



Soul Fighter

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Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)

"Find the Black Faction Camp" Prompt: No Player Action

Template	Bark Options
Technical name	Dlg_5836A2FC
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Black Faction Camp" Prompt: No Player Action



Description

A series of barks if player has NOT taken ACTION within a pre-determined time frame of CURRENT Game-Play State while Mission is active but no objectives have been unlocked.

Bark Options References

Attachments

Speaking entities



Davina [↗](#)
 Entity- Player Selected
 {Char_Davina_01}





Following elements



Futher Delay of Action [↗](#)
 Hub- Time

{Hub_5CEE2678}

Previous elements

	
//Player takes no action after 30 se ...	//Player takes no action within 1 mi ...
 Condition {Cnd_DCAFA62C}	 Condition {Cnd_DFE4EOE2}

Involved entities

Takes place at

//No bark is played. 

Template

Technical name

Ins_E7FBF159

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No bark is played.

//No objective unlocked 

Template

Technical name

Cnd_FE3FC617

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No objective unlocked

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_50CCE58C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player exits Loot UI Pop-Up Screen

//Player has interacted with the ite ...

Template

Technical name

Cnd_D5AEE0BF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the item >5 second before reengaging

//Player has not looted or exited fr ...

Template

Technical name

Ins_36DB6E60

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has not looted or exited from UI state.

//player loots ALL items

Template

Technical name

Cnd_C960659C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots ALL items

//player loots SOME items but NOT all [↗](#)

Template

Technical name

Cnd_293402CF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots SOME items but NOT all

//Player takes no action after 30 se ...

Template

Technical name

Cnd_DCAFA62C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action after 30 seconds.

//Player takes no action within 1 mi ...

Template

Technical name

Cnd_DFE4E0E2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action within 1 minute of "Find the Key" Prompt Bark playing.

//Player's first time interacting wi ...

Template

Technical name

Cnd_C0F5235E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player's first time interacting with body

//Resume Gameplay.

Template

Technical name

Ins_978C0991

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay.

Template

Technical name

Ins_84A38E14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_BE5B40C0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_A59676C2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_F6E531B7
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_9F4F9178
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_F2B8F668
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Davina: "Bastard..."

Template

Technical name DFr_A108FA73

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Menu text

Stage directions

Seething

Full text

Bastard...

Davina: "I'll look again..." [↗](#)

Template

Technical name

DFr_B1CBFDB8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

I'll look again...

Davina: "Mine now, fucker. Now to find your..."

Template

Technical name

Project path

DFr_8E176B22

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Threatening

Full text

Mine now, fucker. Now to find your camp.

Davina: "Not totally useless. Now how to fin..."

Template

Technical name

Project path

DFr_AD305E4E

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

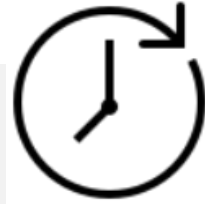
Threatening

Full text

Not totally useless. Now how to find your camp?

Delay of Action

Template	Time
Technical name	Hub_784A6641
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Exit

Template

Technical name

Project path

Player Action

Hub_2CCEF218

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_223E333B

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)

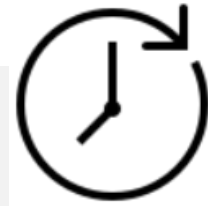


Description

Player Action

Futher Delay of Action [↗](#)

Template	Time
Technical name	Hub_5CEE2678
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Jump to: [\[ANNIHILATED HABITAT\]](#) 

Template

Technical name

Jmp_DAC1DAFB

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_D47883B7

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [\[Loot\]](#)

Template

Technical name

Jmp_5DDBC75E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Loot

Template

Technical name

Project path

Player Action

Hub_B2E3E8AF

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot: "None Taken" Barks [↗](#)

Template	Bark Options
Technical name	Dlg_D14D9CBA
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Description

A series of barks for when player EXITS UI Pop-up Screen WITHOUT looting item(s).

Bark Options

References

Attachments

Speaking entities

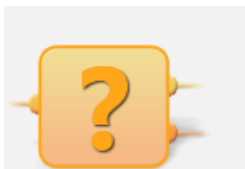


Davina [↗](#)

Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//Player exits Loot UI
Pop-Up Screen [↗](#)

Condition
{Cnd_50CCE58C}

Involved entities

Takes place at

No Action Taken

Template	Player Action
Technical name	Hub_B67417C6
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Player Action

Number of Interactions

Template	Conditions
Technical name	Hub_729C72F9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_9EB747F7
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

UI Loot Popup

Template	UI Prompt
Technical name	FFr_E9FE06CA
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

- 1) Health Serum
- 2) Barley

UI Prompt





UI Prompt

Slot	Feature Category
	-

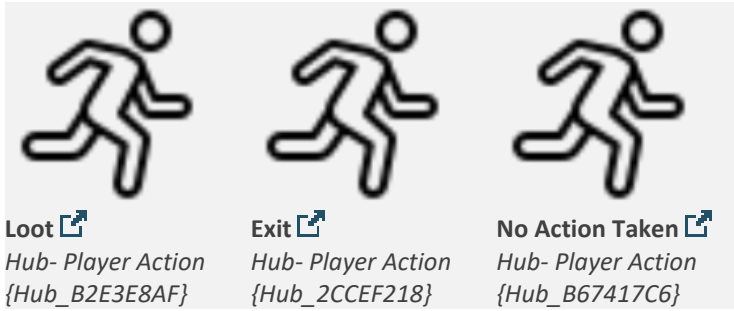
Description

References

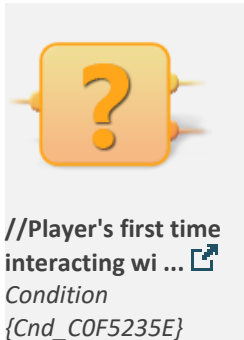
Attachments

 <p>Health Serum </p> <p>Entity {Ntt_48134F67}</p>	 <p>Barley </p> <p>Entity- Raw Ingestibles {Ntt_07B913C4}</p>
---	--

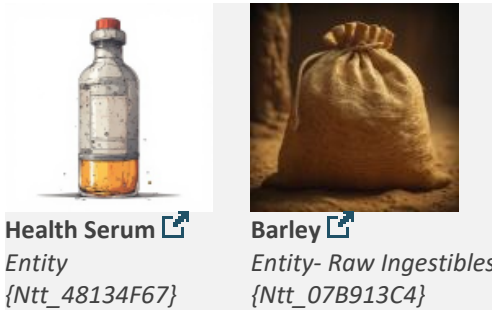
Following elements



Previous elements



Involved entities



Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_FB81DBC1
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

Items dependent on what (if any) item(s) are stored on Dean.

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description




References

Attachments

 <p>Health Serum </p> <p>Entity {Ntt_48134F67}</p>	 <p>Barley </p> <p>Entity- Raw Ingestibles {Ntt_07B913C4}</p>
---	--


Following elements



Loot  <i>Hub- Player Action</i> {Hub_B2E3E8AF}	Exit  <i>Hub- Player Action</i> {Hub_2CCEF218}	No Action Taken  <i>Hub- Player Action</i> {Hub_B67417C6}
--	--	---


Previous elements




//Player has interacted with the item ... 
Condition
{Cnd_D5AEE0BF}

Involved entities



Health Serum 
Entity
{Ntt_48134F67}



Barley 
Entity- Raw Ingestibles
{Ntt_07B913C4}

Takes place at

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Black Faction Camp" Prompt: No Player Action

Davina: "Gonna lose the trail, need to
move." 

Template

Technical name

Project path

DFr_D176D9A9

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Gonna lose the trail, need to move.

Davina: "Gotta head for the camp."

Template

Technical name

Project path

DFr_DB2B550C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Gotta head for the camp.

Davina: "Have to follow that speeder..."

Template

Technical name

Project path

DFr_78FB9060

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Have to follow that speeder...

Davina: "Need to find the faction camp.

Quic..." 

Template

Technical name

Project path

DFr_FA2ADB63

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Need to find the faction camp. Quick!

Davina: "Need to move. My only chance."

Template

Technical name

Project path

DFr_1CA56880

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Need to move. My only chance.

Davina: "Times wasting, gotta go."

Template

Technical name

Project path

DFr_A413EE5E

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Times wasting, gotta go.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks

Davina: "All this and nothing useful." [↗](#)

Template

Technical name

DFr_9C89A54B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

All this and nothing useful.

Davina: "Keep your shit..."

Template

Technical name

DFr_314F2BB6

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Keep your shit...

Davina: "Not taking any of this..."

Template

Technical name

DFr_FA03DE91

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not taking any of this...

Davina: "Not what I need."

Template

Technical name

DFr_A05CAF79

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not what I need.

Davina: "Pathetic..."

Template

Technical name

DFr_C2404A7C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Pathetic...

Davina: "Useless."

Template

Technical name DFr_46243A05

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Useless.