

LAURA WALSH - GAME WRITING SAMPLE (DIALOGUE)

Following are the interactive responses of an NPC from the text MUD/MMO Achaea. I wrote the material and implemented it using Iron Realms Entertainment's in-house scripting language.

Faedor, the hermit, is a slightly unhinged old man who lives on a spit of shoreline he possessively refers to as his island (though it is neither his nor an island). His role is to provide humor, activity, and rewards in an area that is otherwise remote and unpopulated, but is the hiding place for a valuable item used in a main storyline. He offers simple gathering side quests.

Event	Parameter	Response
entry		This island is private. Shoo!
entry		<i>He looks suspiciously at the player.</i> How'd ya get here, <player_name>?
entry		<i>He backs away, waving his hands in the air.</i> AAAAHHHHH a pirate! Halp! Halp!
greeted		'Tis a good day for collecting, says !! What might wash ashore, oh indeedy what? Have ya found anything?
greeted		<i>He looks off into the distance toward the ocean.</i> Ah, for the good ol' days of adventure on the high seas.
greeted		You hunting fish out here? Not sure what they go for on the mainland but I've got a bit o' gold and can pay ya.
greeted		Pirates... hunters... explorers... always more people these days!
greeted		Well, hello and welcome, and please don't dirty up my island.
heard	island	Unless you got business with me, you should be movin' on. This is a private island. YES, it's an island. Don't be talkin' different.
heard	shell	Eh. Shells here on my island are just so... ordinary.
heard	mermaid	Not around here, no sirree! You'll find none o' those fishy characters around my island.
heard	fish	Mmmm, I loves me some fresh fish. If ya catch any of the big ones around here - barracuda, grouper, flounder - I'll match yer efforts with some gold.
heard	Shastaan	Nice little town, that. On the eastern shore of the mainland, yeah? But you'd know better'n me.
heard	Adryn	Wouldn't know anything about that, nope. Hidden castles is hidden for a reason. Ya go pokin' around too many places and ya get in trouble.

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heard	Riparium	City of the merfolk. Terrible place! Head north a bit if yer bent on going down there. But don't say I didn't warn ya!
heard	adventure tale story	<p>Oh I can tell a tale or two of my adventures, sure.</p> <p>Years ago, when I was an adventuring sort like yerself, I traveled east to the island of Ulangi. Beautiful place, that, and I spent many a day learning about its wonders. I slept on the beach by night and explored in the day, from the darkest caverns to the top of the cloud forest...</p> <p>One night I dreamt of a beautiful woman, come to visit me upon the island. She had the loveliest eyes, and beautiful long green hair, and her br... eh, well, I suppose that's not meant for polite company!</p> <p>Woke up the next day, and there she lay on the beach beside me! Loveliest thing I ever seen, and I was hooked. Only she wasn't just some woman, she had the lower half of a giant fish, all covered with scales that looked like jewels. A mermaid, sure as my life depended on it. And she was mighty ill, bein' out of the water like that.</p> <p>Bein' that I'm a kind sort, I helped her into the water, and when she roused we talked a bit. She didn't know where she was nor could she remember where she was from, but it seems she'd got caught in a storm while she was atop the surface of the ocean.</p> <p>Poor girl was so tired out she stayed round the beach to get stronger, and after a few more days my heart was completely lost to that minx o' the sea. Blessed days on the beach, both of us meetin' in the shallow water to... eh, well, yes that's not meant for polite company either.</p> <p>I thought she loved me too, but fickle as the merfolk are, turns out I was wrong. One day I woke and she was gone, and I never saw her again. Curse the Sea God for carryin' that girl away from me! Curse the God of the Skies for bringin' her to me in the first place! <i>He shakes his fist in the air defiantly, then slumps down. Sighs.</i></p> <p>Best time o' my life, there. Some days I wish I'd kept a seashell from the island to remind me of the beauty I did find on its shores... but my traveling days are over, and here on my island I stay.</p>
given	barracuda grouper flounder	<i>His eyes grow wide and he starts to drool a little.</i> Ohhh yum yum yummy yum. That's a big one and fresh too! Thankee and here, have some gold.
given	fish	Um. Well this is a nice fish. Here, you keep it, I only eat those ones that swim around here. Grouper? Flounder? Even barracuda.
given	dolphin	N-n-n-n-no dolphins! <i>He backs away, clearly terrified.</i>

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given	mermaid	Get that away from me! Fickle creatures. They're bad luck, dead or alive.
given	a rotting fish tail	Yuuuuuck! What are you doing with that? It looks like it came from... wait. Ughhh!! That's surely the tail of a mermaid. Bad luck for certain. Get offa my island with that thing!
given	driftwood	Just what I need! Wait here a sec, I need yer help with something... <i>He scribbles something on the driftwood and lashes it to a stick.</i> Look, <player_name>, this here's a private island and I don't want no more visitors. Find a good spot by... uh, wherever you came in... and stick this sign in the sand so they know to keep away. Then get outta here yourself!
given	seashell	What... what a beautiful shell! It's the most beautiful thing I have ever seen! <i>He holds the seashell to his cheek and caresses it like a pet.</i>
given	pail	Now that'll make a right fine hat in rainy weather! <i>He giggles and puts the pail on his head.</i>
given	anything else	Oh, hmm, thanks, but I only collect items of the most rare and unusual sort.

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