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Game Design Portfolio

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Story Stack - Payday 2 -

* Fantasy - Be an action movie heister.

* Actions - Have an over-the-top atmosphere with big, explosive, or unique set pieces, cool things to steal, pre-planning, and combat difficulty that ranges from power-fantasy to duck-and-cover. Player customization focuses on masks and gun choices. Enemies come in ridiculous numbers and are primarily composed of private military, corrupt general security companies, and criminals. Have stealthy and loud missions to match both types of source material.

* Economy - A player level system that unlocks additional guns to purchase, masks to use, and skill points to assign. Achievements can also give unique rewards, including furniture for the player's safehouse. Resetting the player level locks the guns until the level requirement is met, maintaining everything else in addition to giving a level of infamy which gives exclusive rewards. Finishing a level gives money and exp as well as a random bonus which could be a free mask, mask design components, weapon mods, or additional exp or money. Missions have extra loot items that can be secured for more money and exp as well as hidden care packages that give small amounts of exp and a 10% total exp buff if all are found. Higher difficulties give more money and exp, which creates a risk-reward choice while maintaining any difficulty to be rewarding.

* World - Game is centered around levels, called heists, that can be freely chosen and replayed. Different heists may contain multiple maps structured in days, allowing for the players to change loadouts and give intermittent rewards between days. Heists are categorized by the heist narrator called a contractor who hires the player(s) to do this heist. Additional filters can be applied to find stealth/loud only missions or missions that can be approached either way. Different contractors cover different themes and atmospheres and may prefer certain objectives or mission styles. Some examples are: The Elephant covers political corruption and favors stealth missions, The Dentist focuses on pre-planned missions with intricate steps, Vlad has absurd and wacky missions, and Hector centers around boots-on-the-ground violence against rival gangs.

* Story - Each heist has their own individual story focusing on a goal, such as an item to steal, person to rescue, or enemy to kill. But larger story lines can connect between missions. This can be done by having one mission take place over multiple "days" (separate maps) that must be done in order. This allows for immediate strongly connected stories. An example would be The Elephant wanting a truck with voting machines tagged in Day One, then in Day Two silently hacking those machines while they are in a storage warehouse. Stories can also be told

over multiple heists creating a storyline or story lines. One such example is the series of missions disassembling a Yakuza clan operating in California, which is happening parallel to robbery on the White House. Even though this approach allows for the player to do the missions out of order, there is a clear story being told that interested players can follow. This structure also allows for standalone, unconnected stories, such as the fan favorite Shadow Raid heist, where the player(s) silently rob a heavily guarded warehouse that has weapons, drugs, artifacts, counterfeit money, and a suit of samurai armor to steal.

7 Story Game Pitch -

1. Protagonist - Investigative journalist who's investigating his friend's disappearance
2. Desire - Find out what happened to his friend
3. Opponent - The mayor and leader of a cult of immortal shapeshifters
4. Plan/Action - Destroy the source of the shapeshifters power, ending their powers and control over the small town
5. Battle - Elude shapeshifters while exploring their base and learning their secrets
6. Moment of Truth - Source of their power is the blood from a beautiful eldritch woman who is being held hostage and harvested by the cult.
7. Conclusion - Either kill or free the supernatural woman, dooming the shapeshifters to death.

A group of immortal shapeshifting cultists control the town of Pine Valley in rural Maine. The protagonist, an investigative journalist, enters the town in search of his missing colleague, Harry, who was investigating the town's dubious mayor. Quickly, the protagonist finds Harry's notes hidden in his hotel room, linking his disappearance with the mayor and a group called the Bound Star. Before they can leave Harry's hotel room the protagonist is approached by a fake Harry, who tries to convince them to leave the town since he has everything under control. When the protagonist refuses offering their help, fake Harry suggests a joint investigation into the mayor's office after dark, where the protagonist is then kidnapped after the fake Harry is revealed to be the mayor in shapeshifted form.

The protagonist is then taken to an underground complex, where he is imprisoned while the shapeshifters taunt him while preparing a ritual to steal his memories, so they can more accurately cover up his death. Thanks to Harry's previous failed efforts, the protagonist manages to escape his cell and the following pursuit. While searching for an exit, the protagonist finds a beautiful woman covered with strange blue markings deeper in the complex. She is chained to a sacrificial altar which draws her blood into a pool at the altar's base. She explains that the cultists imprisoned her long ago, so they could steal her powers of shapeshifting and immortality, but that they need to constantly drink her blood to maintain them. She initially refuses to explain who she is, later revealing that she was born with these powers in a ritual performed by the cult to a now dead pagan god beyond the stars. The protagonist must then explore the complex for a way to either kill or free the strange woman, dooming the cult to die from rapidly aging, while being hunted by the mayor and his minions who are gradually trapped, killed, or evaded.

Character Biography

Game : Baldur's Gate 3

Name: Raphael

Relationship: Potential ally or enemy

1. Gives the player multiple chances to ally with him

2. Gives players half the information they want.

3. He doesn't take any player rebukes personally until he is robbed.

- Personality: Raphael is an arrogant puppet-master. He speaks in a refined manner that flatters his target and conceals his taunts and cunning wordplay, making him untrustworthy.
- Desire: Raphael wants the ancient crown that the game's primary antagonists are fighting over, and he plans on using the player as a proxy to get it, so to get his crown he needs to convince the player to accept his deal(s).
- Story: When Raphael is first introduced he serves as an indicator that larger plots are happening in the background of Act 1's simple plot. However, later in the game he serves as the character who has plot necessary items which he either gives freely if the player agrees to ally with him, or are stolen from him, making him an enemy.
- Role: Raphael is a critical NPC who shares vital information throughout the game which culminates into a choice of turning him into a boss enemy or into an ally. If turned into an ally he replaces the player as the narrative protagonist.
- Story-stack: Raphael is connected directly to the player fantasy of toppling a grand conspiracy. He offers a secondary conspiracy to either dismantle or subvert the primary one. Raphael also serves as a medium to explain various worldbuilding ideas and an economic milestone bossfight which rewards one of the best heavy armors in the game.
- Appearance: Raphael is a red-skinned, winged devil in regal clothing. He needs walk, run, and fly animations, and attention should be given to make facial animations malevolent and foreboding without crossing the line into cartoon villainy.
- Game Purpose: Expository NPC, and boss fight
- Narrative Purpose: Unique ending, secondary antagonist, and fail-safe information dispenser.

Custom NPCs - Borderlands 2 -

Borderlands 2 Genre(s): Action, Looter-shooter, RPG

Player Fantasy: Be a badass hero with crazy guns

Friendly NPC who serves as a recurring quest giver.
Name: Fisherman Steve
Age: Early 20s
Male, White, Straight
Unorthodox, unlucky, energetic
Desire: Show proof of their fishing ability

Consequences: If successful they will move onto larger catches, if unsuccessful the player must continue the quest.

Fisherman Steve is a side-quest character who asks the player(s) to take a picture of him with his newest catch in various places around Pandora. In reality, the player must protect him from enemies while he fishes in unconventional ways and sometimes help him kill his target before taking the picture. The player(s) are then rewarded with a weapon based on the trophy fish or the group that doesn't want Steve to be fishing.

- "Hey guys, I'm Steve, pro fisherman. Might have heard of me."
- "Hey, mind helping me with something?"
- "You wouldn't know quality if it hit you in the head!"

Hostile NPC who serves as a recurring quest giver.
Name: Nathan Maliwan
Age: 30s
Male, Asian, Straight
Annoying, arrogant, nasally
Desire: Create a better robot than Hyperion

Consequences: If successful the player character(s) will be dead and Nathan will forward the design to Maliwan HQ where he will be promoted and made rich. If he is unsuccessful he will create a new, better design to challenge the player with.

Nathan Maliwan is an egotistical technician from Maliwan experimenting with Eridium on Pandora to create a new commercial robot design to challenge Hyperion's dominance. He will taunt and mock the player(s) to test his newest design, boasting that if it can kill them then it is guaranteed to outsell Hyperion. Once his robot is defeated it drops Eridium, a rare resource used for character upgrades.

- "I am Nathan Maliwan, a technician from Maliwan industries and cousin twice removed from the current CEO."
- "I require assistance. You seem brutish enough to help."
- "You mouth-breathing bandit trash! Do you know how much money it takes to design and build a robot remotely? More than you'll ever earn on your backwater planet!"

Game Dissection -

Fallout New Vegas:

- New Vegas features a complex system of branching dialogue that includes different tones, questions, and skill checks. Some player perks may even be used in dialogue choices to enhance the roleplaying.
- New Vegas offers multiple quest outcomes for the majority of their quests. Because every NPC can be killed and faction made hostile quest failures and alternative solutions are possible for main quests to account for various styles of play. Side quests range from fetch quests that can be given to a second person for a different reward to choosing who will protect a town from 5 candidates from across the map.
- There is a basic karma system in New Vegas which responds to stealing, killing evil/good characters, and quest completion choices. Based on your karma value (-1000-1000) NPCs will react differently to you and companions may permanently disband themselves.
- The player has the ability to shape their companions and set NPCs based on their dialogue choices and quest completion choices. These changes often accompany new player passives or quest lines, a clear example would be how they encourage their companion Grandma Lily to take her medication, full, none, or half, with each choice resulting in a drastically different acting Grandma Lily.
- Procedural storytelling is not the primary focus, but dynamic events can make unique experiences, especially since specific choices unlock new dynamic events. There is also the possibility that the player will create their own stories, such as holding a grudge against a mountain that they decided to climb to reach a destination "faster" instead of walking the intended path.
- Because New Vegas allows any NPC to be killed, certain set pieces have NPCs in immediate danger. If the player is skilled and fast enough the NPC(s) can be saved.
- Player builds and roleplaying is a priority story telling method in the Fallout franchise. Different perks, attributes, skills, skill levels, and special starting bonuses combine to make completely different characters who interact with the world in radically different ways. The difference between a high intelligence and a low intelligence game alone is staggering.

Custom Enemy Design -

Game: Fallout 4

Asset Type: Enemy

Asset Name: Rotwing

Asset Description:

A rotwing is a 2-3 foot tall mutated bird which resembles a crow suffering from mange. Due to chronic exposure to radiation, the rotwing's originally shining dark feathers have turned a sickly black and splotches of its bumpy pale skin are visible where its feathers have fallen out. Despite its unhealthy appearance, rotwings are vicious predators, tearing into their prey with mutated talons and a beak strong enough to puncture a radscorpion shell.

Rotwings are by nature scavengers, feasting on the deceased bodies that the Wasteland readily provides and stealing shiny items that catch their interest. Like the ancient crows, rotwings can form large social groups referred to as murders, but unlike ancient crows these groups attack and swarm living prey. Another difference is, rotwing murders form large communal nests where guards are always left to protect their young and the various treasures they have collected.

Item Descriptions -

1. Stellar Union Marine Armor
   a. With a focus on general survivability, the SUMA armor is a private series used across the system by Stellar Union branches to identify and equip their soldiers.
2. Kauu Heavy Plate Delta
   a. Equipped with a jetpack and made from the same alloys as warship hulls, the Delta series is Kauu Industries premier heavy armor set.
3. Dustxx Mining Suit
   a. An armored and pressurized mining suit designed by Dustxx for deep space asteroid mining. The suit's back has two Dustxx oxygen canisters slots which allow for up to four hours of additional air.
4. Kuvarri Punch Daggers
   a. A weapon built primarily for intimidation instead of combat. Kuvarri Punch Daggers are favored by torturers and street gangs for their effectiveness against unarmored targets.
5. Emberlace's Staff
   a. Obtained from the corpse of Euwyn Emberlace. An ornate metal staff capped by a finely cut fist-sized chunk of amber.
6. Spearman's Shield
   a. A metal shield with a wooden interior to reduce weight. The two crescent shaped holes at the top of the shield are designed to hold or steady a spear.

Cutscene -

INT. MODERN CONVENIENCE STORE - DAY

We see two customers at a checkout line. The FIRST CUSTOMER, a tired looking woman, is arguing with the college student CASHIER about a refund for an opened 12-pack of soda labeled DARE. The SECOND CUSTOMER, another woman, is becoming increasingly irritated.

FIRST CUSTOMER

Look, I bought this here a few hours ago.

You can check the cameras if you have to.

Now, please give me a refund.

The cashier moves the DARE box of soda back towards the woman.

CASHIER

Ma'am I understand, but you can't

return opened food and drinks.

FIRST CUSTOMER

The one I drank is making me feel sick.

At least give me a partial refund.

You're selling them individually, so

you can take back 11 of the cans,

just pay me whatever that comes to.

CASHIER

I can't. That's still against

store policy, and we sell each DARE for

$3 and you bought a case for $20.

The store would lose money.

I'm sorry you feel sick, but I can't

refund you.

The second customer is audibly tapping their shoe.

                    FIRST CUSTOMER

Please. I didn't open the other sodas.

Just pay me back the $20, you can sell

the rest for more than that.

                    CASHIER

I've told you. I can't do that.

It's against store policy. Now, can you

please leave? It's not that much money.

                    FIRST CUSTOMER

If it's not that much money, then

refund me!

Before the cashier could respond, the second customer speaks up, trying to mask her annoyance.

SECOND CUSTOMER

Is it alright if I give you $20 for

the soda?

The first woman nods, and the second woman gives her a $20 bill before stepping up to the counter. As the first woman steps away, the second woman dumps the sodas in the trash next to the cashier. There is a slow, ominous close up onto one of the DARE cans. Fizzling is heard increasing in volume before there is a sudden camera change to the first woman. She is about to step out of the store before she briefly coughs into her hand, wiping a dark liquid onto her pants as she cleans herself off.

Video Game Pitch -

Imposter is a top down, turn based sci-fi puzzle game where the player plays as a superspy for hire with the ability to recreate the appearance of enemies that they knock out. They use this impersonating ability in conjunction with other skills like hacking, sneaking, and silent takedowns, to bypass security checkpoints, avoid robot guards, and trick human employees to steal items or information then escape unnoticed. Imposter would be structured around different levels that can be replayed for different solutions, achievements, or better times. Similar to the Hitman games.

Layer Cake Dialogue -

"Welcome Agent Nine, we've tracked the serial killer to this house and have surrounded it with officers. The Agency needs you to sneak into the house through the storm shelter in the backyard then neutralize the killer anyway you deem fit."

"Do we know anything about the house?"

"Apparently this is the killer's old childhood home. This means he has the advantage, so stay quiet. As long as he doesn't know you're in the house, then you have the drop on him. I'll assist the police with keeping him distracted as long as possible to prevent him from hiding."

Why did the police call us in? It's one man, can't they just wait him out?

"No can do. The longer this goes on the worse the police look. Public opinion has already been shaken because of the killings. If people don't think the police are doing everything they can, or one of them dies on the job, then faith in the system will drop even more. That's why you're being sent in instead. Off the books of course."