

Mission Context: Our player character, their companion and a party member are exploring a ruined castle (Dungeon) after an NPC has requested they collect an item of value. Basement is flooded - enough to cover a body. A large chest sits on a raised platform across the room and the player must cross the water. Stepping into the water triggers the 'Sunken' enemy to rise and they must fight three waves that escalate in difficulty.

Trigger	Character	Dialogue Sample Options	Non-verbal possibilities
Mission item found	Player Character	There's what we want.	SFX could indicate a quest item is within a certain proximity.
	Party Member	Creative of them to keep their herilooms in an indoor pool.	
Caution of flooded area	Player Character	Anything could be lurking. Be cautious.	Audio could highlight combat - music could shift.
	Party Member	Nothing sinister about this lovely brown basement pond.	
Combat initiated	Player Character	Brace for attack!	Audio could highlight combat - music could shift.
	Player Character	Enemy incoming!	
New enemy encounter	Player Character	What's that!?	
	Player Character	They're new.	
Enemy approach	Party Member	Watch your right!	UI could indicate the side.
	Party Member	Left side!	
Enemy resistance hint	Player Character	They're frosty.	Visual marker could denote a hardened spot on their front (Art/VFX). Codex or spell/weapon UI could indicate resistances and vulnerabilities (UI/UX).
	Player Character	Water won't do it.	
Enemy resistance discovered / hit unsuccessful	Player Character	Gotta switch tactics.	
	Player Character	This won't work.	
Enemy vulnerability hint	Player Character	Blast 'em!	
	Party Member	Light 'em up!	
Enemy vulnerability discovered / hit successful	Enemy	[Pained Gurgling Grunt]	Visual marker could denote a vulnerable spot on the back (Art/VFX). Enemy could stumble (Animation).
	Player Character	That hurt 'em!	
Enemy almost defeated	Player Character	Finish them.	The enemy could be visibly injured - limping, wounded, etc. (Animation)
	Party Member	They're weak!	
New tonic collected	Player Character	That's a new tonic?	Inventory icon could glow (VFX) and would clear once the player reads the short item description.
	Player Character	Tonic. Bet that's useful!	
PC is bit and poisoned and has 30 seconds to consume a tonic before death	Player Character	I'm bit! Need a tonic.	Player Character appears visibly injured - possibly prone (Animation). UI element to indicate appropriate tonic with a countdown of 30 seconds.
	Player Character	Tonic, quick!	
Tonic was successful	Player Character	Good as new.	Player Character visual of injury and UI countdown cleared (UI or Animation).
	Player Character	Feeling better.	
Incorrect tonic consumed	Player Character	Maybe a different tonic?	
	Player Character	That tonic won't cut it.	
PC taking damage	Player Character	That'll bruise.	The player character could stumble to visually indicate a hit has landed (Animation).
	Player Character	Ow!	
PC health is low	Player Character	I'm fading fast.	Health UI indicator should clearly show that the player's health is low.
	Player Character	I'm in bad shape.	
PC special attack is ready	Player Character	I'm ready.	VFX around the player character's special could glow.
	Player Character	End them.	
Companion's special attack is ready	Companion	[Mechanical Whir]	VFX around the companion's image could glow.
	Companion	[Animal Growl]	
Party Member's special attack is ready	Party Member	Ready.	VFX around the companion's image could glow.
	Party Member	Unleash me!	
PC died	Player Character	[Pained grunt]	Animation of the player character death. UI or VFX indication of player death
	Party Member	She's down!	
Wave complete	Player Character	It's over. For now.	
	Player Character	Catch our breath and be ready.	
New wave beginning	Player Character	Brace yourself, there's more!	
	Party Member	More incoming.	
Wave difficulty increase	Player Character	They seem a lil bloated?	Larger and/or more mutated enemies would visibly look like they'll need more effort to kill (Art).
	Party Member	Bastards are getting bigger!	
All waves complete	Player Character	That's the lot.	Party member state change from alert to idle and they sheath their weapon (Code/Animation).
	Party Member	Ugh, let's get dried off.	
Mission item has been collected	Player Character	Let's return this.	SFX and VFX indication of this step of the quest being completed.
	Party Member	Hope they appreciate this.	

Rachel Kneiter - Fantasy Game Dialogue Implementation Example

String ID	Dialogue	Speaker	Speaker Role	Context	Condition	Trigger Type	Play Type	Dialogue Type	Act	Area	Status	Hooked up	Synced for all players	Notes/Bugs	Recorded?	Bug Ticket Link
TEXT_HEATHER_MISSIONFOUND_PROMPT_01	There's what we want.	HEATHER	Player Character	Mission item found		Item	Repeatable - Conditions	PROMPT	Act I ID11	Act II ID1111	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_MISSIONFOUND_PROMPT_01	Create of them to keep their heroisms in an indoor pool.	FIG	Party Member	Mission item found		Item	Repeatable - Conditions	PROMPT	Act I ID01	Act I Castle Run ID1002	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_FLOODAREA_WARNING_01	Anything could be lurking. Be cautious.	HEATHER	Player Character	Caution of flooded area		Landmark	Play Once	WARNING	Act I ID01	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_FIG_FLOODAREA_WARNING_01	Nothing sinister about this lovely town basement pond.	FIG	Party Member	Caution of flooded area		Landmark	Play Once	WARNING	Act I ID01	Act I Castle Run ID1002	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_COMBATINITIATED_WARNING_01	Brace for attack!	HEATHER	Player Character	Combat initiated		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_COMBATINITIATED_WARNING_02	Enemies incoming!	HEATHER	Player Character	Combat initiated		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Written	TRUE	FALSE		FALSE	
TEXT_HEATHER_NEWENEMYENCOUNTER_INFORMATIVE_01	What's that?	HEATHER	Player Character	New enemy encounter	Only play the first time an enemy type is encountered	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_NEWENEMYENCOUNTER_INFORMATIVE_02	They're new.	HEATHER	Player Character	New enemy encounter	Only play the first time an enemy type is encountered	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE	Triggering again in Act II when the player encounters this enemy again.	FALSE	QW5-123
TEXT_FIG_ENEMYAPPROACH_WARNING_01	Watch your right!	FIG	Party Member	Enemy approach	Only play when the enemy approaches from the right	Enemy	Repeatable	WARNING	Act II ID11	Act II ID111	Final	TRUE	TRUE		FALSE	
TEXT_FIG_ENEMYAPPROACH_WARNING_02	Left side!	FIG	Party Member	Enemy approach	Only play when the enemy approaches from the left	Enemy	Repeatable	WARNING	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_ENEMYRESISTANCEINT_INFORMATIVE_01	They're tough.	HEATHER	Player Character	Enemy resistance hint	Only play when enemy is resistant to frost	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Final	FALSE	FALSE		FALSE	
TEXT_HEATHER_ENEMYRESISTANCEINT_INFORMATIVE_02	Water won't do it.	HEATHER	Player Character	Enemy resistance hint	Only play when enemy is resistant to water	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_HITSUCCESSFUL_PROMPT_01	Gotta switch tactics.	HEATHER	Player Character	Enemy resistance discovered / hit unsuccessful		Enemy	Repeatable	PROMPT	Act II ID11	Act II ID111	Final	TRUE	TRUE		FALSE	
TEXT_HEATHER_HITSUCCESSFUL_PROMPT_02	This won't work.	HEATHER	Player Character	Enemy resistance discovered / hit unsuccessful		Enemy	Repeatable	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_ENEMYVULNERABILITYHINT_INFORMATIVE_01	Blat! um!	HEATHER	Player Character	Enemy vulnerability hint	Only play when enemy is vulnerable to explosives	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_ENEMYVULNERABILITYHINT_INFORMATIVE_01	Light 'em up!	FIG	Party Member	Enemy vulnerability hint	Only play when enemy is vulnerable to fire	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE	Triggering for enemies vulnerable to electricity as well.	FALSE	QW5-130
TEXT_SUNKEN_UNDEAD_HITSUCCESSFUL_INFORMATIVE_01	[Pained Gurgling Grrr!]	SUNKEN_UNDEAD	Enemy	Enemy vulnerability discovered / hit successful	Only play for Surken Undead enemy	Enemy	Repeatable - Conditions	INFORMATIVE	Act II ID02, Act II ID03, Act I ID01	Act I Castle Run ID1002, Act II Area 1 ID2001, Act II Area 2 ID3002, Act II Area 1 ID3001, Act II Area 2 ID3002	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_HITSUCCESSFUL_INFORMATIVE_01	That hurt 'em!	FIG	Player Character	Enemy vulnerability discovered / hit successful		Enemy	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_ENEMYWEAKENED_INFORMATIVE_01	Finish them.	HEATHER	Player Character	Enemy almost defeated		Enemy	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Final	FALSE	FALSE		FALSE	
TEXT_FIG_ENEMYWEAKENED_INFORMATIVE_01	They're weak!	FIG	Party Member	Enemy almost defeated		Enemy	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_NEWTONIC_INFORMATIVE_01	That's a new tonic?	HEATHER	Player Character	New tonic collected	Only play the first time a new usable item is collected	Item	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_NEWTONIC_INFORMATIVE_02	Tonic. Bet that's useful!	HEATHER	Player Character	New tonic collected	Only play the first time a new usable item is collected	Item	Repeatable - Conditions	INFORMATIVE	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_BITANDPOISONED_PROMPT_01	I'm bit! Need a tonic.	HEATHER	Player Character	PC bit and poisoned	Only play when enemy has a life attack	Combat	Repeatable - Conditions	PROMPT	Act I ID01, Act II ID02, Act II ID03	Act I Castle Run ID1002, Act II Area 1 ID2001, Act II Area 2 ID3002, Act II Area 1 ID3001, Act II Area 2 ID3002	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_BITANDPOISONED_PROMPT_02	Tonic, quick!	HEATHER	Player Character	PC bit and poisoned		Combat	Repeatable	PROMPT	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_TONICSUCCESSFUL_INFORMATIVE_01	Good as new.	HEATHER	Player Character	Tonic was successful		Item	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_TONICSUCCESSFUL_INFORMATIVE_02	Feeling better.	HEATHER	Player Character	Tonic was successful		Item	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_INCORRECTCONSUMED_PROMPT_01	Maybe a different tonic?	HEATHER	Player Character	Incorrect tonic consumed		Item	Repeatable	PROMPT	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_INCORRECTCONSUMED_PROMPT_02	That won't do it.	HEATHER	Player Character	Incorrect tonic consumed		Item	Repeatable	PROMPT	Act II ID11	Act II ID111	Final	TRUE	FALSE		FALSE	
TEXT_HEATHER_TAKINGDAMAGE_WARNING_01	Thrift! bruuu.	HEATHER	Player Character	PC taking damage		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_TAKINGDAMAGE_WARNING_02	Oof!	HEATHER	Player Character	PC taking damage		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_HEALTHLOW_WARNING_01	I'm fading fast.	HEATHER	Player Character	PC health is low		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_HEALTHLOW_WARNING_02	I'm in bad shape.	HEATHER	Player Character	PC health is low		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_SPECIALATTACKREADY_PROMPT_01	I'm ready.	HEATHER	Player Character	PC special attack is ready		Combat	Repeatable	PROMPT	Act II ID11	Act II ID111	Final	FALSE	FALSE		FALSE	
TEXT_HEATHER_SPECIALATTACKREADY_PROMPT_02	End them.	HEATHER	Player Character	PC special attack is ready		Combat	Repeatable	PROMPT	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_BOLT_SPECIALATTACKREADY_PROMPT_01	[Excited Mechanical Whirr]	BOLT	Companion	Companion's special attack is ready	Only play for mechanical companions	Combat	Repeatable - Conditions	PROMPT	Act II ID11	Act II ID111	Final	TRUE	TRUE	Triggering for small beast companions as well.	FALSE	QW5-145
TEXT_ALFIE_SPECIALATTACKREADY_PROMPT_01	[Excited Animal Growl]	ALFIE	Companion	Companion's special attack is ready	Only play for beast companions	Combat	Repeatable - Conditions	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_SPECIALATTACKREADY_PROMPT_01	Ready.	FIG	Party Member	Party Member's special attack is ready		Combat	Repeatable	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_SPECIALATTACKREADY_PROMPT_02	Unleash 'em!	FIG	Party Member	Party Member's special attack is ready		Combat	Repeatable	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_HEATHER_WAVECOMPLETE_INFORMATIVE_01	It's over. For now.	HEATHER	Player Character	Wave complete		Combat	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Final	FALSE	FALSE		FALSE	
TEXT_HEATHER_WAVECOMPLETE_INFORMATIVE_02	Catch our breath and be ready.	HEATHER	Player Character	Wave complete		Combat	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_NEWWAVEBEGINNING_WARNING_01	Brace yourself! There's more!	HEATHER	Player Character	New wave beginning		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_FIG_NEWWAVEBEGINNING_WARNING_01	More incoming.	FIG	Party Member	New wave beginning		Combat	Repeatable	WARNING	Act II ID11	Act II ID111	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_WAVEOFFCULTYINCREASE_INFORMATIVE_01	They seem a bit loosed?	HEATHER	Player Character	Wave difficulty increase	Only play when larger Surken Undead enemies appear.	Combat	Repeatable - Conditions	INFORMATIVE	Act I ID01, Act II ID02, Act II ID03	Act I Castle Run ID1002, Act II Area 1 ID2001, Act II Area 2 ID3002, Act II Area 1 ID3001, Act II Area 2 ID3002	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_WAVEOFFCULTYINCREASE_INFORMATIVE_01	Rebats are getting bigger!	FIG	Party Member	Wave difficulty increase		Combat	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Final	TRUE	FALSE		FALSE	
TEXT_HEATHER_ALWAVESCOMPLETE_INFORMATIVE_01	That's the lot.	HEATHER	Player Character	All waves complete		Objective	Repeatable	INFORMATIVE	Act II ID11	Act II ID111	Final	TRUE	TRUE		FALSE	
TEXT_FIG_ALWAVESCOMPLETE_INFORMATIVE_01	Ugh, let's get diff. off.	FIG	Party Member	All waves complete	Only play after fighting Surken Undead	Objective	Repeatable - Conditions	INFORMATIVE	Act I ID01, Act II ID02, Act II ID03	Act I Castle Run ID1002, Act II Area 1 ID2001, Act II Area 2 ID3002, Act II Area 1 ID3001, Act II Area 2 ID3002	Written	FALSE	FALSE		FALSE	
TEXT_HEATHER_MISSIONITEMCOLLECTED_PROMPT_01	Let's return this.	HEATHER	Player Character	Mission item has been collected		Item	Repeatable	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	
TEXT_FIG_MISSIONITEMCOLLECTED_PROMPT_01	Hope they appreciate this.	FIG	Party Member	Mission item has been collected		Item	Repeatable	PROMPT	Act II ID11	Act II ID111	Placeholder	FALSE	FALSE		FALSE	