

OLD DOCUMENT MIGHT HAVE OUTDATED INFO

Characters and script for Phase 1

Need voice actors for
Partner 1 Bethan Maitland
Partner 2 Eric Fischer
Dispatch
Fire Chief Senneck

Venture Ranch FD

People

Dispatch
Fire Chief - Todd Senneck

Battalion 3 (competing station)- Jedd

Battalion 5 - Willem Wyatt

Engine 11 - Rebecca Richards, Jonas Fields, Arbaaz Seymour, need 1 more person

Engine 13 - Player, Partner 1, Partner 2, Captain No name or story yet, Engineer AKA driver. No name or story yet.

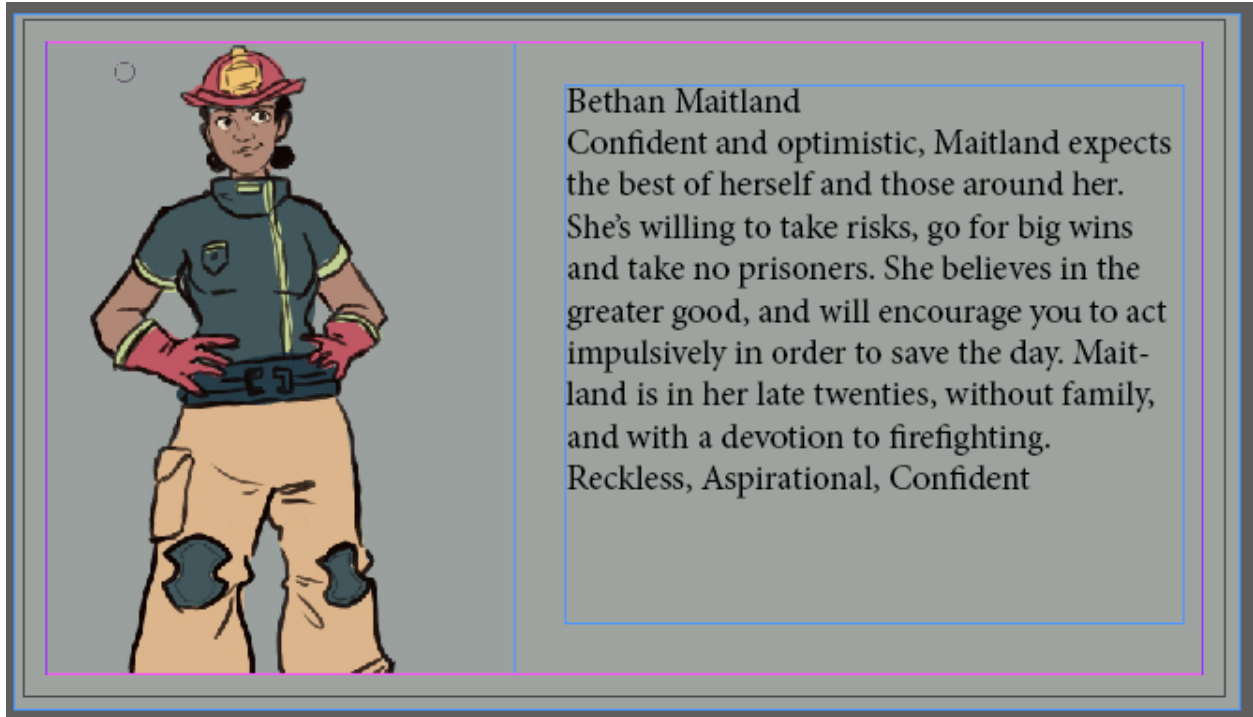
Truck 10 - Trevor Dunlap, Desiree Sanders, Bert Findlay, need 1 more person

Male civilian
Female civilian
Civilian teenager

Potential Character Briefs for Pc and NPCs

Player Character Firefighter

The player is a rookie firefighter fresh out of the academy, driven by a deep desire to prove themselves on the front lines. Out of a crisis, your partners treat you with some sibling-like fondness, but when you're in a fire it's all business. Fire Chief Senneck has given you express orders to make decisions on a call, which means that the rest of your company constantly lobby you to do what they think is right.



zNPC Partner 1 - Firefighter Bethan Maitland

Confident and optimistic, Maitland expects the best of herself and those around her. She's willing to take risks, go for big wins and take no prisoners. She believes in the greater good, and will encourage you to act impulsively in order to save the day. Maitland is in her late twenties, without family, and with a devotion to firefighting.
 Reckless, Aspirational, Confident

zNPC Partner 2 - Capt. Eric Fischer

In his late thirties but not slowing down, Fischer is a measured individual who's calm in a crisis. He has a family and a solid career to protect, and acts on the maxim of 'do no harm'. He wants to save everything, and is frustrated when he can't. By the book, Cautious, Conservative, Kind

zNPC Partner 2 - Engineer NO NAME

Currently no name NPC who is the squads engineer (Driver/operator)

zNPC Fire Chief - Todd Senneck (Not present in MVP but will be a main character in full game at firestation HUB)

A balding man in his early fifties, Todd is a religious man with friends in high places. He knows most business owners in town, runs charity drives for the church and is personal friends with the Mayor. He came from humble beginnings in a large African American family, but risen to the top through determination and an absolute refusal to accept anything less than greatness. He rewards success and furiously punishes failure. Having said that, his management style is to let his firefighters make decisions in-situ, since only they can gauge the situation properly.

DEMO: "Baptism by Fire"

4rd Draft

As with other levels in the game, we present the player with several 'objectives' in the mission brief (as approaching the house) and choose on the fly which order to deal with these, based on advice from their team. NPCs from other engines start by only fighting the fire on the outside of the structure and react with a coded AI based on player decisions. NPCs on the player squad act as the moral compass throughout, following the player to assist with player choices. .

Whichever objective the player chooses, the other, unsolved objectives 'progress' in some way, sometimes beyond fixing, sometimes becoming easier. The decision-making process is always being called upon in terms of not just dealing with fires on a micro level, but the macro strategy too.

BRIEFING

The teenager of the household has escaped the building and called the services, but his mother and brother are still stuck inside, as well as his dog. You have reasons to believe that the victims are in the loft bedroom, because he heard the mother rush up to get the child, but never return. As yet you aren't sure of the source of the fire, but the teenager thinks it started downstairs. On approach, the entire house is ablaze.

Objectives in this level:

1. Parent 1 outside in distress, parent 2 stuck in room on 2nd floor and child stuck in an upstairs room in closet

A parent on the second floor says he can't get to the child who is in the loft room on the third floor, and fire is spreading fast. You'd go past the floor with the dog and have to continue upwards, receiving some audio clue (woof!) that it's there.

Up in the loft, smoke has risen through the house, making the air thick and blinding. The wooden roof joists are alight, and one will fall in your way as you progress through the room. You can carry the victims to a window or down the stairs.

The later you leave this objective, the more smoke and beams will hinder you. If you leave this objective for last, the victims will be unconscious and suffocating, with mere minutes to live.

2. Find and quell the source of the fire

The gas tank in the garage has an electrical fault and has caught on fire. Keeping this tank cool throughout the mission is important, so you'll have to return multiple times. At any

point, however, you can try to fully extinguish this area. NPC team will let you know there is a risk of the casing shattering, causing an explosion when you attempt this. Success is possible but difficult here. However there should be some indication if you've failed (a crack mark appearing, a warning line from a colleague) prompting you to retreat from the room fast to avoid being caught in the explosion. A nice opportunity for your NPC pals to argue here: fix this now but it's a risk, or keep it cool while you get the victims out of the building, and so on.

The later you leave this objective, the less forgiving the gas leak will be, and the easier it will be to trigger the massive explosion. The more you cool the area and keep the heat off the tank, the easier it is. If you attempt this objective after failing 3, there will be rubble and an injured dog complicating things.

- On a success, you buy time before the gas tank explodes (it still inevitably will, but wait until you've solved the other two objectives) and your team may have been able to clear nearby houses, making **4** less risky. Meanwhile, ignoring the rest of the fire makes **2 and 3** more difficult.
- It's possible to fail this objective, triggering objective 4 as the side of the house engulfs in flames and the next door building catches alight, as well as a tree in the front garden. If you have either **1 or 3** left to solve, you'll have to make a decision about which is more urgent.

3. Locate and rescue the dog

The dog has run to the bathroom near hiding in the tub.

4. Twist/4th Objective: Stop fire from spreading throughout the next door house

This will trigger either as soon as you fail to extinguish the gas tank, or after you've completed the other two objectives and left the house (for maximum visual impact). The side wall of the house explodes outwards, crashing into the next door building and starting a secondary fire. The room most affected (kitchen?) could be full of glass bottles that smash and shatter, providing some danger of ripping your suit?

If there is a human left in the building, they may be caught under a burning panel of cladding.

If this objective is triggered early, there are people to save inside. If not, the people are safe so it's just a case of extinguishing the fire and limiting property damage.

Voice over script

Scene starts with the player inside of a firetruck sitting in the back driver seat of the cab. The Engineer, unmade character, is driving with Eric riding shotgun, and Bethan in the passenger

rear.

Sirens are off, we're crawling around a quiet town.: Eric in the driving seat on their left, Bethan sitting on the right. The player is able to turn to look at either crewmate.

Eric: Feeling nervous?

Bethan: Course he's nervous! Out on call for the first time. Our little Probie's all grown up!

Eric: Nah, you'll be fine. Senneck thinks you're ready to call the shots.

Bethan: We'll see. The training tower's nothing like a real call. I'm not saying you'll crumble under the pressure but...know what, I am saying exactly that.

Eric: Have some faith, Bethan! Probie's got a wise young head on his shoulders.

Bethan: Young's what's worrying me.

Dispatch radio crackles and the two go silent. Bethan turns up the volume, and at the mention of the address, the truck visibly accelerates. Eric activates the siren.

Dispatch: "District 2: Battalion 3, Battalion 5, Engine 11, engine 13, and truck 10. Structure Fire. 1026 South Ranch Road. Cross street: Jefferson Drive. All units dispatched Tac channel is Tac 1. District 2: Battalion 3, Battalion 5, Engine 10, engine 13, and truck 11. Structure Fire. 1026 South Ranch Road. Cross street: Jefferson Drive. All units dispatched Tac channel is Tac 1.

Bethan: You got all that, Probie?

Eric: Cut him some slack, Bethan. Probie, don't listen to her. We'll talk you through the whole thing as we go.

Bethan: Sounds like this one's running hot.

Eric: Time to be heroes. Strap up.

Engine 13 (Trevor) via Radio: "Control, Engine 13 is on scene, three-story residential fire. Heavy fire showing from the upper floor. We're gunna pull an inch and 3/4. We'll need a water supply. We're taking the fire on the exterior. I want a line through the front door and to the rear of of the house."

Radio dispatcher: "10-4. Battalion 5 do you copy?"

B5 via Radio: "Battalion 5 copy. You can show me on scene, Assuming command with the command post at the end of South Ranch Road.

Eric: Engine 11 on scene. We got water pulling a backup line.

The player steps out of the back of the truck.

Bethan leaps out of the other door.

Bethan: Better show us what you're made of, Probie. Engine 13's using the onboard water supply, and that won't cut it. Grab the hose from the back, and hook it up to the hydrant over there. Then come back here and jump on the back!

Player gains full control

Objectives: grab hose, connect to hydrant, return to truck.

Possible barks from Bethan:

- You gotta grab the hose, Probie.
- Quick, we need to get the water supply up and running
- Attach the hose to the hydrant.
- Great, get back here!
- What are you playing at?
- I knew he wasn't ready.
- Probie, where are you going?

Cutscene: Once you jump on, the engine drives down the street to the house. The blaze climbs up impovingly ahead of you. Fire engine parks and player is dismounted.

Player regains control

Objective: Gain access to the house.

Voice lines needed:

"We have to get everyone out safely"

"I think the kid is upstairs"

"I hear the dog in the garage"

"We need vertical vents"

"We need a line on Alpha/Bravo/Charlie/Delta side"

"What is going on on the side of the house"

"We need "utility company out here"

Dispatch

"Incident timer is 5/10/15/20/25/30/35/40 minutes"

"Command you're 5/10/15/20/25/30/35/40 minutes into your incident"

"copy. Will advice utility company"

"10-4 they have been advised"

"Be advised gas/electric is now turned off"

"Engine 10/11/13 pulling a line"

“Engine 10/11/13 en route”

“Engine 10/11/13 on scene”