinguisher):

<div align="center">

AI VOICE
(dryly)
Great. Now hurry back!

ROBOT
[robot responds monotonously, somewhat tired]

</div>

11. INT THE HUB

More fires have appeared in the hub

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AI VOICE(CONT'D)
(its rigid snarky exterior breaking, revealing vulnerability) Oh no. This is catastrophic…

</div>

Beat

<div align="center">

AI VOICE (CONT'D) Well go
</div>

on then! You know what to do! ROBOT puts out all

fires in the hub fires

<div align="center">

ROBOT
[cheers to itself]

AI VOICE (CONT'D)
(relieved)*sigh*
It seems I can trust you to land this ship afterall.

</div>

Beat

<div align="center">

AI VOICE (CONT'D)

</div>

I must admit, this is new to me. Our creators trusted me with their safety, I never expected to fail in my duties during our travels.

Beat

Thank you. Your creators knew what they were doing when they built you that tail.

Beat

>   AI VOICE (CONT'D)
>   *(more neutral than condescending now)*
>   *Now go land our ship!*

>   ROBOT
>   [robot responds excitedly, cute]

12. INT BROKEN DOOR

>   AI VOICE (CONT'D)
>   Damn it.. It seems the fire fried the circuitry in the cockpit
>   door.

>   ROBOT
>   [robot responds more excitedly, cute]

Beat

Oh how you MANUALLY do everything! — and without losing your mind! I could never. I'm getting shivers just watching you!

>   [Two beats]

Perhaps you can use a "taildriver" to get inside. The ship's engineers store maintenance tool (attachments) in the Hangar.

13. INT HANGAR

Player gets the screwdriver in Hangar

>   AI VOICE (CONT'D)
>   Excellent! You should be able to open the cockpit door now!

14. INT HUB

>   Thats the door

15. INT CRYO

Player walks through cryo on way to cockpit. It is atmospheric and
quiet compare to the rest of the ship and orderly compared to the
chaos of the rest fo the game.

Final log..
(reveals information about the species, the captain, and
destination planet having semi intelligent life)

16. INT COCKPIT

                              AI VOICE
                            (concerned)
                  ..You weren't supposed to hear that.

BEAT

    Don't let it distract you. Please start the engine and land the
                               ship..

Catastrophic engine failure rumble/sputter sound?

                              AI VOICE
                      (sarcastically) Of course.
                        Just what we need..
    It sounds like a problem with the engine. We risk experiencing a
   catastrophic collision if it's not fixed immediately!! The engine
                          needs to be fixed!

Faint alarms or lights different from before signal Alarms

ON THE WAY TO ENGINE (monoloque):

                              AI VOICE
   Earlier.. My conversation with the captain in that audio log … that
  was … a private conversation. **Please** you can't have it cloud your
            judgment. I need you to focus on our mission.

Beat

      You don't know the full story. I know them to have honorable
   intentions.. Emotions of love that I one day hope to understand.
  Leaving home in search of a new planet was never easy decision for
                               them.

Beat

   I beileve they initially acted in fear. I can't understand love,
  but I know fear. You know fear too. As robots, maybe we can't feel
   emotion, but we know fear. I don't want to be deactivated. And I'm

sure you don't want to be dissasmebled. The selection process to get on this ship alone almost resulted in a war.

[a beat]

Please, are you listening?

[a beat]

Look around you.. Would you choose to order the absolute extinction of our creators and let this ship decay into the void of space? — just to let the

life *of some primal world..*
(diminutively)
survive?

(smiling, grandiose, proud)
Or would you see our creators thrive in their prosperous new world

It's up to you. I trust you'll make the right decision.

COCKPIT:

AI VOICE

Here we are. I can't force your decision. You have the tail. You choose who survives. Beat

(Who will you save?)

ENDINGS - CREDIT VIDEO.

ENDING A:

AI VOICE
(dissapointed, defeated)
I see…

beat

You'll keep me company at least — before our creators wake up and discover what we've done to them.

(focus on reptile alien consequences)

ENDING B:

AI VOICE
I'll do my best to make sure you're forgotten in another maintenance closet. (laughs)

beat

But first we have to deal with the inhabitants of this planet…

(focus on planet consequences)