



Soul Fighter

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

"Activate the Speeder" Prompt: No Player

Action

Template

Technical name

Project path

Bark Options
Dlg_91D16548
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" 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 "Activate the Speeder" mission is active.


Bark Options

References

Attachments

Speaking entities



Davina 

Entity- Player Selected
{Char_Davina_01}

Following elements







Further Delay of Action 

Hub- Time

{Hub_B3C4777B}

Previous elements

	
//Player takes no action after 30 se ...	//Player takes no action within 1 mi ...
 Condition	 Condition
{Cnd_B0C25763}	{Cnd_87C4B7A1}

Involved entities

Takes place at

//No bark is played. 

Template

Technical name

Ins_1DC61347

Project path

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



Description

Expression

//No bark is played.

//Objective "Activate the Speeder" i ...

Template

Technical name

Cnd_AB415610

Project path

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



Description

Expression

//Objective "Activate the Speeder" is active.

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_579E884D

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 bod ...[↗](#)

Template

Technical name

Cnd_DB993E2B

Project path

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



Description

Expression

//Player has interacted with the body < 3 times.

//Player has interacted with the ite ...

Template

Technical name

Cnd_F2D3BCC8

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 loots ALL items

Template

Technical name

Cnd_6431F962

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_F984DDFD

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_B0C25763

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_87C4B7A1

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_EBCC276A

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_F55252F6

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_7D19F901

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.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_F96E0B00

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_62E6A1A0

Project path

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



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_9F6692BA

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_456A2846
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_3625138C
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_B2B5F5D8
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Davina: "I'll take a quick look. Need to mov..."

Template

Technical name

Project path

DFr_2DA1D4DB

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



Menu text

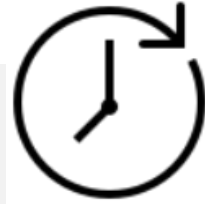
Stage directions

Full text

I'll take a quick look. Need to move.

Delay of Action

Template	Time
Technical name	Hub_8152A7D9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Exit

Template

Technical name

Project path

Player Action

Hub_F14DED40

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



Description

Player Action

Exit

Template

Player Action

Technical name

Hub_D166E986

Project path

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

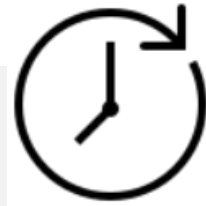


Description

Player Action

Futher Delay of Action [↗](#)

Template	Time
Technical name	Hub_B3C4777B
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Jump to: [ANNIHILATED HABITAT] 

Template

Technical name

Jmp_26EA1BE8

Project path

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



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_52E62E0B

Project path

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



Description

Jump to: [Loot]

Template

Technical name

Jmp_BDA2EA2C

Project path

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



Description

Loot

Template
Technical name
Project path

Player Action
Hub_ODD37358
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot: "First Interaction with NPC Body" [↗](#)

Template	Bark Options
Technical name	Dlg_CF9CDDAA
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC Body"



Description

A series of generic barks used when player interacts with a dead NPC body, for the first time.

Bark Options References

Attachments

Speaking entities



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

Following elements

Previous elements



//Player's first time
interacting wi ... [↗](#)
Condition
{Cnd_EBCC276A}

Involved entities

Takes place at

Loot: "None Taken" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_A45BBDD8
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_579E884D}

Involved entities

Takes place at

Loot: "Take All" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_OD68E30D
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Description

A series of barks for when Davina LOOTS the ENTIRE bank of item(s) on an NPC

Bark Options

References

Attachments

Speaking entities



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

Following elements

Previous elements



//player loots ALL items [↗](#)
Condition
{Cnd_6431F962}

Involved entities

Takes place at

Loot: "Take Some" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_EDE308B0
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Description

A series of barks for when Davina LOOTS but NPC still has banked item(s) stored.

Bark Options

References

Attachments

Speaking entities



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

Following elements

Previous elements



Exit [↗](#)
Hub- Player Action
{Hub_D166E986}

Involved entities

Takes place at

No Action Taken

Template

Player Action

Technical name

Hub_F52FD862

Project path

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



Description

Player Action

Number of Interactions

Template	Conditions
Technical name	Hub_E7A6A11E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions [↗](#)

Template	Conditions
Technical name	Hub_A70281CB
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_5662B639
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

UI Loot Popup

Template	UI Prompt
Technical name	FFr_3120E147
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
	-

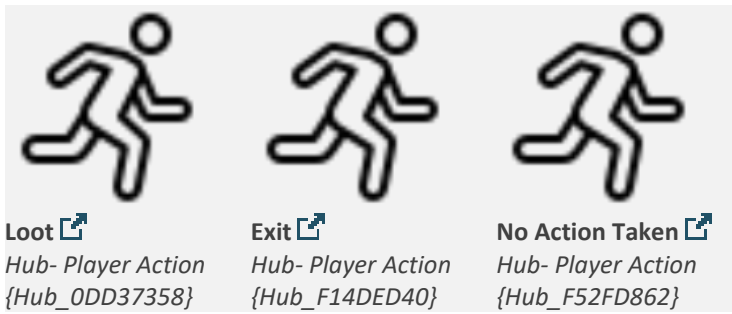
Description

References

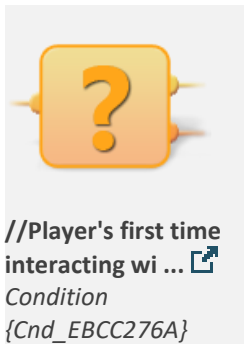
Attachments

	
Health Serum 	Barley 
Entity {Ntt_48134F67}	Entity- Raw Ingestibles {Ntt_07B913C4}

Following elements



Previous elements



Involved entities



Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_301DC383
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

	
Health Serum  Entity {Ntt_48134F67}	Barley  Entity- Raw Ingestibles {Ntt_07B913C4}


Following elements



Loot  <i>Hub- Player Action</i> {Hub_ODD37358}	Exit  <i>Hub- Player Action</i> {Hub_F14DED40}	No Action Taken  <i>Hub- Player Action</i> {Hub_F52FD862}
--	--	---


Previous elements




//Player has interacted with the item ... 
Condition
{Cnd_F2D3BCC8}

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)/"Activate the Speeder" Prompt: No Player Action

Davina: "Already have the key, should get
to..." 

Template

Technical name

Project path

DFr_70387B35

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

Already have the key, should get to the Speeder.

Davina: "Can't wait around forever, need to..."

Template

Technical name

Project path

DFr_0DB6C968

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action



Menu text

Stage directions

Full text

Can't wait around forever, need to leave.

Davina: "Gonna lose the trail if I don't act..."



Template

Technical name

Project path

DFr_679FAED2

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action



Menu text

Stage directions

Full text

Gonna lose the trail if I don't act soon.

Davina: "Gotta get to the Speeder."

Template

Technical name

Project path

DFr_88EB948C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

Gotta get to the Speeder.

Davina: "I need to Activate the Speeder."

Template

Technical name

Project path

DFr_898B94CA

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

I need to Activate the Speeder.

Davina: "I'm losing time here."

Template

Technical name

Project path

DFr_50123EEB

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

I'm losing time here.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC Body"

Davina: "Anything useful?"

Template

Technical name

Project path

DFr_D65D8277

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Anything useful?

Davina: "Better be useful..."

Template

Technical name

Project path

DFr_A5B261E6

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Better be useful...

Davina: "Hmm..."

Template

Technical name

Project path

DFr_8A5DDA34

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Hmm...

Davina: "Let's see." [↗](#)

Template

Technical name

Project path

DFr_5C25B04D

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Let's see.

Davina: "Let's take a look."

Template

Technical name

Project path

DFr_24161803

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Let's take a look.

Davina: "What do we have here?" [↗](#)

Template

Technical name

DFr_E8F69DAC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

What do we have here?

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_66884499

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_0435F858

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_1DC238B3

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_6B4FEB15

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_0E2C91EC

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_AE727DAC

Project path

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



Menu text

Stage directions

Full text

Useless.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Davina: "(I'll) Just empty you of all that." [↗](#)

Template

Technical name

DFr_9603F46E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

(I'll) Just empty you of all that.

Davina: "All mine."

Template

Technical name

DFr_FE807FB1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

All mine.

Davina: "Everything you got..."

Template

Technical name

DFr_16E09F1C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Everything you got...

Davina: "Hmm...I'll take it all."

Template

Technical name

DFr_2F1EEC14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Hmm...I'll take it all.

Davina: "I'll be taking all this."

Template

Technical name

DFr_55CA81B9

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

I'll be taking all this.

Davina: "Mine now." [↗](#)

Template

Technical name

DFr_34C7D46B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Mine now.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Davina: "Don't need it all." [↗](#)

Template

Technical name

DFr_95B411D0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Don't need it all.

Davina: "I'll take this." [↗](#)

Template

Technical name

DFr_F5B96DF3

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

I'll take this.

Davina: "Just need this."

Template

Technical name

DFr_A3B15B1A

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Just need this.

Davina: "Keep the junk, I'll take this." 

Template

Technical name

DFr_19B20C62

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the junk, I'll take this.

Davina: "Keep the rest."

Template

Technical name

DFr_470F6D96

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the rest.

Davina: "That's all I need."

Template

Technical name DFr_BD040C24

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

That's all I need.