

Writing Sample Pitch: Co-op Narrative

I would first work on writing story arcs for campaigns for the Co-op game. Each campaign would have a story arc the players follow, but teamwork is required to complete each mission. They could follow a mystery the party tries to solve by looking for clues and fighting in battles against enemies. I would include goals for the party to complete that are aligned with the narrative of the game. I would also encourage the co-op by implementing an option for the party to combine their abilities to attack oncoming enemies. I would also make all the players involved in the story by giving them a chance to have dialogue options by the roll of a dice.

Another mode I would pitch is battle arenas. Each battle area would be dedicated to a different environment in the game. The enemies would correspond with those specific environments. If there was an arena on a volcano, there would be volcanic monsters with that arena. I would also write a narrative specific to those arenas. For example, the players fight off waves of volcanic enemies to prevent the volcano from erupting in the village below.

A treasure hunt activity is another concept I would bring to a co-op game. The players receive a prompt to ask an NPC about a hidden treasure map. The NPC would give the player a map fragment for them to follow. I would encourage co-op nature of the game by allowing the players to combine map fragments if they happened to have different pieces to the puzzle. I would attach a story to the treasure hunt that entices the player to reap the reward. If the treasure hunt surrounded Davey Jones' hidden riches, I would have each clue guarded by mythical sea creatures and be in the sea or on a pirate ship.