

FPS TITLE: BREAK THE CODE

BARK SHEET

GENERAL COMBAT BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_001	Kira	"Taking fire! Need cover!"	Player under heavy fire
BARK_002	Val	"Sniper spotted—get low!"	Enemy sniper detected
BARK_003	Enemy	"They're in the open! Light 'em up!"	Player spotted
BARK_004	Enemy	"Flush 'em out!"	Player hiding
BARK_005	Cypher	"Hurry up! I can't hold this hack forever!"	Timed hacking objective
BARK_006	Kira	"Reloading—cover me!"	Player reloads
BARK_007	Val	"Keep moving! We're sitting ducks here!"	Player stays in one spot too long
BARK_008	Enemy	"They're trying to flank! Watch the sides!"	AI detects player flanking

STEALTH & DETECTION BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_009	Kira	"Nice and quiet... don't mess this up."	Entering stealth mode
BARK_010	Enemy	"Something's off... check the area."	AI hears noise
BARK_011	Val	"They haven't seen us yet—stick to cover."	Player avoids detection
BARK_012	Enemy	"They're here! Take them out!"	Player is detected
BARK_013	Cypher	"We lost the element of surprise. Get ready!"	Alarm triggered

PLAYER KILL BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_026	Kira	"One less problem."	Player kills an enemy
BARK_027	Val	"That's a clean shot!"	Player gets a headshot
BARK_028	Enemy	"They're picking us off! Fall back!"	Multiple enemies down
BARK_029	Cypher	"Damn, remind me not to piss you off!"	Player kills multiple enemies quickly
BARK_030	Enemy	"You think that's gonna stop us?!"	Enemy taunt after ally dies

SPECIAL SCENARIO BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_031	Kira	"Cypher, you better not screw us over!"	Before Cypher's betrayal
BARK_032	Cypher	"Sorry, Kira—nothing personal!"	Cypher betrays the team
BARK_033	Val	"Damn it, Cypher set a bomb! We need to move!"	Bomb timer starts
BARK_034	Enemy	"Enjoy the last few seconds of your life!"	Boss taunt in final fight
BARK_035	Kira	"Not today!"	Player defuses the bomb in time

MISSION-BASED BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_014	Kira	"We need to get inside that stadium—move!"	Start of mission
BARK_015	Val	"I'll cover you—get Cypher to the terminal!"	Escort objective
BARK_016	Cypher	"Almost there... keep those bastards off me!"	Hacking progress at 50%
BARK_017	Enemy	"They're trying to breach security—stop them!"	Player hacking objective
BARK_018	Kira	"There's too many of them! Find another way!"	Player overwhelmed
BARK_019	Val	"We're running out of time—move it!"	Time-sensitive objective
BARK_020	Enemy	"They're heading for the field! Cut them off!"	AI detects player near final area

DEATH & DAMAGE BARKS

Line ID	Speaker	Dialogue	Trigger Condition
BARK_021	Kira	"Shit—I'm hit!"	Player takes heavy damage
BARK_022	Val	"Kira, stay with me!"	Player low health
BARK_023	Enemy	"One down! Keep pushing!"	AI kills a player ally
BARK_024	Enemy	"They got me—argh!"	Enemy dies
BARK_025	Cypher	"I'm not dying in this hellhole!"	Player near death