

## Game One: [Gloomhaven Digital](#) (2021)

**Client:** [Asmodee](#) (via Flaming Fowl Studios)

**Game Type:** Turn-based, card-driven RPG

**Game Tone:** Dark High Medieval Fantasy, with Comedy Elements

**Platforms:** PC, PS4/5, Xbox Series X, Nintendo Switch

*Gloomhaven Digital* is a DICE-nominated adaptation of the hit TTRPG dungeon-crawler board-game *Gloomhaven*. Players create a Mercenary Guild, and then build and control a group of mercenary warriors to explore and make choices on the state of the continent of Gloomhaven with.

My work focused on the new *Guildmaster* mode, which added the new city of Demonsgate and its surrounding settlements to the continent of Gloomhaven. I was in charge of all new locations, stories, and characters, and ensuring that none interfered with established lore, while still following the direction Asmodee desired.

The below is one quest of around 50 I wrote for the 'Journey' storyline of *Guildmaster*, which gave players a narrative reason to explore the area around Demonsgate. In this late part of the storyline, players are traveling to Staybright Fort to fight The Council of Shadow, an evil organisation who have been attacking settlements all over.

### Staybright Fort Journey

#### Map Details:

- Enemies: Harrowers, City Guard, Savvas, Ancient Artillery
- Biome: City
- Threat Level: 350
- Dark Element Strong
- Light Element Null
- Split Entrance

**Scenario Name:** Harrow, is it me you're looking for?

**Scenario Summary:** Eliminate the Council of Shadow

**Map Menu Description:** You've hunted the Council down... time to end this.

#### Objective(s):

- Kill all enemies

#### Dialogue:

- Map Screen Pre Scenario: None
- Map-Side Scenario Intro:
  - Staybright Fort was once home to a group of Orchid Spellweavers who had gathered together to watch over the Saltmarsh Flats for a threat since lost to time, turning the fort into a beacon of magical light and safety. Surveying Staybright Fort today, its history seems to be long forgotten. A Dark pall hangs low over the crumbling castle, making a mockery of its name. The walkways swarm with Militia soldiers and Harrowers, while Ancient Artillery shines between them.

Storming the front gate would be suicide, so you look for another way in. You see that some bricks have fallen away from the left wall, and so you split your party in two. Half of you advance toward the front gate to draw forces, while the other manages to break through the wall, and into the fort beyond...

- Scenario Intro
  - Trainer - Both groups should clear a way to the keep; you're going to need all your strength to defeat the Council.
  - Merchant - You'd think such a strong Council would have stronger walls on their hideout...
  - Trainer - They did drain the Light out of this place, though. Be careful: Light is Null here, and Dark is Strong.
  
- Room 2
  - Trainer - Ah, Night Demons. That would explain the powerful Dark presence.
  - Merchant - As long as they aren't Stone Golems, I'm quite happy.
  - Trainer - Night Demons and Stone Golems? I don't think the Council is strong enough to command both!
  
- Room 4
  - Trainer - I think we may have spoken too soon.
  - Merchant - Just kill it. I don't want to look at it.
  - Trainer - Once it's dead, prepare yourselves. The doors to the keep are on the other side of this room!
  
- Room 5
  - Merchant - I expected the Council of Shadow to be a little more... impressive?
  - Harrower - You have stood in the way of our gifts long enough, vermin. Your interference ends here.
  - Trainer - You must make sure it is their interference that ends here, not ours!
  
- In Scenario Victory
  - Narrator - Now the Council are dead, you notice the scattered documents around their keep.
  - Trainer - It seems from these documents that the Council believed controlling the population would have caused less wars.
  - Merchant - You mean these stinking clouds actually thought they were helping?
  
- Town Post Rewards Screen
  - Merchant - Staybright Fort is very big and old, so I thought I'd nip in to see what treasures its basement hides.
  - Merchant - Turns out, the damn thing is full of unstable explosives. Just... why?!
  - Merchant - I managed to get some out safely. I don't know what you'll do with it, but I'd encourage you to buy it before it explodes.

## Game Two: [Codename Spectre] (2024)

**Client:** [Kwalee](#)

**Game Type:** “Interactive Novel”

**Game Tone:** “Noir Lite”, with strong comical undertones.

**Platforms:** Unreleased; intended for iOS/Android

Project Spectre was a work-in-progress interactive detective narrative, following disillusioned Jennifer Sharpe. I was Narrative Lead for this project. The game spanned almost 300 pages of specially-formatted screenplay at the end of my time with it, with a couple hours of functional gameplay. This extract of Chapter One shows some of the tone, without revealing too much.

INT. JEN'S "BEDROOM" - NIGHT

The bedroom is just like the rest of the apartment, because it is the rest of the apartment. It's a bedsit, remember?

FX - A KNOCK at the door.

JEN  
What the hell?

FX - Knocking again. Louder. More rapid.

Jen looks at the door, and considers her options.

CHOICE 6

CHOICE 6A: Investigate.

CHOICE 6B: Ignore.

CHOICE 6A:

JEN  
(calling out)  
Alright, alright! I'm coming!

CUT TO: CHOICE 6  
REGARDLESS

CHOICE 6B:

JEN  
(thinking)  
Squatters. Must've been a 'mi  
crackhouse es su crackhouse deal.'

JEN  
(thinking)  
If I ignore them, they'll stop.

FX - The knocking continues.

CHOICE 6BI/6A

CHOICE 6A (ends CHOICE 6B; go to 6A): Investigate.

CHOICE 6Bi: Continue ignoring.

CHOICE 6BI:

JEN  
(thinking)  
Take the hint, asshat!

FX - The knocking continues.

CHOICE 6BII/6A

CHOICE 6A (ends CHOICE 6Bi; go to 6A): Investigate.

CHOICE 6Bii: Continue ignoring (-1 CHLOE RELATIONSHIP  
SCORE).

CHOICE 6BII:

JEN  
(thinking)  
Ugh. Shut up.

CHLOE (O.S)  
(behind door, hurt)  
Hello...? Are you ignoring me?

Note  
*CHARACTER SCORE TEXT: You've upset the woman.*

JEN  
(thinking)  
Wait... Do I know that voice?

JEN  
(thinking)  
I've got to see.

CUT TO: CHOICE 6A

CHOICE 6 REGARDLESS

INT. JEN'S "LIVING ROOM" - NIGHT

FX - The knocking continues.

CHLOE (O.S)  
(behind door, faint)  
Hello? Is someone there?

Jen looks through the PEEPHOLE.

CUT TO:

INT. THROUGH JEN'S PEEPHOLE - NIGHT

FISHBOWL VIEW of CHLOE BYRNE in the APARTMENT COMPLEX  
CORRIDOR. She looks frantic and panicky, but still somehow  
comes across as polite.

CHLOE  
(desperate)  
Could you let me in? Please?!

CUT TO:

INT. JEN'S "LIVING ROOM" - NIGHT

Jen considers ramming her head through her kitchen window,  
but realises she does recognise the voice.

JEN  
(thinking)  
Is that...? No, it can't be.

Jen opens the door, revealing Chloe behind it.

FX - The door clicks open.

CHLOE  
(relieved)  
Oh my, thank you! Thank you!

Beat. Chloe remembers why she's here.

CHLOE  
(terrified)  
Please help me!

JEN  
(preoccupied)  
Chloe fucking Byrne.

CHLOE  
(newly confused)  
Ple- Sorry, do I know...?

CHLOE  
(interrupting herself)  
Jennifer? Jennifer... Sharpe?

CHOICE 7

Choice 7a: "Why are you here?"

Choice 7b: "You look like shit." (-1 Chloe)

CHOICE 7A:

JEN  
What the living fuck are you doing  
here, Chloe?

CUT TO: CHOICE 7  
REGARDLESS

CHOICE 7B:

JEN  
Jeez. You look like absolute shit.

Beat. Chloe is now less terrified than she is hurt and  
confused.

CUT TO: CHOICE 7  
REGARDLESS

CHOICE 7 REGARDLESS

CHLOE  
Please, Jen.

CHLOE  
I think someone is trying to kill  
me!

END

## Game Three: [Dream Build Solitaire](#) (2024)

**Client:** [Kwalee](#)

**Game Type:** Casual Tri-Peaks Solitaire and House Renovator combo

**Game Tone:** Lighthearted and fun, with some serious moments.

**Platforms:** iOS/Android

*Dream Build Solitaire* is a combination of tripeaks solitaire and house renovation minigames, tied together by an overarching story which I designed and wrote. This was created after the team had largely designed and developed the game, with input from them.

The following is the text for episode one, which is all I have permission to share outside of the app itself.

### EPIISODE ONE:

ZOE is standing on the messy front yard of a crumbling house.

Zoe	Happy	Well... It's been a long time since I've seen this old street.
Zoe	Idle	At least I can catch up with grandma while I move my suitcases back in.
Zoe	Happy	Hey, grandma! I'm back!
Zoe	Questioning	...
Zoe	Idle	Seems like she's not home.
Zoe	Embarrassed	Oh, and look at the state of the garden! I can tell she's tried with it, but...
Zoe	Happy	Actually... this is perfect! I can surprise grandma by <span style="color:#5FB456">making this place over</span> .
Zoe	Determined	Alright. Time to have a think about how to tackle this garden over a game of Solitaire.
After players clean up the garden...		
Zoe	Happy	Much better! Looks like I've still got grandma's lightning-fast gardening skills, too.
Zoe	Idle	It feels good to be working on this house again. I've not helped out since I was a kid.
Zoe	Determined	I'll <span style="color:#5FB456">water the plants</span> next.
After players water the plants...		
Zoe	Sad	...This house has definitely taken a beating while I've been gone.
Zoe	Questioning	Has grandma been trying to keep it together all by herself?
Zoe	Determined	Not anymore. I'll give her a <span style="color:#5FB456">new path</span> .
After players fix the path...		
Zoe	Happy	Done! I think that's the best choice I could have made.
Zoe	Questioning	Now, speaking of good choices...
Zoe	Determined	I probably have time to <span style="color:#5FB456">put in a water feature</span> like grandma always wanted.
After players install a water feature...		

Zoe	Happy	I just know she was dreaming of one just like that.
Zoe	Questioning	...What else did she want, while I'm here?
Zoe	Happy	Ah yes! <color=#5FB456>A new veranda</color>!
After players fix the veranda...		
Zoe	Happy	There we go. The veranda is looking better than ever!
Zoe	Idle	But, it's missing something...
Zoe	Happy	Maybe I should <color=#5FB456>decorate the veranda</color> too. Make it cosy.
After players decorate the veranda...		
Zoe	Happy	Aw, look at it! The colours are adorable!
Zoe	Idle	It feels like grandpa is going to walk out onto the veranda, and give me some decorating advi—
Grandma	Determined	BOO!
Zoe	Surprised	Grandma?!
Zoe	Questioning	Grandma, how long have you been there?
Grandma	Happy	The whole time! I was waiting for the perfect time to catch you, dearie.
Grandma	Questioning	But then, you started working so fast, and I...
Zoe	Happy	Still a prankster I see, grandma.
Zoe	Idle	Well, I tidied up a little. I hope you don't mind.
Grandma	Idle	This is more than just a <i>little</i>, dearie. Thank you.
Zoe	Happy	Of course; I always want to help!
Grandma	Happy	I'm sure you've got a lot to tell me. Let's <color=#5FB456>catch up inside</color>, I'm getting <wobble=0.8 f=4>chilly</wobble>.
After players move inside the house...		
Zoe	Questioning	Uh, grandma... Are you sure it's any warmer in here?
Grandma	Happy	Of course, dearie! The heating's on.
Zoe	Questioning	Right. And the broken floor and the holes in the walls are... decoration?
Grandma	Idle	I took a rustic approach while you were gone.
Zoe	Questioning	Do you still live here, grandma?
Grandma	Questioning	Where else would I live? This is our house!
Zoe	Determined	...I should at least <color=#5FB456>dust the living room</color> and bring back some life in here.
After players dust...		
Zoe	Questioning	Grandma, come look at this! Isn't it grandpa's handwriting?
Grandma	Nervous	Oh no. You shouldn't read that, dear.
Zoe	Questioning	It's his will. He's left me his... renovation supplies? Why?
Grandma	Sad	He... he wanted you to take over his decoration business.
Zoe	Annoyed	Why is this the first time I'm hearing about this?

Grandma	Sad	We were going to tell you together once you graduated, but...
Grandma	Sad	Don't think you need to take it over either, dearie. He'd understand if you don't.
Zoe	Annoyed	I... think I need some time alone. I'll use his... <i>my</i> supplies to <span style="color:#5FB456">repair this room</span> .
Players now start repairing the room.		
After walls repaired...		
Zoe	Determined	There. That's a much better colour than 'giant hole'.
After players repair the floor...		
Zoe	Idle	Now I can walk without thinking about where I'm putting my feet.
After players choose furniture...		
Zoe	Questioning	Hm... there were a lot of options. I wonder whether grandma will like what I chose.
After players decorate the room...		
Zoe	Happy	Grandma put up her favorite flowers like this when we were little. I hope she likes it.
After players finish repairing the room...		
Grandma	Happy	This looks wonderful, dearie! You really could take on grandpa's renovation business.
Zoe	Idle	I could. But... I think you were right. I'm not ready for a business right now.
Zoe	Idle	I think I need some time here to find my feet again.
Grandma	Questioning	Even after the wonderful job you did?
Zoe	Idle	Living in the big city made me realise that I'm not cut out for that kind of life.
Zoe	Sad	No hustle and bustle, no sleazy businessmen... and no city boys.
Grandma	Happy	Well, you'll always have a home here.
Zoe	Happy	Thanks, grandma. I promise I'll keep myself useful.
Grandma	Happy	If you want to keep busy, you could <span style="color:#5FB456">clean up my bedroom</span> ? It's become quite... rustic.
After players enter the bedroom...		
Zoe	Questioning	Wow, grandma. You weren't lying. This is... rustic <b>&lt;b&gt;&lt;/b&gt;</b> .
Zoe	Embarrassed	Eugh, the mess on the floor is all <i>slimy!</i>
After players clean the floor...		
Zoe	Happy	Perfect! Now the floor doesn't feel like a giant banana peel.
Zoe	Idle	Grandma's going to need some help looking after the house, I think.
Zoe	Questioning	Maybe I'll help her download a dating app, so she has someone when I move out again.
Zoe	Idle	But first, let's <i>get some new flooring</i> that isn't rotten.
Zoe	Determined	And the <i>wallpaper</i> is literally falling off the wall; let's sort that out too.