

LAURA WALSH - GAME WRITING SAMPLE (LORE)

Following is the lore description for Zanzibaar, an island in the MUD Achaea: Dreams of Divine Lands. I proposed the area using this material, then designed the area, created all content, and implemented it in-game.

ZANZIBAAR

Area Summary

Exotic, wealthy, and luxurious, the island kingdom of Zanzibaar is a mecca for travelers and traders alike. Known for the highly prized spices that grow abundantly in the surrounding jungle, most of its inhabitants have embraced a mercantile lifestyle and welcome visitors to the bustling port city. Some islanders retain their traditional ways, however, and can be observed in this setting on the outlying islands. A small band of smugglers is also rumored to make its home in the area, though the dense jungle makes their lair difficult to find.

History and Extended Description

Zanzibaar is an island of broad appeal and great variety. Mounts, a supply shop, food/drink, and various other unique items can be found here, as well as excitement and intrigue among the many denizens of the isle. The culture of the island kingdom is heavily mercantile and its success is based on interaction with other islands. Long ago they traded on the main continent but for the most part it was outsiders who traveled to Zanzibaar, not the other way around. With the fall of the Empire trade slowed and eventually stopped completely, though Zanzibaar continues to trade with other nearby islands.

The major source of conflict for the islanders on Zanzibaar is the presence of a group of smugglers whose base of operations lies hidden on a small offshore islet. Their presence increases crime in the city, and they are rumored to engage in the slave trade and piracy, though they do not interfere directly in the trading business of the islanders themselves. A tenuous truce then exists: the smugglers' leader does not want to jeopardize the security of his hideout from the all-out war he would face if he tapped into the islanders' lucrative trade, while the king does not want to endanger his people nor their source of income by pressing on the smugglers to leave.

Geographically, Zanzibaar is the main island of a long archipelago. It has a warm, tropical climate, and was originally covered in a large jungle. The main island is now almost entirely urban, occupied by the inhabitants of the island, though nearby islets remain heavily forested. Main landmarks in the city include a bazaar, palace, combination ship/restaurant, and the harbor, where repairs are available for player ships. Urban NPCs are sentient and human. Natural features of the archipelago include four smaller islands and shallow areas of ocean; players can swim to get between them. Landmarks are a spice plantation and a cave where the smugglers hide out. NPCs are a small tribe of humans, and a variety of animals: monkeys, birds, tigers, giant tortoises, fish.

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