# Regular Customer - First Encounter

Store bell sound - time is 3PM

Regular Customer enters – she is in her early twenties and her body language is shy and guarded. Her feral facial features are covered up as best she can with sunglasses, a hat and makeup.

Igor (thought):

Oh

Igor (thought):

My first customer!

Igor (thought):

Remember to smile, be nice, and don't ruin this and everything will be fine.

Igor (thought):

What should I say?

## Dialogue choice:

- 1: Welcome to the store
- 2: I'm Igor Meme
- 3: Happy Halloween

### 1: Welcome to the store

\*customer appears\*

lgor:

Hello, welcome to the Holegas!

lgor:

I mean- Gashole! Yeah! Gashole, how can I help you?

Regular customer:

Oh, that's a little nice...

Regular customer:

Must be your first day, right?

Commented [WU1]: If she's a regular Igor may know her name even if he's normally just in the back. Also if she has any importance to the story at all she really should be named.

Commented [ty2R1]: 'Regular Customer' in this context does not mean 'person who regularly comes to the store' but rather 'ordinary person', despite the Matic mutations. It's supposed to be that she is just a regular customer and nothing special about her to give her any other name.

as for giving her a name, I prefer not to name her here. supposed to show how not all of the customers will give out their name, as there are other characters that will never say their name.

**Commented [WU3]:** Adjusted for flow. "Encounter" isn't a word used in retail. Consider "and everything will be fine" since he's nervous about things going wrong.

Commented [ty4R3]: Make sense

**Commented [WU5]:** Customer should appear with the bell, the entryway is right in front of the desk.

**Commented [ty6R5]:** In gameplay, RC's sprite will not appear until after you make the dialogue choice. Indicating that she approached the counter.

**Commented [WU7]:** "Whole Gas" would make it a parody of Whole Foods (American grocery chain) while maintaining the pun. Just something to consider.

Commented [ty8R7]: I think swapping the words around still fits, don't see the reason to add 'W' I think the reference would work without the 'W'

**Commented [WU9]:** I assume you want her to be commenting that Igor's greeting is extra cheerful or enthusiastic, but the wording doesn't make any sense.

**Commented [ty10R9]:** She still need to say something and I can have the sprite change to show that she is giving a smile.

Igor:

Nope, been here for two years.

Igor:

But... it's my first shift at the counter.

**Regular Customer:** 

Ahhh, Okay.

## 2: I'm Igor Meme

Igor:

Hello... I'm Igor Meme, how can I help you?

**Regular Customer:** 

Igor? Like the old Frankenstein films?

Igor:

Yeah, I get that a lot. It's my Mom's favourite film.

lgor:

Probably why she named me after the assistant.

## **Regular Customer:**

I'm more into modern horror, but the classics are neat.

## 3: Happy Halloween

Igor:

Happy Halloween!

**Regular Customer:** 

Happy Halloween to you too.

Regular Customer:

But isn't it a little early for Halloween?

<del>lgor:</del>

To go trick-or-treating? Maybe.

Igor:

Are you thinking of doing some trick-or-treating yourself?

 $\begin{tabular}{ll} \textbf{Commented [WU11]:} Halloween is all day and all night. This part can be dropped. \\ \end{tabular}$ 

**Commented [ty12R11]:** I know, she was referring to trick-ortreating, hence the following response.

Commented [WU13]: So kids do trick-or-treating, and sometimes teens & adults are the ones taking them. Since Regular Customer is in the adult range this exchange can be skipped right to "what are your plans" since that's what should be asked instead. Alternatively change this to the outcast talking about the holiday and whether it makes looking different better or worse.

**Commented [ty14R13]:** Okay, I'll change it so that Igor is asking if RC is going to do Trick-or-treating so the following line can make sense.

I know adults and teens can get candy and do ToT themselves, but I also want RC to feel that she is too old for that.

Regular Customer:

I'm too old for that, unfortunately.

## Closing dialogue:

Regular Customer:

Hands her gas receipt to Igor

Here's the receipt, need enough gas for tonight.

## \*Gas receipt mini-game\*

Igor:

So, any plans for Halloween?

**Regular Customer:** 

Yeah I'm taking my friends to this fun, spooky place they keep talking about.

**Regular Customer:** 

They really wanted me to drive them there for Halloween, after I got my license.

## Dialogue choice:

1: Where?

2: That's fun

3: Say nothing

## 1: Where?

lgor:

Where would that be? A haunted pet cemetery? A scary monster house?

Regular Customer:

Something about a creepy woods?

**Regular Customer:** 

My friends kept it a surprise for me, I'm just following their directions.

**Commented [WU15]:** People usually just hand others the receipt without announcing it.

Commented [ty16R15]: There will be a lot of these for upcoming gas receipt mini-games, these are supposed to indicate that the Gas receipt is coming up to let the player know that after advancing, they are playing the mini-game, if we didn't have this, then after closing dialogue, the minigame would appear with no indications. Killing the flow of the gameplay

Commented [WU17]: Removed unnecessary comma

**Commented [WU18]:** I'm assuming this skips the entire block? There's no text for 3 (Nothing)

Commented [ty19R18]: yes

Commented [WU20]: Pet Cemetery. Steven King reference.

Commented [ty21R20]: Yeah, that's the reference,

**Commented [WU22]:** "Monster House" is a name of a kid's horror flick, and the scary part should be first regardless

Commented [ty23R22]: And that's also the reference, I tried to have it more of a reference without saying the name, but I guess it works with an additional adjective

### Igor:

Heh... it's nice to have people to surprise you.

### **Regular Customer:**

Yeah, they are good friends... my only friends.

### Regular Customer:

And I don't want to disappoint them...

#### Igor (thought):

Hmmm, That sounds awfully familiar...

## 2: That's fun

Igor:

Sounds fun, hope you have a great time.

#### **Regular Customer:**

Yeah, it's going to be a blast.

### **Regular Customer:**

Especially after being laid off from work.

Igor:

Oh, I'm sorry to hear that.

Igor:

Mind if I ask... what happened?

### Regular Customer:

I think you know the reason.

## Regular Customer:

You don't see many Matics working in this town.

## Dialogue choice:

### 2.1: Matics?

### 2.2: Say nothing

2.1: Matics?

Igor:

Matics?

**Commented [WU24]:** "Hmmmm" is the word if you want to show Igor's mulling it over in thought, otherwise it can be removed altogether to show his familiarity.

Commented [ty25R24]: okay

**Commented [WU26]:** The stilted response seems cautious and doesn't match "That's fun"

**Commented [ty27R26]:** 'That's fun' shouldn't be cautious, it's a positive response, at least at the start of the dialogue choice.

Commented [WU28]: I understand that this is there for the player's benefit, however given Igor's situation he already knows. If you want to explain the lore, it will need to be Igor's inner monologue as he thinks to how difficult it is for Matics to find work.

Commented [ty29R28]: I'm just giving the player the ability to be curious of the word 'Matic' and allow the choice to learn what it is or skip it if they already know. RC would also point out that loor should know this.

sure, I can put it in Igor's thought, but at the same time, it should be something Igor would already know and not think about. So the Matic lore drop can be somewhat out of place, but again, player's benefit and skippable.

**Commented [WU30]:** I'm assuming "say nothing" just skips the whole thing, there's no section for "say nothing"

**Commented [ty31R30]:** Yeah, pretty much anything that says 'say nothing' would either have someone response to the silence or automatically close the dialogue choice.

Regular Customer:

You know, Matic-types, automatic. Like you and me.

Regular Customer:

That's why I look like this, and you look like... you know.

Igor:

Oh, yeah! I kinda forgot.

### **Regular Customer:**

Honestly, It's really nice to see another Matic.

**Regular Customer:** 

Not many in this town...

## Dialogue closes

**Regular Customer:** 

OH! I almost forgot!

**Regular Customer:** 

Can you help me?

lgor:

Of course... What do you need?

Regular Customer:

My friends wants some snacks for the road, can you suggest a good treat?

lgor:

Sure, I can think of something...

Igor (thought):

A snack for her friends, let's see...

## Dialogue choice:

1: Energy drinks

2: Spicy Chips

Commented [WU32]: Nobody would possibly forget.

**Commented [ty33R32]:** True, though still need a reason for Igor even bringing it up, having it as 'oh, yeah,' doesn't fit much.

**Commented [WU34]:** People wouldn't ask for 'a good product' unless they work too much in marketing.

Commented [ty35R34]: I'll change it to 'a good treat'.

**Commented [WU36]:** As this choice has no impact on the story, we should cut it if time is short. It's fine to leave in otherwise as while not important it does provide flavour.

**Commented [ty37R36]:** It works gameplay-wise, whatever the player choose, it will change the appearance and the total price of both the Scanning mini-game and the cash-minigame

### 3: Spooky Sweet

## 1: Energy drinks

Igor:

How about the Alpha Hydration drinks?

lgor:

Heard a popular person had been promoting the drink on the internet.

#### **Regular Customer:**

If my friends know them, then it has to be good.

**Regular Customer:** 

Alright, I'll get some bottles.

## 2: Hot Chips

Igor:

I like some good chips.

lgor

How about some... Triangulos chips. We got the ghost pepper flavor.

### Regular customer:

I don't like spicy food myself, but I think my friends will love them.

Regular customer:

Alright, I'll get a share packet.

## 3: Spooky Sweet

lønr:

There's a whole row of candy bars.

lgor:

 $\label{thm:maybe} \mbox{Maybe get a Spooky Sweet funpack, in spirit of Halloween.}$ 

Regular customer:

That's a great idea!

Regular customer:

Alright, let me get a box.

**Commented [WU38]:** That's sounds like a marketing person pitching an idea.

Commented [ty39R38]: I see it more of a fun fact about the project, especially when Igor never mentions the 'popular person'. He doesn't know or remember the name, only heard of it.

**Commented [WU40]:** You'd have to be real gullible to say this outside of parody.

Commented [ty41R40]: It's just her responding while making a decision. I think I can keep it

**Commented [WU42]:** Energy drinks are almost exclusively in cans

**Commented [ty43R42]:** Alpha Energy Drinks are supposed to be a parody of 'Prime' which are in bottles.

I'll change the name to 'Alpha Hydration' so it's more closer to the reference.

Commented [WU44]: If you want to meme, you can say "hot chip"

Commented [ty45R44]: Better, I'll do that.

**Commented [WU46]:** If you want to meme, call them "Triangle Man" chips

**Commented [ty47R46]:** Triangulos are supposed to be a parody of 'Doritos' I'll stick to Triangulos so it sounds similar to the name it's referencing to.

**Commented [WU48]:** This isn't wrong, but "ghost" is more spooktoberish and is/was a trendy pepper

**Commented [ty49R48]:** And fit with the halloween theme, good idea.

Commented [WU50]:

**Commented [ty51R50]:** You haven't wrote anything in here, but there are chip products that are a 'share packet' which is a big bag that's supposed to be for sharing.

**Commented [WU52]:** The customer can see many, many rows of candy bars as this is a gas station; the line should be omitted

**Commented [ty53R52]:** True, but I think it's a good starting point to say, even if it's pointing out the obvious.

Commented [WU54]: Nobody buys bulk at a gas station if they can avoid it, especially if she was recently laid off. Changed it to a Halloween Funpack, since those are usually a box of small sized candy bars for Halloween trick-or-treaters.

 $\begin{tabular}{ll} \textbf{Commented [ty55R54]:} & Okay, I was referring to small size candy boxes like Milk Duds, Nerds, etc. \end{tabular}$ 

## Closing Dialogue:

\*Product scanning mini-game\*

### Igor:

Alright, is there anything else?

### Regular customer:

No, that's more than enough.

## Regular customer:

Here's the cash, you can keep the change.

\*cash min-game, no change\*

#### Igor:

Thank you for visiting.

## Regular customer:

No problem, thanks for your help.

## Regular customer:

Hope you have a great Halloween.

### Igor

And a good Halloween to you!

\*Regular customer leaves\*

## Igor (thought):

Man, that was really good!

## Igor (thought):

You did great Igor, you served your first customer.

## Igor (thought):

It should be a breeze from here on out.

### Igor (thought):

Better get ready for the next customer.

 $\begin{tabular}{ll} \textbf{Commented [WU56]:} & In America that's reserved for veterans and military people. \end{tabular}$ 

Commented [ty57R56]: Okay, didn't know that.

