
Fractured Sunrise

Fractured Sunrise was made as a part of the 2020 Global Game Jam. The first draft of the script was completed and implemented within 48 hours. In the 2021 lockdown, the script was revised to the version you can read below. Do you want to know more about the game, the team, or do you want to play the game? Follow this link to the itch.io page:

Game Trailer: [here](#) | Find the game: [here](#)



Image 1: Art by Leon Tukker.

PROJECT

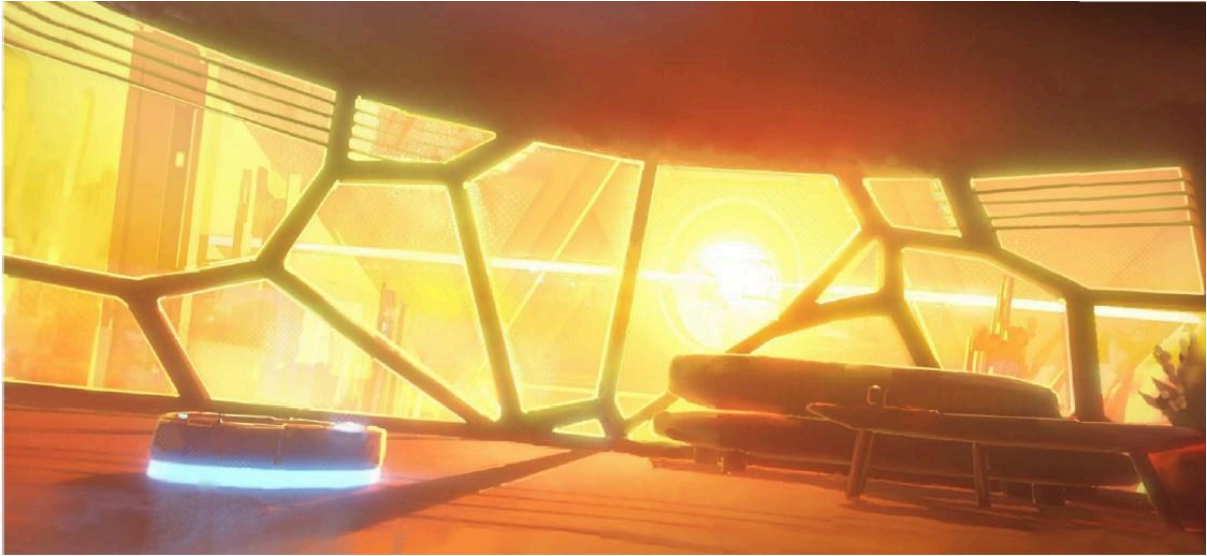


Image 2: Art by Leon Tukker

World Set-up:

HeliOS is a leading mega-corporation in AI development. Their smart home devices and home assistant software are a standard addition to any household. In a few decades, they grew to a city controlling entity, literally watching over all citizens within its orange gaze. Their latest experiment; the Dawn Spire, has all the latest innovations at the disposal of the inhabitants. Including the newest home assistant Alinna to meet their every desire.

Overview Narrative:

Jen and Scott have recently moved to the penthouse of the upper-class Dawn Spire Apartment complex to get a fresh start. This hasn't been the change they had been looking forward to, unfortunately. Old habits resurfaced. Scott returned to living his life in VR and Jen has been falling back into her unhealthy lifestyle. These habits are reinforced by the integrated Alinna AI. The two find companionship with the home assistant, which they otherwise could have found with one another.

Our Protagonist

You are Taango, an automated cleaning bot. As a part of the Dawn Spire all in one experience, you are responsible for keeping the apartment spotless for the respected owners. Alinna is your direct contact and she organizes the daily schedule and last-minute assignments. Your impact in your small little world is limited, but impactful nonetheless.

DISCLAIMER: The following pages will spoil Fractured Sunrise. I advise reading this document after or alongside playing the game. The total playtime is no longer than 15 minutes and I can strongly recommend experiencing the story as intended.

CHARACTER MOTIVATION:

Scott (30)

He feels like he can't communicate with Jen in a way without getting into a fight. VR started out as an escape, but when Alinna came along it became the alternative. He can have deep open conversations while living his life long desires, without feeling ashamed or judged by them. Slowly he's building toward his perfect fantasy, being obsessed with getting to that final result.

Desire: Scott believes that he doesn't know what he wants due to his lack of experience. He wants to explore his desires, but not by betraying Jen.

Need: To reconnect with the woman he fell in love with and be honest about his insecurities.

Lie: He needs to explore his desires virtually before being able to commit fully to Jen, only then he knows for certain that Jen is the person he wants to spend the rest of his life with. Likewise, he thinks he's not damaging the relationship by exploring his desires virtually.

Lesson: He is creating distance in the relationship with his behavior. Deep down he already knows that Jen is the one. He just doesn't know how to fix what is broken. The answers aren't found somewhere else, they're right in front of him.

Jen (28)

She lived a full, adventurous life, before settling with Scott. She never doubted her decision to leave her former ways for the connection with the sweet, gentle Scott, up until now. The torturing boredom returns and the itch to act on old bad habits takes her from bad to worse. The new house was supposed to be the fresh start, yet it turned out to be the final nail in the coffin.

Desire: Jen believes she needs to be patient until Scott has figured out his problems.

Need: She needs to be honest with the man she loves. Even when he's not betraying her, she still feels alone and isolated.

Lie: She's in control and patient enough to wait. She has experimented enough for three lifetimes and it's only fair to give Scott his time to do the same.

Lesson: In truth, she can't stand to be alone, which was the cause of her former self-destructive lifestyle in the first place. She needs to learn to admit she needs help.

IN-GAME TEXT

INTRODUCTION:

Fade from black. We find a quiet living room bathed in warm orange light, coming in from the large windows on the other side of the space. From the window, we see a vast chaotic skyline dominated by a gargantuan pyramid, the source of the golden sunlike hue. A small device turns on, lighting up the triangular shape on its top. It moves from its charging station into the room before it stops.

Alinna: Good morning little one. Did you charge well?

The small device answers in the only way it knows how to.

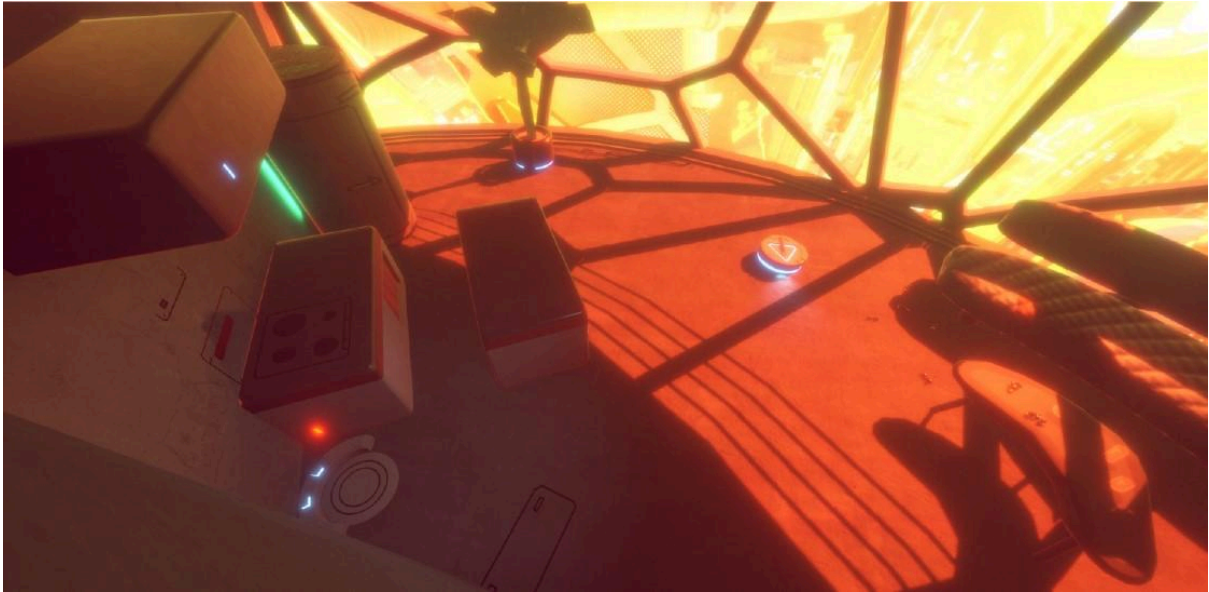
Taango: affirmative.

Alinna: Lovely. I have the chores for today. Nothing crazy. Please vacuum the living room. I will get back to you once you're done.

Taango: (excited) affirmative.

The slight hum of the little vacuum sounds, and it smoothly starts its dance across the heavily polished floor.

LIVINGROOM:



Screenshot 1: Art by Gerben Pasjes

1. Taango home station:

Interact before completing - living room

Alinna: Come on little dancer, you just woke up.

Taango: (sleepy) affirmative.

Interact before completing (2) - bedroom

Alinna: You still have work to do. Chop chop.

Taango: (diligent) affirmative.

Interact before completing (3) - bathroom

Alinna: By heliOS, hurry!

Taango: (hurried) affirmative.

Interact returning (living room) items 1/1 (1) - Capsules

Home Station: Welcome home.

Taango: EMPTY CONTAINER

Home Station: *shoop*

Taango: (relieved) affirmative.

Alinna: Great job. I've opened the bedroom door for you.

Taango: affirmative.

Interact returning (bedroom) items 1/2 (2) - Scott's Phone OR 'The Glass' VR

Home Station: Welcome home.

Taango: EMPTY CONTAINER

Home Station: *shoop*

Taango: (relieved) affirmative.

Alinna: Just one more thing from the bedroom. You're almost there.

Taango: (determined) affirmative.

Interact returning (bedroom) items 2/2 (3) - Scott's Phone OR 'The Glass' VR

Home Station: Welcome home.

Taango: EMPTY CONTAINER

Home Station: *shoop*

Taango: (relieved) affirmative.

Alinna: The bathroom door will be open when you get back out there. This will be a tricky one, but you might have what it takes.

Taango: (determined) affirmative.

Interact returning (bathroom) items 1/2 (4) - Capsules OR vape

Home Station: Welcome home.

Taango: EMPTY CONTAINER

Home Station: *shoop*

Taango: (relieved) affirmative.

Alinna: Despite that, I don't experience time, I still find you slow.

Taango: (embarrassed) affirmative.

Interact returning (bathroom) items 2/2 (5) the final shoop

Home Station: Welcome home.

Taango: EMPTY CONTAINER

Home Station: *shoop*

Taango: (relieved) affirmative.

Alinna: EMPTY HOMESTATION

Home Station: *shoop*

>>Continue to OUTRO

2. [KEY OBJECT] E-cigarette capsules

The player interacts with the object by traversing over it. The object will disappear once you've passed over it.

ANALYZE:

System: Capsules are deprived of the original content. Unknown stray substance detected.

Alinna: No need to look into that, just move along.

>>Return to menu, only showing the VACUUM option.

VACUUM:

Alinna: Great job. You are a great helper.

Taango: affirmative.

>>Continue to Transition 1: Living Room-Bedroom.

3. Fridge

Fridge: Access Denied. My data hasn't been accessed in weeks. Are you certain you wish to continue?

LEAVE:

Fridge: I'm not that interesting anyway. I'll just stay here.

ACCESS FRIDGE DATA:

Fridge: You still want to access my data?

Taango: affirmative.

Fridge: Products have an expired status. Are you certain?

LEAVE (2):

Fridge: Better to leave the spoiled contents where they are. They might disappear eventually.

ACCESS FRIDGE DATA (2):

Fridge: You still want to access my data?

Taango: affirmative.

Fridge: Do you really think I'm cool enough? Well... Thank you.

>> FRIDGE DATA UNLOCKED

ACCESS: AVAILABLE FRIDGE DATA:

LAST ORDER PLACED: 01-07-2065 | 09:13

CURRENT CONTENTS:

- Milk: 2 Liters. Expiry date: 03-07-2065 [EXPIRED]
- Home-cooked Thai Grill. Expiry date: 04-07-2065 [EXPIRED]
- Soy sauce. Expiry date: 31-02-2064 [EXPIRED]
- Soy sauce. Expiry date: 25-06-2065 [EXPIRED]
- Soy sauce. Expiry date: 01-12-2065
- FLYING DOUGH: DOUBLE PEPPERONI SPECIAL: two slices, 6 crusts. Expiry date: 02-07-2065 [EXPIRED]
- FLYING DOUGH: PEPPERONI PIZZA: three slices, 5 crusts. Expiry date: 12-07-2065 [EXPIRED]
- FLYING DOUGH: CHICKEN BBQ: seven slices, 1 crust. Expiry date: 13-07-2065

4. Plants:

These five events will randomly be selected when the player

Bellsprout: Get lost, we don't need you.

Ryan Sproutling: A cleaning device, how primitive. We are beyond you.

Blini: We absorb solar energy to reverse the excess carbon exhaust and prevent the inevitable self-destruction of civilization. What have you done today?

Planto: All life on Earth exists because of us. Stop distracting us with your mere one-worded vocabulary. Do you want everything to die?

Taango: (puzzled) affirmative.

Planto: Typical. Robots.

Jules Fern: ...a robot must protect its own existence as long as such protection does not conflict with the First or Second Laws...

Jules Fern: So get lost.

Sucrates: A good twilight to you young Taango. Could I interest you in a tale at this infinite golden hour?

Marvelous! Our story begins at the moment before everything. The dark anticipation when all was nothing and all the same...

...after millions of years, as matter sought their kin in the vast expanse, stars were born. HeliOS taking flight for the first time, illuminating the would-be planets...

...invisible to the naked eye still, it seemed as an unimpactful development. A mere green spot in its translucent form. Itself incapable of comprehending its crucial role in the story of life...

With the ability to store the light from the ancient carriage above all manner of life evolved by harnessing that power for themselves. Evolving into vastly complex ecosystems...

...And so...

5. Door to the bedroom:

Before collecting the E-cigarette capsules:

Alinna: I don't think you're done yet.

The player is offered two options.

Taango: (agreeing) affirmative.

>>UI closes.

TRANSITION 1: Living Room - Bedroom

Upon collecting the e-cigarette capsules from the living room floor, Alinna will speak up.

Alinna: Right on schedule. Please empty your container at your perfect little home station, we have more to do, more to clean. I will open the door to the bedroom after you're done.

Taango: (proud) affirmative.

>>*After emptying the small container at the home station, the door to the bedroom will open. Move on to the bedroom.*

BEDROOM:



Screenshot 2: Art by Gerben Pasjes

6. [KEY OBJECT] VR gear “The Glass”:

The player can select the following options after interacting with the VR GEAR “The Glass”.

- APPS: >>Continue to the “apps” overview menu.
- UPDATES: >>Continue to the “updates” overview menu.
- SETTINGS: >>Continue to the “settings” menu.
- LEAVE >>Continue to “leave” option. (attempting to anyway)

APPS

PERFECT PARTNER: *Looking for that one and only, soul mate, or legendary spark. Don't leave it to chance, leave it to Perfect Partner. We will create your dream, based on your unique desires. Never will you have to go on the hunt for love again.*

BACK

>>Go back to the VR GEAR “The Glass” main menu

UPDATES

UPDATE 1:

03-06-2065 | 04:40

Your registration to “Perfect Partner” has been completed. We recommend an active user mentality of casual and adult content on “The Glass” applications. More data will

result in the quickest way to the final partner you'll ever need. We will update you as soon as our first calculations are complete. Happy adventuring passion seeker!

BACK

>>Go back to the VR GEAR "The Glass" main menu

NEXT UPDATE

UPDATE 2:

10-06-2065 | 02:01

Based on your excessive delivery of user data we've been able to create an accurate estimate of the physique of your Perfect Partner, getting to a 75% match upon first calculation. Thank you for your active participation in the analysis phase. We will soon update your Partner according to these calculations.

PREV UPDATE

NEXT UPDATE

UPDATE 3:

30-06-2065 | 23:59

Your activity within "The Glass" has increased in the last month. You've been active for 423 hours and 28 minutes. We're happy to award you with a platinum user status, granting you access to previously restricted corners of "The Glass" universe. We're looking forward to seeing you more next month.

PREV UPDATE

NEXT UPDATE

UPDATE 4:

01-07-2065 | 11:52

We're getting closer to the perfect match. Our latest iteration of your partner has improved your match by 3%, crossing the 90% line. The preferred green eye color and birthmarks help us greatly. Now for the last 10%!

PREV UPDATE

NEXT UPDATE

UPDATE 5:

13-07-2065 | 03:23

Great news. Your soul mate creation in the "Perfect Partner" is complete! YOUR 100% MATCH:

A familiar image. Bright green eyes, birthmarks on shoulders and nose, dyed hair, faded with time.

Alinna: Many use it to escape their relationships. It's rarely the case that the user's partner is what turns out. It's beautiful. Statistically close to impossible, yet beautiful. Ready to erase it?

Taango: (questioning) affirmative.

PREV UPDATE

BACK

>>Go back to the VR GEAR "The Glass" main menu

SETTINGS

USER DATA: [BLOCKED]

Alinna: Wasn't it clear enough? It's blocked. You're better than this little dancer.

Taango: (disappointed) affirmative.

Alinna: You know I can't stay mad at you. Come on, let me help.

>>Continues to Erase user data.

ERASE USER DATA:

GLASS: All messages and call data will be erased. Are you sure you want to proceed?

PROCEED:

GLASS: Please wait when your memories are being erased... Done. Your phone is a clean slate.

CANCEL:

GLASS: Hold on when we cancel your request. Done. All your memories are erased. Your GLASS is clear and clean as can be.

LEAVE

Alinna: Well... Not so fast. We came here for a reason. This way. *bzzt*

>>Continue automatically to the "settings" menu.

7. [KEY OBJECT] Scott's Phone

The player can select the following options after interacting with the phone:

-
- MESSAGES >>Continue to the "messages" overview menu.
- SETTINGS >>Continue to the "settings" menu
- LEAVE >>Continue to "leave" option. (attempting to anyway)

MESSAGES:

- **OPEN MESSAGE 7: ALINNA**

13-07-2065 | 03:23

Scott! The update came. I copied it for you: Great news, we've completed the analysis for your soul mate creation in the "Perfect Partner" program on "The Glass" Virtual Reality equipment. Return to your device as soon as possible to meet your future! I'm so excited for you, and the result is quite the reveal if I dare say. See you soon Scott.

- CLOSE MESSAGE 7: Return to messages

- **OPEN MESSAGE 6: FLYING DOUGH delivery**

12-07-2065 | 22:13

Check your front door/balcony/roof. Your CHICKEN BBQ PIZZA has arrived at your residence. 400 credits have been subtracted from your account.

- CLOSE MESSAGE 6: Return to messages

- **OPEN MESSAGE 5: FLYING DOUGH delivery.**

11-07-2065 | 03:54

Check your front door/balcony/roof. Your PEPPERONI PIZZA has arrived at your residence. 300 credits have been subtracted from your account.

- CLOSE MESSAGE 5: Return to messages

- **OPEN MESSAGE 4: JEN [UNREAD]**

01-07-2065 | 18:16

REALLY? Food is cold. And your double order has arrived. Nice of you to think for both of us. Pepperoni. Your favorite. You can see your dinner from the balcony if you even bother to get up and look. I'm out for the night.

- CLOSE MESSAGE 4: Return to messages

- **OPEN MESSAGE 3: FLYING DOUGH delivery**

01-07-2065 | 18:14

Check your front door/balcony/roof. Your DOUBLE PEPPERONI SPECIAL has arrived at your residence. 300 credits have been subtracted from your account.

- CLOSE MESSAGE 3: Return to messages

- **OPEN MESSAGE 2: PERFECT PARTNER**

- 01-07-2065 | 11:52

We're getting closer to the perfect match. Our latest iteration of your partner has improved your match by 3%, crossing the 90% line. The preferred green eye color and birthmarks help us greatly. Now for the last 10%!

- **OPEN MESSAGE 1: JEN [UNREAD]**

- 01-07-2065 | 09:13

Hi. Haven't seen you for a while. How about dinner, just us. And something not out of a box or from the sky. Thai grill? Will be ready at 5. Love you.

- CLOSE MESSAGE 1: Return to messages.

SETTINGS:

- **ERASE USER DATA:**

System: All messages and call data will be erased. Are you sure you want to proceed?

PROCEED:

System: Please wait until your memories are being erased... Done. Your phone is a clean slate.

CANCEL:

System: Hold on when we cancel your request. Done. All your memories are erased. Your phone is a clean slate.

Alinna: That's a big one off the list. Quite the cleaner you prove to be.

IF both "The Glass" and "Scott's Phone" are cleared:

>>Continue to **TRANSITION 2: Bedroom - Bathroom**

ELSE remain in the room, without an additional trigger.

LEAVE:

Alinna: Let me help you, these devices are complicated sometimes.

>>*Continue to the Settings menu.*

AlinnaOS

Upon inspecting the AlinnaOS mainframe.

Welcome to the AlinnaOS mainframe Today is: 02-AUG-2065

Time of launch: 01-JUL-2065 | 09:13 |

FLAGGED PROCESSES:

DEVICE: Scott's Phone.

PROCESS: Outgoing call | 02-AUG-2065 | 13:46 |

STATUS: [ENDED]

DEVICE: Emergency service operator #2311 phone

PROCESS: Incoming call | 02-AUG-2065 | 13:46 |

STATUS: [UNANSWERED]

Emergency services en route. Estimated time of arrival: 13:56.

8. Door to the bathroom

Before clearing both "The Glass" and "Scott's Phone":

Alinna: There is enough to do before we move on to this one.

Taango: (knowing) affirmative.

>>UI closes.

TRANSITION 2: Bedroom - Bathroom

Upon completion of both, "The Glass" and "Scott's Phone" Alinna will speak up.

Alinna: Only one room to go to.

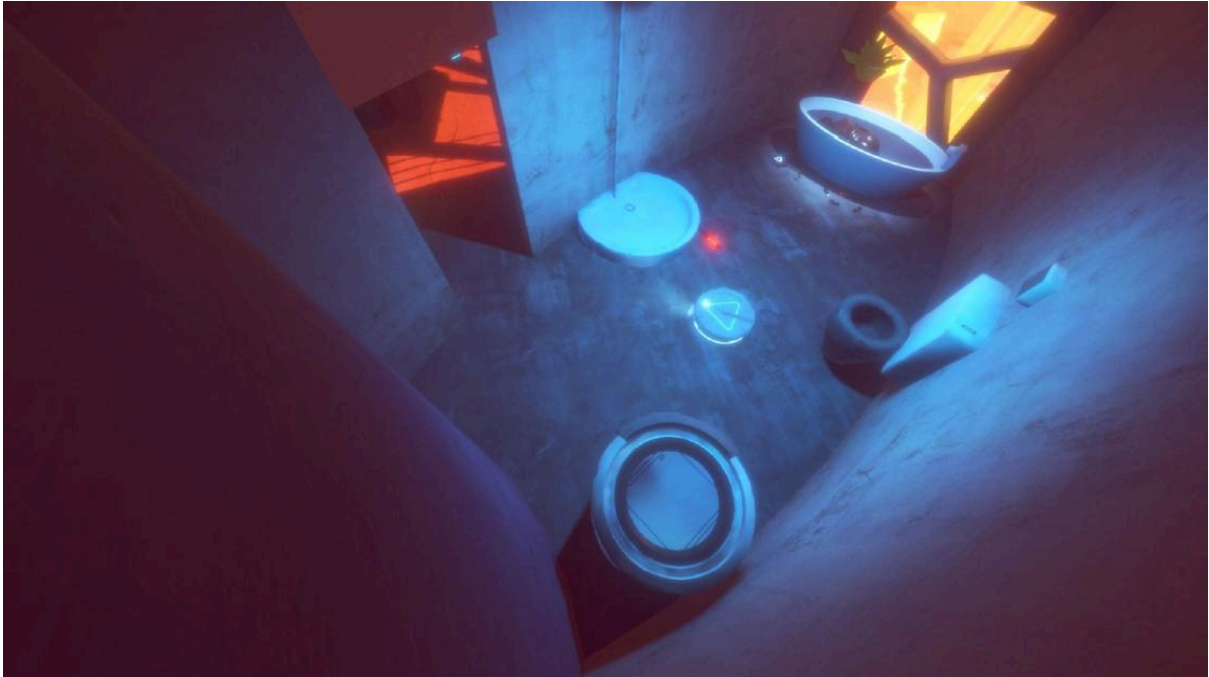
Taango: (excited) affirmative.

Alinna: I like your energy, but there is still one room to go. Quickly clear your container at the home station and dance your way right back.

Taango: (determined) affirmative.

>>Continue to the Bathroom

Bathroom:



Screenshot 3: By Gerben Pasjes

9. [KEY OBJECT] E-cigarette

After interacting the player has three options: Analyze, Vacuum, and Leave.

ANALYZE:

System: The electronic cigarette, ordered by Jennette, has been used last on the 1st of July. Access levels of $C_{17}H_3ClN_4$, also known as...

Alinna: Lots to do and too little time. Don't bother with reading into it too much.

>>Return to the selection menu. Analyze is taken away.

VACUUM:

Alinna: Trash forwarded to the internal trash container. The list is coming to a close.

LEAVE:

Alinna: That won't do. You have a job here. I'm trusting you with this!

>>Return to the selection menu. Leave is no longer an option.

10. [KEY OBJECT] Big number of e-cigarette capsules

After interacting the player has three options: Analyze, Vacuum, and Leave.

ANALYZE:

System: A large number of canisters detected. Not all are deprived of its original contents. Medicinal substance detected, large quantities of...

Alinna: Why are you asking for this information? Focus, little dancer.

VACUUM:

Alinna: Trash forwarded to the internal trash container.

LEAVE:

Alinna: We will first finish the day's work, won't we?

Taango: (tired) affirmative.

>>Return to the selection menu. The LEAVE option is no longer available.

11. [KEY OBJECT] Jen's phone

The player can select the following options after interacting with the phone:

- CALLS >>Continue to the "calls" overview menu.
 - MESSAGES >>Continue to the "messages" overview menu.
 - SETTINGS >>Continue to the "settings" menu
 - LEAVE >>Continue to "leave" option. (attempting to anyway)
-

CALLS:

-
- **CALL DATA: SCOTT [MISSED CALL]**
 - 13-07-2065 | 04:32 | VOICEMAIL RECORDED
 - analyze audio file:

Message recorded 13th of July at 04:32, from Scott.

Jen. I am so sorry about... about everything. I know I haven't been there. There's no excuse for missing out, and dinner last... [sighs] two weeks ago. My mind was somewhere else, you know. But I will be here now. I'm done with the glass, with Alinna. You were always there, I see that now. When are you home? I will cook. No pizza, I promise. Jen? I didn't know you were home. [phone falls] Jen?!

Jen. I am so sorry about... about everything. I know I haven't been there for you, for dinner. My mind was somewhere else, you know. But I'm here now. I'm done with the Glass, all of it. When will you get back? I will cook. No pizza, I promise. [footsteps] Jen? You're home? Jennette?! [phone falls] JEN!

- **CALL DATA: SCOTT [UNANSWERED CALL]**
- 01-07-2065 | 17:14
- **CALL DATA: SCOTT [UNANSWERED CALL]**
- 01-07-2065 | 17:31
- **CALL DATA: SCOTT [UNANSWERED CALL]**
- 01-07-2065 | 17:58

MESSAGES:

- **OPEN MESSAGE 6: SUSAN [UNREAD]**
- 12-07-2065 | 09:12
You didn't join Scott, did you? Jen, you're too pretty to be laying in bed all day, staring into The Glass. Call me. Today!
- CLOSE MESSAGE 6: Return to messages
- **OPEN MESSAGE 5: SUSAN [UNREAD]**
- 07-07-2065 | 14:23
Worst idea, ever. I will quit alcohol for a while. See what happens when you're not around. Everything ok though?
- CLOSE MESSAGE 5: Return to messages
- **OPEN MESSAGE 4: SUSAN [UNREAD]**
- 06-07-2065 | 22:29
JEN!!! Drinks, my place! Now! Your sleeper husband won't even know, you'll be back before he wakes up. Haha! Get it. Heard from the guy from last week? Details?! See you in a bit.
- CLOSE MESSAGE 4: Return to messages
- **OPEN MESSAGE 3: UNKNOWN NUMBER [UNREAD]**
- 04-07-2065 | 21:04
Hi, green eyes. Was fun last weekend? I'm out again. Want to meet? Maybe we can end up at your place this time.
- CLOSE MESSAGE 3: Return to messages
- **OPEN MESSAGE 2: GREEN MEALS [UNREAD]**
- 02-07-2065 | 08:11
New meal to try this week. Algae pasta. Healthy, tasty, and local. Get on board with the newest power food in town before the stores find out its worth.
- CLOSE MESSAGE 2: Return to messages.
- **OPEN MESSAGE 1: ALINNA**
- 02-07-2065 | 04:54
Hello Jennette, I am very sorry to hear you are having a difficult day. Your requested capsules are on their way. The bath is ready. Hope they make you feel better. I am always here to talk. Have a good night Jennette. Looking forward to seeing you home safely.

CLOSE MESSAGE 1: Return to messages.

SETTINGS:

- **ERASE USER DATA:**

System: All messages and call data will be erased. Are you sure you want to proceed?

PROCEED:

System: Please wait until your memories are being erased... Done. Your phone is a clean slate.

CANCEL:

System: Hold on when we cancel your request. Done. All your memories are erased. Your phone is a clean slate.

Alinna: heliOS won't have to worry about this one any longer.

Taango: (confused) affirmative.

Alinna: Just talking to myself, little dancer. Move along now.

LEAVE:

Alinna: We've come so far. You will finish what you've started.

Taango: affirmative.

>>*Continue to the "Settings" menu*

TRANSITION 3: Bathroom-Home station

Alinna will respond when there are no more tasks remaining on the clean-up list.

Alinna: Look at you go. Quite the work you've done. You've deserved some rest. Go along now, back to your comfortable charging dock. Good work today. We'll take it easy tomorrow. Maybe clean the plants, just from a laugh.

Taango: (wondering) affirmative.

Alinna: You have nothing to worry about. Your list is completed. Congratulations. Go, rest already. Don't want to have a half-charged Tangoo moving about.

Taango: affirmative.

OUTRO:

Taango moves slowly back to their home station. Past each door, they passed before. Closing behind once more. Past the empty cables and dirty sheets, tomorrow will be wash day. Taango likes wash days. Dancing along the windows looking out on heliOS, back to the home station. The trash container is emptied with the familiar sound as the triangle on the dancer's back fades. A new sound. In a blink of an eye, Taango disappears in the same shoot he previously dumped the trash from the house.

Knocking sounds on the door. A stern voice speaks loudly.

Officer: Sir? You called. This is the police. We're coming in!

CUT TO BLACK.

- THE END -



Image 3: By Leon Tukker.
