

# System Shock

Representing: Singapore

*Assignment Description:* Dialogue is the method in which your racers voices are heard. Over the past couple weeks, you've built your teams rosters and given them all a great deal of depth. Using those documents and your creativity you'll be giving them their unique voices. Your assignment is to create 3 pieces of dialogue per character to give the reader an understanding of how they talk, how their demeanor reflects their actions, and to think "oh, that does sound like something they'd say". We're aiming for realistic conversations that really reflect what you see in the characters you've written.

These pieces of dialogue can vary from a range of different styles. Some common ones to look for are quips/barks, which are small pieces of dialogue that play when something happens to this racer. Unique dialogue interactions within a story between racers both on and off the track. Simple dialogue between teammates. Conversations that occur in hypothetical scenarios that you've made up in the past or present, and so much more. The scenarios you come up with should fall in line with what we know about these racers so far as well as potentially expand on it so the reader can understand the character better.

Along with reaching out to me for help, I recommend looking at my examples. My examples will provide valuable insight on what is expected in this assignment and comments will be left next to the dialogue to help you understand my process when approaching this assignment. My goal is to help you all understand the process when going into an assignment like this and expanding on your now already existing characters.

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**Coach: Fong Zheng**

## Dialogue

"If I'm not quitting, none of you are quitting. I won't allow it! How else are we going to show the world the greatness of our technology?"

"Great job, people! Get rid of the competition. Make sure they never want to race again!"

"Do I look like I care about what other people say? Those complaining about our cars are just jealous. Don't even waste a second with them."

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## Racer #314: Aaron Yun

### Dialogue

"If we're going to get some results, everyone here needs to have some ounce of passion for racing. I can't be the only guy that likes racing. Right?"

"Eric, you can't just be doing this for the money. Sure, racing can be profitable, but profit shouldn't be your main reason."

"I appreciate that you're at least trying, Dale. But if there's a problem, you should tell us."

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## Racer #892: Eric Chandra

### Dialogue

"This just seems like a waste of time. It's like I'm pretending to be one of my son's race car toys."

"You have racing experience. Great. But I honestly could care less about racing. It just so happens that it can make me the most money."

"Fong is right. If we make those kids cry and leave, we can dominate the racing scene and make tons more money."

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## Racer #884: Dale Loo

### Dialogue

"I'm trying, okay?! We... we just need to slow down, that's all."

"I can't take this anymore! I need a break! I... I'll see you all tomorrow! Ugh!!"

"I appreciate your concern. But if I have any problems, I can handle them myself."

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