

Writing sample

Simple Dialogue Scene

Context :

The characters are resting at a campfire. This would be the introduction, *in media res*.

This means, we don't have any context, and the characters are introduced to the player via a scene that would happen in the middle of the plot (think Chrono Cross or Final fantasy X).

This game happens in a world of sentient bugs, who formed a shared civilization, using magic crystals, in a kinda science fantasy way.

Positive/Negative charge :

The team is morally broken → There is still hope !

Trying to keep their spirits → Panic and ready to give up → Accept their role as heroes.

Characters in the exchange :

-Nelli Senti (she/her). Designed as **N**. A knight-like ladybug with a crystal shield. She's the *de facto* leader of the group, inspiring them with her speeches, and protecting them from harm.

-Kaspar Virid (he/him). Designed as **K**. A roguish grasshopper. He was lured into the team with promises of great treasures and challenges, but came to appreciate his companions.

-Mothred Thera (they/them). Designed as **M**. A noble moth, with a wind crystal pendant. While not as powerful as the others, they act as the team's brain, keeping it all rational and down to earth. Due to a sheltered yet scholarly life, they are deeply knowledgeable about the world. But that upbringing also made them completely unprepared to deal with other people.

-Anis Opter (she/her). Designed as **A**. A magic firefly, who got her wings replaced with crystals. This has left her somewhat unstable, and hungry for power. Yet, she cares deeply about the team, and wants to keep them safe from every threat, including herself.

Dialogue :

K : ...

A : ...

M : ...

N : So, that's it ?

One setback and we're giving up ?

K : Look. Heroism is cool, but you need to know when to fold.

M : What even was that thing ?

A : ...

K : Whatever it is, I didn't see it coming.

NOTHING should be too fast for me, dammit.

A : ...

A : The spells I used... It was enough to level the whole tree...

M : What.

Was.

That.

THING ?

N : Calm down Mot, it's okay. Breath in.

M : WE DID NOT JUST SURVIVED AGAINST THAT FREAKING THING

K : Did they just... swear ?

A : Who are you and what did you do with Mot ?

ANSWER BEFORE I BLAST YOU !

M : This... this was a trick of the light.

Or some magical illusion.

Or something.

We did not face something that I can't explain.

N : (*hugging Mothred*)

Stay with us Mot.

Everything will be fine.

K : Hey, if it's an unknown thing, you could be the first one to document it !

M : If we stay alive long enough...

N : Okay, okay, maybe the situation is a bit dire.

But look at us.

We're here, we're alive.

And we've already done so much.

K : Look, Mot is right, there won't be anything left of us, if we keep fighting above our league.

Saving people is nice and all, but we are clearly outclassed.

I know some place to lay low.

Friendly people, good nectar.

You may even do some heroism in the nearby swamp if you want.

M : Do they have a stacked library ?

A : How flammable is that swamp ?

N : Not you too...

A : What ? I'm all out of energy.

N : My friends.

I know how you feel.

But we are the only ones who can do it.

We vanquished many foes before, and we'll do many more.

For I will stand before you, as long as my shield yields !

M : If you put it like this...

A : Maybe I could eat those foes...

K : Alright, alright.

But we still need to regain our strength, and gather what we can.

And if things get dire, I'm out of it.

N : We shall rest for a while, and prepare for our upcoming challenge.

Kaspar, you will show us your haven.

Do not worry my friends, we will succeed.

M : Well, if that's settled, I vote that we go to sleep.

All : Agreed.

Screen Fades to black

K : ...

K : ANIS YOU DID WHAT ?

Transition to the actual start of the game