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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.