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Narrative Design & Writing Samples

Branching Narrative Design *(password: varia)*
Project: Lifeline (3 Minute Games, 2015)
Tone: Emotional sci-fi survival adventure
Description: *Lifeline* was a mobile narrative game intended to be playable entirely through in-notification buttons, either on the iOS lock screen or on an Apple Watch. This meant that each message had to be very short and each choice a simple binary. I was the narrative designer and wrote the first day of content, which is contained in this first sample. I came up with the idea of the player helping a stranded astronaut who communicates in real time, spacing out new messages over the course of several real-world days. The project was very successful (4M+ downloads) and led to a long series.

Cutscene Script
Project: Puzzle Legends (Microfun, 2021)
Tone: Upbeat adventure fantasy
Description: A script for the scene in which the hero first meets a major villain and personal narrative foil. Created for Puzzle Legends, a mobile fantasy RPG intended to be narratively accessible to both Western and Chinese mass-market audiences. The specific tonal goal was to match the vibe of adventure fantasy series like *Avatar: the Last Airbender* and *She-Ra and the Princesses of Power.*

Character Art Briefs
Project: Puzzle Legends (Microfun, 2021)
Tone: Upbeat adventure fantasy
Description: Backstory overviews and art briefs for two recruitable party members for Puzzle Legends.

World Bible
Project: Event Horizon: Phaelos (Event Horizon larp, 2017)
Tone: Epic space opera
Description: The full detailed world background for the Event Horizon live-action roleplaying universe. Intended to be deep enough to support years of roleplaying while drawing on recognizable space opera tropes. The project raised $50,000 on Kickstarter and events were run successfully from 2017 to 2019.

Bark Sheet
Project: Puzzle Legends (Microfun, 2021)
Tone: Upbeat adventure fantasy
Description: A sheet of combat barks for the hero, several recruitable party members, and a major villain. Created for Puzzle Legends.

Player-facing Larp Design Document
Project: Changeling: The Burning Revel (Dziobak Larp Studios / White Wolf, 2019)
Tone: Queer dreampop party
Description: A design document introducing participants to the concept, mechanics, world, and storyline of a weekend-long live action roleplaying (larping) event. Created as a modern update to White Wolf's classic Changeling: The Dreaming RPG, matching the established tone and setting and of the IP and building on the themes in new ways. The event was run successfully in 2019.

Internal Larp Design Proposal
Project: When The War Came (The Wayfinder Experience, 2015)
Tone: High fantasy saga
Description: A design document for internal usage to lay out the setting, structure, factions, and storyline of a multi-day high fantasy live action roleplaying event for teenagers at an adventure summer camp. The goal was to create a structure in which PVP elements would lead into a PVE final conflict. The event was run successfully in 2015.

Twine Dialogue Poem
Project: What Have You Seen, My Darling Young One? (Personal, 2021)
Tone: Lyrical, melancholic modern fantasy
Description: A short playable conversation-poem about a golem, a Rabbi, and learning to name feelings. Created in a single sitting because I was having some strong emotions myself and they came out in the form of an interactive dialogue.

Quest Design & Ambient Text
Project: Spec design based on *Horizon Zero Dawn* (Personal, 2019)
Tone: Intense post-apocalyptic adventure
Description: A branching quest and cutscene script with multiple possible outcomes in the style of *Horizon Zero Dawn*, including two pieces of ambient text for the player to find nearby to add texture. A personal project to practice matching tone, structure, and style for an established AAA title.