

Narrative Projects

Game	Genre (gameplay)	Genre (narrative)	Notable Elements	Made with
Behind A Wall	Full motion video game	Drama, experimental	Branching narrative	RenPy
The Baron's Betrayal	Text adventure game	Fairy tale	Multiple endings	Twine
The Check-Out Line	Interactive fiction	Horror, experimental	Ludum Dare	Twine

Quest Design

Borderlands 3 Spec Quest

Story Summary: Riot of Passage

The Vault Hunter comes across a group of psychos crowded around a building. These psychos start off peaceful, but if the Vault Hunter initiates combat the psychos respawn endlessly until the Vault Hunter enters the building. Inside, Chief Hamm explains that the psychos are protesting and refusing to fight. He wants the obstacle removed, and offers to pay the Vault Hunter to resolve the conflict.

Action	Trigger	Character	Dialogue	Artist Notes	Designer Notes
General V.O.	Vault Hunter approaches the building	Psychos	Liberate the meat!	N/A	Psychos do not aggro unless fired upon first.
			Electrocute your ham sandwiches for better flavor!		
			I want to crawl inside you and make prison bars from your ribcage!		
			Our fathers did not die for such watered-down epistemology!		
Barks	Vault Hunter shoots the psychos (before or after starting the quest)	Psychos	Do you kiss your mother with that fist?!	N/A	Some psychos attempt to break into the building and are shot down by gunfire from inside.
			Squash your face like a moist donut!		
			Murder! Murder!		
Quest Start	Vault Hunter talks to Chief Hamm	Chief Hamm	Can't talk right now! Little busy defending the peace! These psychos are a real knot in my jockstrap. I oughtta just blow them all away. Tell you what: you figure out a way to get rid of those assholes, I'll pay you. You can kill a few, just don't go crazy. They're useless when they're dead.	Chief Hamm is differentiated from other enforcers by a narrow blue armband on his right biceps and a white skull painted on his armor.	N/A

Quest Update	Vault Hunter talks to Fist Psycho	Fist Psycho	Tenderize it! Fist the sandwich! It is full of stolen meats! You have the right to remain brutalized!	Fist Psycho has a black fist painted on his back.	Fist Psycho is located off to one side of the riot, shadow boxing wildly.
Quest Update	Vault Hunter talks to Chest Psycho	Chest Psycho	I stand in solidarity with all fridge dwellers! We will rise from our cages to haunt your faceholes!	Chest Psycho is a psycho hidden inside a white loot chest. No psycho model is visible.	Chest Psycho's loot chest shakes intermittently to indicate that something alive is inside. His dialogue is muffled.
Quest Update	Vault Hunter talks to Skag Farmer	Skag Farmer	The psychos? Yeah, they've been doin' that ever since that enforcer Hamm started shooting three of 'em a day. Been what, a few months now? They really make an awful racket. I guess it makes sense, bein' sore about losing some buddies. But if Hamm weren't here, who would keep all those psychos in check? Wouldn't sit right with me, is all I'm sayin'. Not in my backyard.	Skag Farmer is a generic Pandoran.	Skag Farmer is located a few dozen meters from the building, but still within sight of it.
Quest End 1	Vault Hunter kills 5 psychos and talks to Chief Hamm again	Chief Hamm	Great work. I know that was a tough call to make. When you're out in the field you're always in fear for your life. Sometimes you have to make split-second decisions. You did what you had to do. We've got your back.	N/A	Chief Hamm appears outside the building once the task is complete.

Quest End 2	Vault Hunter kills Chief Hamm	Fist Psycho	Brutal! Steal back the meats! Yeeeeeeesss!!	N/A	Fist Psycho runs into the building and opens a previously locked door, which reveals a shooting gallery-like room where psycho corpses were used for target practice.
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Branching Dialogue

Background: Kira is our new-in-town protagonist, unwinding at a slow dive bar. Ralph is the bartender that Kira has seen behind the counter the past couple of nights. She strikes up a conversation with him.

[BEGIN DIALOGUE]

KIRA

Where are you from?

RALPH

22nd street, most recently.

KIRA

No, I mean, where did you grow up? Here in the city?

RALPH

Nah. I'm from everywhere, really. Little bit from Munich, little bit from Vancouver, little bit from Ohio.

[CHOICE 1]

[D1: Where's home?](#)

[D2: Fine, don't tell me.](#)

[D1]

KIRA

Yeah, but where's home?

RALPH

Wherever I am at the moment. Or wherever I'm headed.

KIRA

Not one to be tied down, huh?

RALPH

Call it "chronic standoffishness."

[RETURN1](#)

[D2]

KIRA

If you don't want to talk, you can just say that. I'm not looking to give you a hard time.

RALPH

You get what you asked for. Life stories are complicated. The here and now is simple.

KIRA

What does that even mean?

RALPH

It means that when I get the feeling I don't belong in a place anymore, I listen.

[RETURN1](#)

[RETURN1]

KIRA

Huh. I don't know if I could live like that. I wanted here to be home, but it didn't turn out like I wanted.

RALPH

And now?

KIRA

Now I'm trapped. I'd rather be back in the place I left, as much as it hurts to say it...

RALPH

What's that feel like?

KIRA

What?

RALPH

Being homesick. Something I'm not in the habit of feeling.

[CHOICE 2]

[D3: Lonely.](#)

[D4: Never mind...](#)

[D3]

KIRA

I don't know. It's...it's lonely. I feel like a doll abandoned in a park.

RALPH

Were you abandoned?

KIRA

No... Yes. I don't know.

RALPH

It's okay. Sounds like a good thing to feel.

[RETURN2](#)

[D4]

KIRA

You know what, forget I asked.

RALPH

Something I said?

KIRA

No. Sorry, I just have a lot on my mind.

RALPH

Didn't mean to pry. You know, I think I envy you.

[RETURN2](#)

[RETURN2]

KIRA

What do you mean? I thought you were Mr. Wanderlust.

RALPH

Sure. I wanted to be everywhere. Now, I don't know. I wonder what it'd be like if I did things differently, had people to miss. Like you.

KIRA

You don't want to be like me. There's nothing to want.

Ralph

You'd be surprised, kid.

KIRA

... Thanks for the talk.

END DIALOGUE

Script Format/Long-Form Dialogue

ADMINISTRATOR

It's always a pleasure to host our friends at CarpoTech, much less our Visionary--

bows

--Madame Victoria. But I have to say this was an unexpected visit.

THE SUIT

We find that there's never a bad time to check the status of our assets, Administrator.

VICTORIA

No need to make it sound so cold. I love visiting my alma mater. ...But it is true that we can always use more warm bodies. How is the most recent crop faring?

ADMINISTRATOR

Of course, a proper tour would be possible during operating hours, but I can assure you that your generous donations have been put to spectacular use in preparing fresh and eager minds for your workforce.

VICTORIA

Please, "workforce" comes across as so...corporate. At the heart of things, we're a family.

ADMINISTRATOR

Of course, Madame Visionary.

END DIALOGUE


Barks (Contextual)

Trigger	Character	Dialogue
Guard hears noise	Guard	Were those footsteps?
		Who's there?
		I hear you!
Guard investigates/is suspicious	Guard	Am I seeing things?
		walkie talkie squelch Investigating possible breach in the north wall. Stand by.
		Come on out! You can't hide.
Guard returns to patrol	Guard	Huh. Must have been the wind...
		False alarm...
		There was someone there, I know it...
Guard is stealth killed	Guard	Please... *gurgles*
		Perimeter brea-! *bone snap*
		How...?

Barks (General)

Trigger	Character	Dialogue
Combat begins	Soldier	Here they come.
		Ambush!
		Eyes up! Eyes up!
In danger of failing mission	Soldier	We're being overrun!
		They're killing us!
		So this is how it ends...
Mission success	Soldier	Woohoo! Get some!
		Mission accomplished. Let's move it.
		Pant, pant That was rough...

Character Bios

Anala Piers	
	
Gender	Female (corpse)
Age	2 hours
Hair	White
Family	Unknown
Occupation	WorkLife labor drone
Ethnicity	Indian-American
Status	Alive (technically)
Appears in: Prometheus Unbound	
<p>Anala awakened in the body of a monster, hands bloodied, with men trying to kill her. Her existence is a mystery: her body is a corpse sold to CarpoTech's WorkLife drone program, her mind is an AI neural implant designed to make the corpse into a tireless worker. Sifting through the half-decayed memories of her human brain, Anala feels an irresistible urge to seek out her creator—and exact her revenge.</p>	

Victoria Franks



Gender	Female
Age	33
Hair	Brown
Family	Unknown
Occupation	High Visionary of New Olympia City; CEO, CarpoTech
Ethnicity	Caucasian
Status	Unclear

Appears in:
Prometheus Unbound

Victoria is an oligarch and pseudo-religious figure in New Olympia City, but she would call herself simply an innovator. She has been branded by CarpoTech as a great leader, bestowing her with the title of Visionary and broadcasting the good news of radical technological progress across the city. Victoria is unconcerned with titles and influence, and instead continues to toil away in her lab, searching for the next great advancement of humankind.