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Narrative Design & Game Writing Portfolio

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FULL QUEST DESIGN - Only HumanTitle: Proof of Allegiance

Region: Lifeline's headquarters, *the Heart*, sits outside the limits of Echelon City. It is a retooled, derelict warehouse deep within the Rust Zone. Originally built on a once major supply route, it was left abandoned after a contamination incident years prior. The Lifeline now controls this area, using its semi-functional supply routes to smuggle artificial organs to those who need them most, and facilitate their war against GenNex.

Summary: John has made his way to the Lifeline, who he believes will be able to help his friend, Mars, with finding and securing the artificial lung transplant she critically needs but cannot afford.

Lifeline's leader, Sofia, sees John's unique abilities as the previous head of security for GenNex as an opportunity. He can help end GenNex once and for all - but for both of them to get what they want, Sofia needs to be certain that, despite his disgraced dismissal, John no longer has any loyalty to the corporation.

To prove himself, John must join a small team in their mission to steal an artificial heart from a GenNex medical facility and return it to them, unharmed. While the heart is meant to go to Charles Hawkesmore, a GenNex elite, Sofia plans to use it for a better purpose: saving the life of Strano Ren, the head of the Lifeline's intel team. Strano is in critical condition after an incursion by GenNex operatives, and without the heart, he'll die, hampering the Lifeline's ability to steal and smuggle artificial organs, while the GenNex elite, Charles, has access to its own supply chain of organs.

John will meet with Rook, a cybernetically enhanced Lifeline agent, and Flint, a hardened weapons expert. The three of them will infiltrate the heavily guarded GenNex facility by stealth or force.

When Rook, Flint and John reach the organ storage room, they find a doctor prepping the artificial heart for transplant. The three of them confront the doctor, who demands they step down - the heart is for Charles's daughter (not Charles - bad intel on behalf of the Lifeline), a 13 year old girl, and she's due for immediate

transplant. If she does not get it, she will die. No time for another to be transported and prepped. Rook will tell John to kill the doctor and take the heart. The player, as John, must choose whether to 1) kill the doctor and take the heart, 2) knock the doctor out and take the heart, risking the doctor informing on the operation, or 3) refuse to take the heart and forcibly stop Rook and Flint from taking it.

If the player turns on the team, they will open fire, killing the doctor and attempting to kill John. The player can escape immediately, leaving Rook and Flint to be killed, or kill Rook, injure Flint and escape. With alarms blaring, the player must escape the facility and return to Sofia empty-handed. The player can choose to lie to Sofia or be truthful.

If the player chooses to tell Sofia the truth, Sofia apologises for the bad intel, stating that with Strano out of action their intel is not as robust, also stating that casualties are sometimes inevitable. She's not happy at John's choices but accepts them. Sofia reveals that Strano is the one person who can locate the lungs John's friend, Mars, needs, and John's choice might have condemned both of them. She suggests there may be one final way (next mission). They'd better see what Strano can do now, and if he can help locate the organ needed, before he dies.

If the player takes the heart, the doctor will hit a panic alarm before being killed or knocked out. John and Flint must escort Rook out of the facility as she carries the heart's transport container, security on their tails. They return successfully to Sofia. The player may tell Sofia about the intel mistake. Sofia will be upset that her team missed this detail, but states that there is the greater good at stake. Sofia invites the player to meet with Strano after the successful transplant. Being the Lifeline's intel team lead he can access the information required to find the artificial lungs - he'll also want to thank John for saving his life.

Quest Giver: Sofia Guerrero, leader of the Lifeline

Quest Giver Location: Sofia can be found pacing her office, a converted shipping container, within the Lifeline HQ's warehouse.

The office is a mess, strewn with everything from ammo boxes to beat up medical equipment. The light is dim and the air thick with dust.

Quest Goal Location: The Salus Block, Lifeline's hospital, a set of converted shipping containers, brought up to the highest possible medical spec available within the limits of the Lifeline's resources. Think military triage facility of an advanced first world army. It works, but it isn't pretty.

Major NPCs:

Sofia Guerrero

Occupation: Leader of The Lifeline.

Appearance: Female. Short, stocky build, cropped hair, black, olive skin, brown eyes, tactical / military clothing, fingerless gloves.

Key Traits: Fierce, war-torn, ruthless and pragmatic, with a deep-seated disdain for the corporate elites of Echelon City. A straight shooter, Sofia's father died after he could not get a transplant he needed. She knows first hand what failure means.

Role: Quest giver; tasks John with the mission.

Rook

Occupation: Lifeline operative specialising in stealing and transporting artificial organs.

Appearance: Female. Black. Rugged, with cybernetic enhancements including muscle and bone graft, presented as chrome hands and arms. Eye implants shown as glowing green optics within her eye sockets.

Key Traits: Cynical but efficient. Doesn't fully trust John but understands he could be a valuable member of the Lifeline. Has seen a lot of action, a lot of people die trying to save others. Ensures John knows that if he stalls, he won't get a second chance.

Role: Leads the organ transport team.

Flint

Occupation: Lifeline operative sent on missions to back up teams in the stealing and transportation of artificial organs.

Appearance: Male. White. A hard man, his face and arms carry scars from incursions and other battles. Wears military style gear, combats and webbing in urban camouflage colours. Muscular but lean. Short crop of greying hair indicates his age, but solid jaw and

build hold it back from showing too much.

Key Traits: A killer, but not without his own sense of empathy.

Believes in the cause and will do anything for Sofia and what she is trying to achieve. Quiet but direct. Gives orders and takes them without hesitation. Understands and respects John's background, but is hesitant about where his loyalties lie.

Role: Weapons and muscle for the transport team.

Player Actions:

- Obtain Quest from Sofia
- Meet up with Rook and Flint
- Infiltrate GenNex Hospital
- Make decision on heart
 - Steal heart; kill / knockout doctor

OR

- Do not to steal heart; knockout doctor & Flint, kill rook
- Escape Hospital
- Report to Sofia
- Engage with Strano

Information Learned:

The player learns that the transplant recipient is not Charles Hawkesmore, a GenNex elite, but his daughter, a 13 year old girl who needed the transplant after a near fatal car crash. They learn that the intel provided was bad, possibly due to Strano being out of action, or because Strano covered up who the real recipient was in order to ensure the mission went ahead and save his own life.

The player also learns that the Lifeline recipient, Strano, is the person they need to track down the artificial lungs for their friend, Mars, and by delivering the heart, or not, they've saved Strano or doomed this person to death, and possibly Mars too.

Encounters:

GenNex facility infiltration: The player will face off GenNex during the heist of the stolen organ. Stealth or combat available.

The Doctor: The player will have an encounter with the doctor as the true recipient of the artificial heart is revealed. At this point, they will either need to kill or knock out the doctor and escape with team and heart in tow. Or escape on their own, team and heart left behind.

Escape: Whether with Rook and Flint, or on their own, the player will need to escape the GenNex medical facility and make their way back to the Lifeline HQ in the Rust Zone.

Loot Given:

Escaping with the heart: This will unlock future missions and access to the group's resources via Strano to retrieve the artificial organ for Mars.

Escaping without the heart: This will unlock future missions but along a different timeline, as Strano will die, and intelligence retrieval will take a different route.

Combat Upgrades: After the fight with GenNex security, and once the mission is complete, John will access weapons and technology via the Lifeline.

Asset Requests:

Art:

- Generic Lifeline models for Salus Block hospital facility, staff, hospital beds, dying patients.
- Specific props for Strano's room, operating table, and automated robotic equipment.
- Generic GenNex medical facility security staff, combat fatigues, MP5 guns, night vision goggles.
- Specific props and models for GenNex artificial organ storage area, specific NPC doctor, secure heart storage container.

Sound:

- Generic background sound and buzz of Lifeline HQ outside of Sofia's office.
- Specific background sound for Salus Block hospital facility, dying patient, operating equipment, heart rate monitors.
- Generic GenNex medical facility incursion sounds, security guards mic chatter, footsteps, muted conversations.
- Specific sounds for GenNex organ storage area, alarm sound when triggered through action, doctor's death cries.

Area Design:

- Specific designs for Sofia's office / war room where she will provide John with his mission.
- Specific designs for Salus Block hospital suite, including operating and medical equipment.
- Specific designs for GenNex medical facility corridors and rooms of medical equipment or patients for stealth and cover.
- Specific designs for the main artificial organ storage area within the medical Facility, with fridges, streamlined computer terminals and chrome furniture.

Post Document Considerations:

The quest highlights John's moral dilemma in having to choose between helping his friend, or the death of an innocent. It heightens the stakes in proving himself to the Lifeline, but at the cost of his moral compass, or makes his mission harder, while he retains some of his morality. The player must make moral choices that put the value of one life over the value of another. The player must engage in acts of violence that may drag John down, but focus his resolve on his overarching goal of saving his friend Mars.