

IMDM CAPSTONE POINT OF PERSPECTIVE

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1. INT. SPACE SHUTTLE - SPACE

The back room of the space shuttle is cluttered with papers and research equipment. MURDOCK, a biological scientist wearing a full body spacesuit, with the helmet off, sits at a desk in the back of the Space Shuttle, reading a magazine. A buzz sounds from the front of the ship. Murdock sets the magazine down and stands up slowly. He walks over to another nearby desk and picks up his helmet. He puts it on. The built-in HUD displays a message:

HUD (TEXT)  
Welcome Murdock. Follow the  
instructions on the desk to learn  
the controls.

Murdock looks up the desk and picks up the piece of paper on the top of the stack of papers. He reads it:

PAPER INSTRUCTIONS (TEXT)  
When you hover your hand within 1  
foot of an interactable object, it  
will become highlighted. Touch the  
object to pick it up.

Murdock walks over to the control panel next to the door of the room. A post it note is stuck over the panel:

POST-IT NOTE (TEXT)  
Press the trigger on your  
controller to drop an object being  
held in that hand.

Murdock drops the piece of paper he is holding and then takes the post-it note off of the control panel, dropping it as well.

The control panel is plait onto four segments, red, green, blue, and yellow. Above them is a series of dots arranged in the order: red, gree, red, blue. Murdock presses the panel's segments in that order and the door opens. He walks through the door into the small hallway.

As Murdock reaches the end of the hallway, it opens into a small area split down the middle by a small plant terrarium. A piece of paper is taped to the terrarium:

PAPER (TEXT)  
Use your joystick to move side to  
side.

Murdock walks up to the sign and reads it. He then slides to his left and walks past the terrarium towards the cockpit.

Sitting in the pilot's seat is TX-77, a robot navigator and Murdock's travel companion.

TX-77  
We are on approach to Bogold  
Station. Are you sure it's a good  
idea to return?

MURDOCK  
I need to gather my research. I  
can't let years of hard work go to  
waste.

TX-77 presses a button to open the comm line.

TX-77  
Shuttle Fracture to Station Bogold.  
Requesting permission to land.

Silence.

TX-77  
Shuttle Fracture to Station Bogold.  
Requesting permission to land.

Silence again.

TX-77  
I don't like this Murdock.

Murdock hesitates before speaking.

MURDOCK  
It's okay. Maybe everyone just left  
like we did.  
(beat)  
Just land.

TX-77 maneuvers the shuttle into the large, open hangar of the space station. TX-77 stands up and walks to the exit ramp. She presses the button control and the ramp opens. Murdock suddenly stumbles as he goes dizzy for a second. TX-77 looks around in confusion. Murdock shakes his head and then walks down the ramp, followed by TX-77.

## 2. INT. BOGOLD HANGAR - SPACE

Shuttle Fracture sits in the large, open hangar, which is shrouded in darkness. Large cargo crates and other equipment clutter the space. MURDOCK walks out of the shuttle, followed by TX-77. Murdock pulls out a flashlight and turns it on before turning to face TX-77.

MURDOCK  
Sta close. And keep your scanners  
on.

TX-77  
Affirmative.

The two of them slowly walk towards the door at the end of the hangar, navigating through the various objects in their path. Murdock walks over to the control panel and opens the door. He gestures to TX-77 to walk through first. She steps through the door.

### 3. INT. BOGOLD HALLWAY - SPACE

TX-77 steps through the hangar door into the dark hallway. To her right, boxes and puddles block the path. She turns to her right, scanning the hallway for any anomalies. MURDOCK cautiously steps out in the hallway behind her.

MURDOCK  
How's it looking?

TX-77  
No signs of any life.

Murdock shines his flashlight around the hallway. A mouse suddenly darts across the floor as he shines his light at it. TX-77 and Murdock advance further down the hallway. After a bit, they reach a split to the right. Murdock follows TX-77 as they turn down the hallway. At the end of this hallway, the path splits to the left and right. TX-77 glances to the right and freezes.

TX-77  
Murdock!

Murdock shines his flashlight down the hallway to the right and sees a large hideous MONSTER standing in the corner. It turns towards the light and shrieks. It starts running down the hallway towards them. TX-77 and Murdock turn the left hallway and begin running from the monster.

Halfway down the hallway, they reach a locked door.

MURDOCK  
Here! Quick! We can get to the lab  
through here.

TX-77 looks at the control panel and begins entering the access codes.

MURDOCK  
Hurry up! In 5 seconds we'll be  
dead!

The door flies open. Murdock and TX-77 rush inside and close the door shut behind them as the monster slams into it from the other side.

4. INT. BOGOLD STORAGE ROOM - SPACE

MURDOCK and TX-77 stand just inside the closed door to the storage room, listening to the MONSTER pound on the door from the other side. Murdock sweeps his flashlight around the cluttered storage room. As the light passes by a stack of boxes near the back of the room, a head quickly ducks behind them.

MURDOCK  
Who's there?

A tall green alien, THORBO slowly peers around the side of the boxes. Upon seeing her, TX-77's head suddenly vibrates.

THORBO  
(confused)  
Murdock?

MURDOCK  
Thorbo?

THORBO runs over to Murdock.

THORBO  
Oh my god Murdock. I thought you  
died. Where have you been?

MURDOCK  
I... I... Uh. I was off station.  
Wha- Where's everyone else?

THORBO  
We're the only ones left. That...  
thing. IT got everyone else.  
(beat)  
Do you have a ship. IF we can sneak  
past that thing, we can get out of  
here.

MURDOCK  
Yeah. I just need to grab my  
research first. Is the lab still in  
one piece?

THORBO

Mostly.

She gestures to the door at the other side of the room.

TX-77

We should hurry. That door won't  
hold for long.

They all turn to the door on the other side of the room and  
open it to enter into the lab.

5. INT. BOGOLD LAB - SPACE

THORBO leads MURDOCK and TX-77 into the lab. It is cluttered  
with broken equipment and papers. In the far corner of the  
room, a large chamber sits open with broken chains laying  
within it. As Murdock begins walking around the lab, looking  
for any research he can salvage. Thorbo walks over to the  
broken chamber. She sees a folder sitting on a counter next  
to it and picks it up. It has a picture of an unruly man with  
wild eyes and messy hair. His file identifies him as a  
prisoner named as AXEL STARR. He is wearing a straight  
jacket, exactly the same as the monster. The MONSTER shrieks  
from outside in the hallway.

THORBO

M-Murdock? Wh-what did you do?

Murdock looks over at Thorbo and stops.

MURDOCK

I-I didn't think this would happen.

THORBO

You weren't off ship when this  
happened. You... This was you!

MURDOCK

I-I'm sorry.

The monster suddenly shrieks as it busts through the door to  
the storage room. Everyone ducks down behind the counters in  
the lab as the monster rushes in. Slowly, everyone crawls  
around the counters back towards the exit. Right before  
reaching the door, Murdock bumps a glass vile sitting on the  
floor, causing it to rattle. Everyone stands up and runs out  
the door as the monster shrieks.

## 6. INT. BOGOLD STORAGE ROOM - SPACE

As MURDOCK, TX-77, and THORBO run through the storage room towards the exit back into the hallway, the MONSTER emerges from the lab behind them. As Murdock and TX-77 exit the room, Murdock turns back.

MURDOCK

The boxes! Block the door!

TX-77 points at the boxes next to the door as she runs through. Thorbo reaches out and grabs the shelves, pulling them down behind her as she passes through the door, trapping the monster in the storage room.

## 7. INT. BOGOLD HALLWAY - SPACE

As THORBO passes through the now blocked door into the hallway, she shakes as she tries to regain her balance. MURDOCK and TX-77 breathe a sigh of relief.

MURDOCK

That won't hold it long. Let's go.

He turns to head down the hallway, when the shelves blocking the door are suddenly flung away.

THORBO

We're not gonna make it!

TX-77

There's a security room just ahead.  
We can hide in there.

Murdock leads the group past the turn in the hallway to the open door just past it. They rush in and shut the door behind them.

## 8. INT. BOGOLD SECURITY ROOM - SPACE

MURDOCK, TX-77, and THORBO all stand within the empty security room. The monitors shine an eery light into the room.

THORBO

That isn't gonna hold it.

Murdock points to a vent on the far wall.

MURDOCK

What about that. Where does that go.

TX-77

It should be connected to all the  
rooms on this side of the hallway.  
We can reach the nearby storage  
room and escape from there.

As Thorbo rushes to the vent, Murdock turns to look at the security cameras. He watches as the monster runs through the halls, slamming off of them. It disappears for a moment before suddenly jumping in front of the camera outside the security room. Murdock yelps. The monster pounds on the door.

THORBO

The vent's locked. I can't get it.

She looks around.

THORBO

Grab that toolbox!

TX-77 picks up the toolbox and brings it over to the vent as Murdock also walks over to it. TX-77 opens the toolbox and sets it down in front of Murdock. As he begins pulling out the screwdrivers to unscrew the vents, the monster pounds on the door again.

TX-77

By my calculations that door will  
only hold for another 10 seconds.

Murdock finishes unscrewing the vents and Thorbo lifts it out of the way before quickly entering. TX-77 crawls through the vent as the monster bursts through the door. Murdock quickly crawls into the vent. The monster shrieks behind them.

#### 9. INT. BOGOLD VENTS - SPACE

MURDOCK follows behind THORBO and TX-77 as they crawl on their hands and knees in the vent. After crawling a short ways, they reach another vent cover. Thorbo rams into it, popping it open.

They all pour out into the ...

#### 10. INT. BOGOLD JANITOR'S CLOSET - SPACE

THORBO crawls out of the vent in the corner of the room and stands up as TX-77 and MURDOCK crawl out behind him. Thorbo turns around and looks at the group.



THORBO

Okay, we're almost back to your ship, right? We just need to go through that door and then... We're almost there, right?

TX-77

The hangar should be just around the corner. Who wants to go first?

Murdock slowly looks from TX-77 to Thorbo and then to his reflection in the mirror leaning against the wall next to them.

MURDOCK/TX-77/THORBO

(player's choice)

Well I have a flashlight, so I guess I can go / Alright fine, I'll go first / I don't care. I can lead if it means we get out of here faster

Murdock takes the flashlight off of his belt. TX-77 goes to the other side of the room and opens the door.

TX-77

The hangar is this way.

They all walk out the door.

# 11. INT. BOGOLD HALLWAY - SPACE

MURDOCK, TX-77, and THORBO all slowly walk down the hallway, lighting the way with the flashlight. As they reach the end of the hallway, they turn around the corner to see the hallway filled with boxes and puddles. The group slowly maneuvers their way through the obstacles, trying to reach the door to the hangar. As they clear past the debris right next to the door, the MONSTER rounds the corner in front of them and shrieks. They all rush into the hangar. The MONSTER shrieks as it quickly chases them in. Everyone takes off towards the ship. As they run, they dodge various objects blocking their path. Eventually, they clear the last obstacle and make a final dash towards the ship. The people in the front scramble up the ramp. As the final member of the group reaches the ramp, the monster dives past them, attempting to knock them down. The final member scrambles up the ramp as it closes. Just as the monster makes one final dive towards the ship, it fully closes.

THE END.