READ ME

NOTES
This is a fantasy sports-combat game sample demonstrating combat barks, a scripted-trigger set, and a branching mid-match confrontation. There are also emotional and drama based elements between certain characters.
CHARACTER DYNAMICS
X: a guarded, competitive captain with a chip on her shoulder who is trying to talk with Kharo. They were once close.
Kharo: a prideful, stubborn captain who is avoidant of emotional issues and has a hidden weakness for X.
Tora: a manic teammate of Kharo's who has an obsession of playing with X, and knocking players out with predatory moves.
Kiro: A loyal teammate of X's who teases a lot, but always has her back.
Lulu: X's most devoted teammate who X tries to protect.
Camille & Taryn: The hosts/commentators of the match who have running gags about odd, dangerous sponsored edible products.
BARKS
Selection Weight: How often a line should be picked from its Variation Group.
Notes: Anything else relevant to implementation. Usually in relation to its position in the **Selection Weight** section and why it's written as it is.
BRANCHING DIALOGUE
This sheet is an ALTERNATE, INTERACTIVE version of the match covered in the cutscene sample, NOT a continuation of it.
The two are not meant to be read as one continous, canon sequence.
They're two different treatments of the same story moment, included to show range across formats.

BARKS

LINE ID	CHARACTER	TRIGGER CONTEXT	LINE	VO DIRECTION	VARIATION GROUP	SELECTION WEIGHT	NOTES
BARK_X_ALERT_01	X	Boss Encounter - Tora Spotted	She's fast. Faster than I thought.	Wary, assessing	X_BossAlert	Standard	
BARK_X_ALERT_02	X	Boss Encounter - Tora Spotted	Two warning flags already. Great.	Dry	X_BossAlert	Standard	
BARK_X_DMG_01	X	Taking Damage - Tora	She's insane.	Grunted, pained	X_Damage	Standard	
BARK_X_DMG_02	X	Taking Damage - Tora	Get off!	Sharp	X_Damage	Standard	
BARK_X_DMG_03	X	Taking Damage - Tora	I felt that one.	Winded	X_Damage	Standard	
BARK_X_ALLYPROTECT_01	X	Ally in Danger (Lulu)	No! Get away, Lulu!	Urgent, protective	X_AllyProtect	Standard	Fires when Lulu enters the boss's attack radius.
BARK_X_ALLYPROTECT_02	X	Ally in Danger (Lulu)	You won't touch her!	Angry	X_AllyProtect	Standard	
BARK_X_ALLYPROTECT_03	X	Ally Retreating Safely	Stay clear.	Relieved	X_AllyRetreat	Standard	
BARK_X_TACTICAL_01	X	Team Callout - Defend	Stay there! Trust me.	Commanding	X_Tactical_Defend	Standard	Directed at a teammate - establishes X as the team's tactician.
BARK_X_TACTICAL_02	X	Team Callout - Regroup	She's trying to distract you. Don't fall for it.	Fast, tactical	X_Tactical_Regroup	Standard	
BARK_X_LOWHP_01	X	Low Health	Gotta think.	Controlled panic, internal	X_LowHP	Standard	
BARK_X_LOWHP_02	X	Low Health	I can fix this.	Grim resolve	X_LowHP	Standard	
BARK_X_RULEBREAK_01	X	Forced Relocation (Timer)	Fine. Moving.	Annoyed, complying	X_RuleBreak	Standard	Fires when the game timer forces repositioning.
BARK_TORA_TAUNT_01	Tora	Idle/Circling	I thought you'd be more fun than this.	Bored, sweet	Tora_Taunt	Standard	
BARK_TORA_TAUNT_02	Tora	Idle/Circling	Aww, won't you nurse me to health?	Mock-innocent	Tora_Taunt	Standard	
BARK_TORA_TAUNT_03	Tora	On Hit Landed (self)	You feel so good. I could do this forever.	Excited	Tora_OnHit	Standard	
BARK_TORA_STAGGER_01	Tora	Staggered	Protector, is it?	Overjoyed despite the hit	Tora_Stagger	Standard	
BARK_TORA_WARN_01	Tora	Warning Flag Issued	What a pity.	Amused challenge	Tora_Warning	Standard	
BARK_TORA_CHASE_01	Tora	Pursuing Fleeing Ally	Come back. Let's have fun.	Sing-song, predatory	Tora_Chase	Standard	
BARK_KHARO_EVADE_HIGH_01	Kharo	Evasion (Defense State: High)			Kharo_Evade_High	Standard	Non-verbal. Kharo's silence during high-defense evasion is a character choice.
BARK_KHARO_EVADE_LOW_01	Kharo	Evasion (Defense State: Low)	This is really starting to piss me off.	Gritted teeth, cornered	Kharo_Evade_Low	Standard	Only fires once Kharo_Defense has dropped below 50. He starts vocalizing once he stops being able to simply leave.
BARK_KHARO_EVADE_LOW_02	Kharo	Evasion (Defense State: Low)	Enough!	Frustrated	Kharo_Evade_Low	Standard	
BARK_KHARO_CONTACT_01	Kharo	Grapple Initiated	Let go of me.	Tense	Kharo_Contact	Standard	
BARK_KIRO_SUPPORT_01	Kiro	Assisting Ally (X)	I'll back you up. Stay close.	Unhurried, competent	Kiro_Support	Standard	
BARK_KIRO_SUPPORT_02	Kiro	Ally Downed (recoverable)	Get up already.	Bored	Kiro_Downed	Standard	
BARK_KIRO_GOAL_01	Kiro	Goal Scored (team)	We did it.	Satisfied, quiet	Kiro_Goal	Standard	
BARK_BCAST_TARYN_01	Taryn	Match Intensity Spike	What a match this is!	High-energy	Bcast_Taryn_Intensity	Standard	
BARK_BCAST_TARYN_02	Taryn	Sponsor Read (nervous)	Now a word from tonight's sponsor. Try them at your own risk.	Forced cheer	Bcast_Taryn_Sponsor	Rare	Running joke. Sponsors in this world tend to have unsettling names/effects. Taryn is visibly uneasy reading them.
BARK_BCAST_CAMILLE_01	Camille	Sponsor Read (deadpan)	It'll make you forget all your problems. Try it.	Flat monotone	Bcast_Camille_Sponsor	Standard	Comedic beat. Camille loves promoting these unsettling sponsored products.
BARK_BCAST_CAMILLE_02	Camille	Score Update	No goals.	Flat monotone	Bcast_Camille_Score	Standard	
BARK_XINNER_READ_01	X	Combat Read (internal)	So, that's their plan. I know what I have to do.	Whispered, analytical	X_Internal_CombatRead	Standard	This is an internal thought, not speech.
BARK_XINNER_READ_02	X	Combat Read (internal)	That's a smart move. But not smart enough.	Whispered, analytical	X_Internal_CombatRead	Standard	This is an internal thought, not speech.

BRANCHING DIALOGUE

NODE ID	SPEAKER	LINE TYPE	VO DIRECTION	LINE/CHOICE TEXT	CONDITION	VARIABLE/FLAG SET	NEXT NODE
DOME_001	SYSTEM	Scene Entry		[Core Container seals. All other actors, the crowd, and the match timer are gone. Kharo_Defense starts at 75.]		Kharo_Defense = 75	DOME_002
DOME_002	Kharo	Line	Pacing, not looking at her.	Let me go.			DOME_003
DOME_003	X	Line		After we talk.			DOME_004
DOME_004	Kharo	Line	Sighing.	Then talk.			CHOICE_005
CHOICE_005	X	Choice	(Reassure him, confess plainly, or name what he's doing.)	**A [Reassure]:** I know we can turn this around. We always do.		Kharo_Defense +5	REACT_005A
CHOICE_005	X	Choice	(Reassure him, confess plainly, or name what he's doing.)	**B [Confess]:** I didn't do any of it to throw you off. Adding your enemies to my team wasn't about getting back at you. We just...play well together.		Kharo_Defense -5; X_Confessed = TRUE	REACT_005B
CHOICE_005	X	Choice	(Reassure him, confess plainly, or name what he's doing.)	**C [Accuse]:** You act so unaffected. But I know it bothers you. You can lie to everyone else, even yourself, but not me.		Kharo_Defense -20	REACT_005C
REACT_005A	Kharo	Line	He shakes his head, rejecting the comfort.				CHOICE_008
REACT_005B	Kharo	Line	Listening, but braced.	Why are you telling me this?	X_Confessed = TRUE		CHOICE_008
REACT_005C	Kharo	Line	He tsks, upset at being called out.	What does it matter? I already know you move however you want. I know you've never needed anybody but yourself.			CHOICE_008
CHOICE_008	X	Choice	(Reassure him again, name the pattern, or withold.)	**A [Reassure again]:** I say all this because I want things to be better between us.		Kharo_Defense +10; X_OldPattern = TRUE	REACT_008A
CHOICE_008	X	Choice	(Reassure him again, name the pattern, or withold.)	**B [Name the pattern]:** I want us to work out. But if I say that, you'll run again. Like you always do.		Kharo_Defense -10	REACT_008B
CHOICE_008	X	Choice	(Reassure him again, name the pattern, or withold.)	**C [Withhold]**		Kharo_Defense -15; X_Withheld = TRUE	REACT_008C
REACT_008A	Kharo	Line	Quick relief, then he keeps distance again. Nothing has changed.	I don't know if I can give you what you need.			CHOICE_011
REACT_008B	Kharo	Line	Softer, from being caught out.	I don't know if I can give you what you need.			CHOICE_011
REACT_008C	Kharo	Line	Unsettled by the silence, he fills it himself.	...I don't know if I can give you what you need.			CHOICE_011
CHOICE_011	X	Choice	(Talk him back up one more time, or let him go and force the issue.)	**A [Talk him up]:** You can, if you're willing to try.		Kharo_Defense +10; X_OldPattern = TRUE	GATE_DEFENSE
CHOICE_011	X	Choice	(Talk him back up one more time, or let him go and force the issue.)	**B [Release]:** Then let me go.		Kharo_Defense -25	REACT_011B
REACT_011B	Kharo	Line + Immediate Consequence	Head snaps to her, a cold stare, then he closes his eyes.	Fine. Is that all?			GATE_DEFENSE
GATE_DEFENSE	SYSTEM	Condition Check		**[System check for final Kharo_Defense value.]**	Kharo_Defense >= 50		OFFER_END_HIGH
GATE_DEFENSE	SYSTEM	Condition Check		**[System check for final Kharo_Defense value.]**	Kharo_Defense < 50		OFFER_END_LOW
OFFER_END_HIGH	SYSTEM	End State		**[Dome breaks on their collision, straight into gameplay. GAMEPLAY CONSEQUENCE: Ending here with Kharo_Defense >= 50 locks him into pure-evasion behavior for the remainder of the match. No counterattacks.]**		Kharo_Recruited_Trust = FALSE	MATCH_RESUME_HARD
OFFER_END_LOW	SYSTEM	End State		**[Dome breaks on their collision, straight into gameplay. GAMEPLAY CONSEQUENCE: Ending here with Kharo_Defense < 50 unlocks committed-attack states (see BARK_KHARO_EVADE_LOW.)]**		Kharo_Recruited_Trust = TRUE	MATCH_RESUME_OPEN

SCRIPTED TRIGGERS

TRIGGER ID	TRIGGER TYPE	CONDITION	SPEAKER	LINE	BEHAVIOR	NOTES
TRIG_TORA_PHASE2_01	Combat-State	Tora's second warning flag is issued	Tora	You probably think I'm a demon.	One-shot	Unlocks her impale-focused attack set for the remainder of the encounter.
TRIG_ALLY_RESCUE_LULU	Combat-State	Lulu enters Tora's attack radius	X	No! Get away, Lulu!	One-shot per encounter	Ally (Lulu) gets knocked out if the player doesn't intervene within the rescue window.
TRIG_BOSS_STAGGER_01	Combat-State	Tora is staggered for the first time	X	I'm having fun.	One-shot	Thematic - X mirrors Tora's own line back at her mid-fight.
TRIG_RULEBREAK_TIMER	Combat-State	Game specific timer sets off	SYSTEM	Beep!	Repeatable	Forces relocation back toward the centre. Ends the boss encounter if it beeps during the Tora fight.
TRIG_CORE_CONTAINER_SEAL	Player-Ability	Player triggers Core Container on contact with Kharo	SYSTEM		One-shot (per activation)	Hide all the teams, the crowd, and the match timer. Activates the **Branching Dialogue** scene.
TRIG_KHARO_DEFENSE_APPLY	Story-State + Variable	On Core Container break, checking Kharo_Defense value	SYSTEM		One-shot	Applies the **Branching Dialogue**'s final result to how Kharo plays for the remainder of the match, as mentioned in the End State sections.
TRIG_HOURGLASS_REVEAL	Story-State	Core Container dome breaks	SYSTEM		One-shot	Restores visibility. Showing the match timer/hourglass, now lower.
TRIG_KHARO_LOWDEF_FIRSTLINE	Story-State + Variable	Kharo_Defense < 50, first combat action	Kharo	This is really starting to piss me off.	One-shot	First time Kharo vocalizes during combat in the match. Shows the low-defense state is a genuine shift.
TRIG_LOWHP_WARNING	Player-State (Health)	Player HP drops below 25%	X	Think. Think. Think.	Repeatable, 30s cooldown	
TRIG_MATCH_HORN_FINAL	Time-Based	Match hourglass reaches zero	SYSTEM	Beep! Beep! Beep!	One-shot per match	Ends the encounter regardless of ball possession. Triggers the post-match ceremony sequence.
TRIG_POSTCONFRONTATION_DOUBT	Story-State	Immediately after **Branching Dialogue** (Core Container) scene ends	X	I really don't know why I thought it'd be different.	One-shot	