

TORI SMITH

NARRATIVE DESIGN PORTFOLIO

CONTENTS

Project 1: <i>They Sent Us To Infinity</i> (Visual Novel)	2
Project Summary	2
Scene Sample: Advising Officer JV	2
Dialogue Sample: Ink	4
Project 2: <i>Toasted</i> (Interactive Fiction)	5
Project Summary	5
Puzzle Dependency Chart	5
Gameplay Sample: Inform 7	6
Project 3: <i>Bump In The Night</i> (Interactive Fiction)	7
Project Summary	7
Dialogue Sample: Inform 7	7
Gameplay Sample: Lose States	8
Project 4: <i>No Worries</i> (Multi-Media Escape Room)	9
Project Summary	9
Dialogue Sample: Javascript	9
Puzzle Dependency Chart: Escape Room Environmental Storytelling	10
Project 5: <i>Toche Thespians: A Musical Theater Kid RPG</i> (TTRPG)	11
Project Summary	11
Character Sheet Samples	11
Contact	12

PROJECT 1: *THEY SENT US TO INFINITY* (VISUAL NOVEL)

Project Summary

- 1-hour character-driven, slice-of-life, branching narrative visual novel.
- Synopsis: As the communications officer aboard a spaceship bound for the Edge of the universe, you are a trusted confidant for the whole crew. Do you mend the problems between your crew or do you stir the pot?
- Writing Focus: Feel intimate and casual in the midst of a grander, big-picture mission. These are normal people in spectacular circumstances. Choices the player makes within a conversation, or even the choice to have a conversation, affect dialogue and options in others down the branch.
- Role: Narrative Designer, Writer, & Project Manager. Co-owned story development, wrote scripts in Ink and formatted for Unity integration through Fungus, and wrote half of all dialogue scripts.

Full Game Link: <https://jdcavelli.itch.io/they-sent-us-to-infinity>

Scene Sample: Advising Officer JV

Note: Scripts for They Sent Us To Infinity are not written in full standard screenplay format. Dialogue was originally written in Ink and is presented in-game via Fungus as a continuous, scrolling text log as characters converse over comms. Player focus is on reading the text rather than hearing it or seeing characters acting within the scene.

COMMS CONTROL CENTER - INT.

The PLAYER (1st Lt. Dover, Communications Officer) has chosen to connect CAPTAIN BAHA (captain of the Vespira - practical and strict with a soft heart) and OFFICER JV (Head of Engineering - chaotic jokester, protective) on Days 1 and 2, overhearing their conversations. The player is contacted for a private conversation with Officer JV.

PLAYER

Hey, J.V. Yeah, I got a minute. Just a minute, though.

Officer JV

Oh, again with the jokes, I see.

PLAYER

Not in the mood for jokes?

Officer JV

Not really, not right now.

PLAYER

What's going on?

Officer JV

Baha read me some of his writing.

PLAYER

No way.

Officer JV
Way.

PLAYER
* (sappy) Was it sappy?
* (action) Was it testosterone, action-packed?

Player chose (sappy) to continue:

OFFICER JV
Yeah, it was actually! Surprising, I know, but he's always had this soft, gooey, "I'd rather die than causally show a different side of myself" center.

PLAYER
Was it any good?

OFFICER JV
It was...bad?

PLAYER
Oh no...

OFFICER JV
Ohhhh yes. I don't think he took it well either. I'm glad he opened up but then he immediately shut down again. It's very frustrating and I don't like being yanked away from my work if he's gonna be like that.

PLAYER
Did you talk to him about this yet?

OFFICER JV
No...

PLAYER
J.V., We talked about this. You were supposed to set things right.

OFFICER JV
I know, I know. But "feelings" are hard.

PLAYER
* (distance) His feelings aren't your fault. Ignore him.
* (reconcile) Maybe you "both" should open up? Like, "actually" this time?

Player chose (distance) to continue:

OFFICER JV
You're totally right. I'M right.

PLAYER
Sometimes you just need confirmation from an impartial third party.

OFFICER JV
Dover, next time he tries to call me, send him straight to switchboard voicemail... Unless it's like, an actual emergency. JV out.

PLAYER
You got it, J.V. Over and out.

Dialogue Sample: Ink

A sample of an alternate private conversation between the Player and Officer JV on a day in which JV spoke to Emperor Ducksly instead of Captain Baha. Presented as seen in the Inky editor.

```
=== D2_JV_JVD === //Day 2, JV and Dover Private Conversation. JV spoke to Ducksly earlier in the day.
I think Ducksly is really mad at me. #JV

What makes you say that? #JV

I may have played an itty bitty teeny weeny prank... #JV

There is nothing ever "itty bitty" or "teeny weeny" about your pranks. #Dover

VAR pastPrankChoice = ""
* Remember the time you microwaved Ducksly's beak oil? #Dover
  ~ pastPrankChoice = "beakoil"
  Hehe, that got messy. But I did fabricate more for him, so even stevens? #JV
* Remember the time you jettisoned Ducksly's feather mousse out the airlock? #Dover
  ~ pastPrankChoice = "feathermousse"
  Ha! And he was a fluffy, downy little duckling for a week. Adorable. #JV

- I don't think Ducksly appreciated that one either. #Dover

* Maybe you should lighten up with the pranks? #Dover //improve the JV Ducksly relationship
  -> D2\_JV\_ImproveDuckslyRel
* He's a jerk, kinda deserves it if you ask me. Keep the pranks coming. #Dover //worsens the JV Ducksly
  relationship
  -> D2\_JV\_WorsenDuckslyRel

=== D2_JV_ImproveDuckslyRel ===
~ JV_Duck_relCount ++ //increase JV Ducksly relationship by 1

Maybe you're right. #JV

Growing up, that's just how we communicated with eachother - being a little mean means I like you. #JV
I guess I misunderstood the dynamic of our relationship. #JV

There's still time to set things right. 1 more day until the Edge! #JV

Thanks, Dover. I think I owe Ducksly an apology... #JV
{pastPrankChoice == "beakoil": ..and some new beak oil...} #JV
{pastPrankChoice == "feathermousse": ...and some new feather mousse...} #JV
..and a repaired centrifuge... #JV
Busy day ahead, then. Bye, Dover! #JV

Bye, J.V. #Dover

-> D2\_Dover\_JV\_End
```

PROJECT 2: TOASTED (INTERACTIVE FICTION)

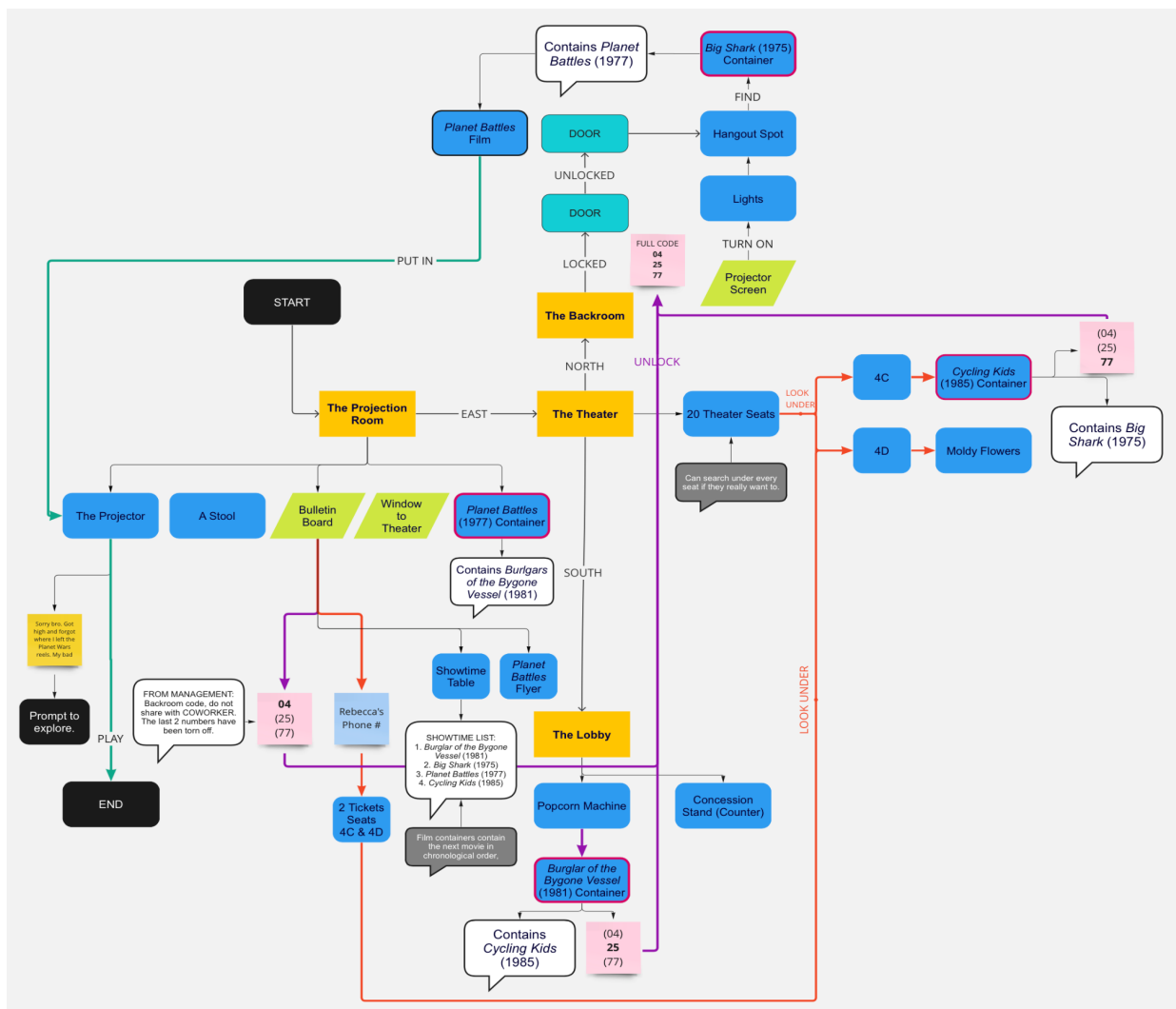
Project Summary

- A 10-minute environmental mystery text adventure, solo-developed in Inform 7.
- **Synopsis:** You are a teen employee for the Rewind Theater. Your coworker, Liam, got a little too high last night and misplaced a film reel for tonight's sold-out screening of *Planet Battles*. The game's films are parodies of real ones: the observant player might notice the final code is the original *Star Wars* release date. Find the reel or you're, like, totally fired.
- **Writing Focus:** The environment tells a story and provides clues that the player needs to understand to unravel a mystery (of a missing film reel) with a set of exploratory game mechanics that allow the player to complete the game by discovering the solution (find the lost film reel and play the movie).

Full Game Link: <https://worldwideblonde.itch.io/toasted>

Puzzle Dependency Chart

The following puzzle solution flowchart created in Miro outlines the critical path for exploring the environment and solving the end game puzzle.



Gameplay Sample: Inform 7

A sample of the first steps of gameplay. Presented as seen in the Inform 7 editor.

Projection Booth

A small room with a projector pointing out a little window towards the theater, a stool, a small table, and a bulletin board on the wall. A door to the east leads to the theater.

>x table

A small table, knicked wood showing through layers of peeling paint applied and re-applied throughout the years.

On the table you see a film reel.

>take reel

You take the film reel cannister labelled *Planet Battles* (1977). You open it and see it actually contains *Burglar of the Bygone Vessel* (1981), a classic action film about an adventuring paleologist who's handy with a whip.

Of course it wouldn't be that easy.

So if *Burglar of the Bygone Vessel* is here...where's its cannister?

And where's *Planet Battles*?

>x bulletin board

The bulletin board is crowded with papers: a showtime schedule, some sticky notes, a flyer for tonight's sold-out showing of *Planet Battles* at 7 PM, and a smattering of other junk.

>x notes

Which do you mean, note from Liam, torn pink note or phone number?

>note from Liam

A yellow sticky note with your coworker Liam's handwriting scrawled on it. It says,

Hey Dude,

Got kinda high last night and forgot where I left the Planet Battles reel. My bad, bro. I'm really sorry.

- Liam.

>x notes

Which do you mean, note from Liam, torn pink note or phone number?

>pink note

A pink sticky note with a note from management:

Liam not allowed backstage anymore, do not share!

and 2 numbers on it: 04.

Looks like the rest of the note has been torn off on the right side and the rest of the numbers are missing.

>take pink note

Taken.

>x phone number

A blue sticky note with the name "Rebecca" written on it in Liam's handwriting, with what you assume is her phone number underneath: 867-5309.

There are also two movie tickets paperclipped to it

>x tickets

Two movie tickets for last night's showing of *Burglar of the Bygone Vessel* at 6 PM, seats 4C & 4D.

PROJECT 3: *BUMP IN THE NIGHT* (INTERACTIVE FICTION)

Project Summary

- A 10-minute interrogative text adventure, solo-developed in Inform 7. Created under the mentorship of Clara Fernandez-Vara's Narrative Studio at the NYU Game Center.
- **Synopsis:** Inspired by *The Babadook*, play as a young child awoken in the night by a shadowy presence at the end of your bed: Monty the Monster. Friend or foe? Perhaps he is just as scared as you. Try not to wake up your dad as you help each other overcome your fear.
- **Writing Focus:** Speaking to the monster NPC gives the player information needed to help or hinder the monster, as well as to understand the Player Character's personal circumstances that might be contributing to the monster's presence in the first place.

Full Game Link: <https://worldwideblonde.itch.io/bump-in-the-night>, PW: monty

Dialogue Sample: Inform 7

The Player can ask Monty about a variety of subjects, people, and objects. Responses alter depending on the states of their states. Presented as seen in the Inform 7 editor.

>I shadow

The shadow is a murky creature, with big, black saucer eyes like bottomless pits and sharp, glinting teeth that peek out from what might be their mouth.

>talk to shadow

"Hello?" you squeak, covers pulled up to your chin.

"You see meeee..." They do not move.

>ask about name

"Mmmmonty," they seem to answer.

>I photo

A family picture. You, your Mom, your Nene, and your Dad. You hold Billy the Bunny in your arms. Everyone smiles but Dad.

>ask about Dad

"Mmmonty scarrred Dad is gonna catch Montyyy. Mmmmonty in morrrre trrrrrrouble." They look down at the floor, somehow nervous.

>I window

You can see down into the backyard from here. A tire swing sways in the wind from a naked tree branch. The sky is inky black, bespeckled with stars and the full moon. The window is closed.

>ask about window

Monty's deep-set shadow eyes gaze out the window towards the night sky.

"Seeing the Black frrrrom herrrrre...feel small."

>open window

You open the window.

>ask about window

Monty's deep shadow eyes gaze out the open window into the night."

The Black...it yawns like it's hungry."

You both shiver.

>ask about fear

"Mmmonty afrrrraid of a lot...especially when alone."

>I billy the bunny

Your best friend Billy, a stuffed animal rabbit. Your Nene gave him to you. He's very brave.

>give bunny to monty

(first taking bunny rabbit)

You gingerly put Billy the Bunny into Monty's trembling fingers. Something about his eyes looks more courageous now.

Gameplay Sample: Lose States

Depending on certain interactions, the Player can trigger a lose state in which the PC's father interrupts the scene and continues to the next night. The Player has 3 nights to play successfully before a final lose state. The following are two samples of a nightly lose state.

Example 1: Loud Noise

Bedroom (on the bed)

Night: 1.

>I toys

Which do you mean, bunny rabbit, the truck or the jack-in-the-box?

>truck

A little toy truck. Red like your Dad's.

>give truck

(to the shadow)

"Hello!" you squeak, covers pulled up to your chin.

"You see meeee..." They do not move.

(first taking the truck)

You give the truck to the shadow, but it makes a loud alarm noise. Scared, the shadow drops it, making the truck's alarm go off.

The hall light flips on and the door *creaks* open. Your bleary-eyed Dad comes into your room.

"What's all that ruckus? GO TO BED!"

You go back to an uneasy sleep until the next night...

Example 2: Turning on Light

Bedroom (on the bed)

Night: 2.

>turn on light

The room is now brightly lit.

>I window

You can see down into the backyard from here. A tire swing sways in the wind from a naked tree branch. The sky is inky black, bespeckled with stars and the full moon. The window is closed.

>I bed

A twin bed. Warm and inviting with a solar system comforter.

>I photo

A family picture. You, your Mom, your Nene, and your Dad. You hold Billy the Bunny in your arms. Everyone smiles but Dad.

The hall light flips on and the door *creaks* open. Your bleary-eyed Dad comes into your room.

"Why is that light on? GO TO BED!"

You go back to an uneasy sleep until the next night...

PROJECT 4: NO WORRIES (MULTI-MEDIA ESCAPE ROOM)

Project Summary

- 15-minute solo, multi-media escape room experience, emphasizing environmental storytelling.
- Synopsis: The player takes on the role of a young woman as she tidies, decorates, texts her friends, and solves a puzzle or two on a time crunch.
- Writing Focus: A solo thesis developed for the NYU Game Center MFA program, *No Worries* takes associated aesthetics and mechanics of digital “cozy” games and pushes them to the point of “uncozy”, exploring relationships and tightly wound anxieties of emerging adulthood and intimate space.
- Role: Solo-creator, owned experience, puzzle, and narrative design. Developed a web texting element to act as a timer and convey NPC text messages. Collaborated with designers from other departments (audio, set design, etc.) for a holistic immersive experience.

Project Documentation Link: <http://torilynnsmith.com/no-worries>

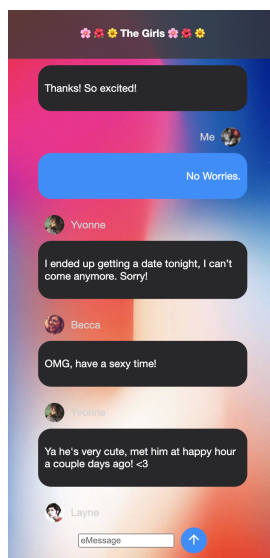
Dialogue Sample: JavaScript

Developed an automated, interactable phone text messaging simulation element, playable in the browser on mobile, tablets, and desktop. Used HTML, CSS, and JavaScript to start a 15-minute countdown timer and auto-send NPC text messages at preset times. Player can type out any response, but upon sending, the sent message text autocorrects to “No Worries”.

Web Texting Element: <https://torilynnsmith.github.io/No-Worries-Web/>

```
function makeFriendText(){
  var messages = document.querySelector(".phoneMessages");

  if (minutes === 14 && seconds === 56){ //14:57, Send message 0, Player
    messages.innerHTML += createMessage (data.messages[i].name, data.messages[i].class, data.messages[i].message, data.messages[i].time, data.messages.length[0]);
    i++;
    updateScroll();
  } else if (minutes === 14 && seconds === 30){ //14:30, Send message 1, Becca
    messages.innerHTML += createMessage (data.messages[i].name, data.messages[i].class, data.messages[i].message, data.messages[i].time, data.messages.length[1]);
    i++;
    updateScroll();
  } else if (minutes === 12 && seconds === 30){ //12:30, Send message 2, Miranda
    messages.innerHTML += createMessage (data.messages[i].name, data.messages[i].class, data.messages[i].message, data.messages[i].time, data.messages.length[2]);
    i++;
    updateScroll();
  }
}
```



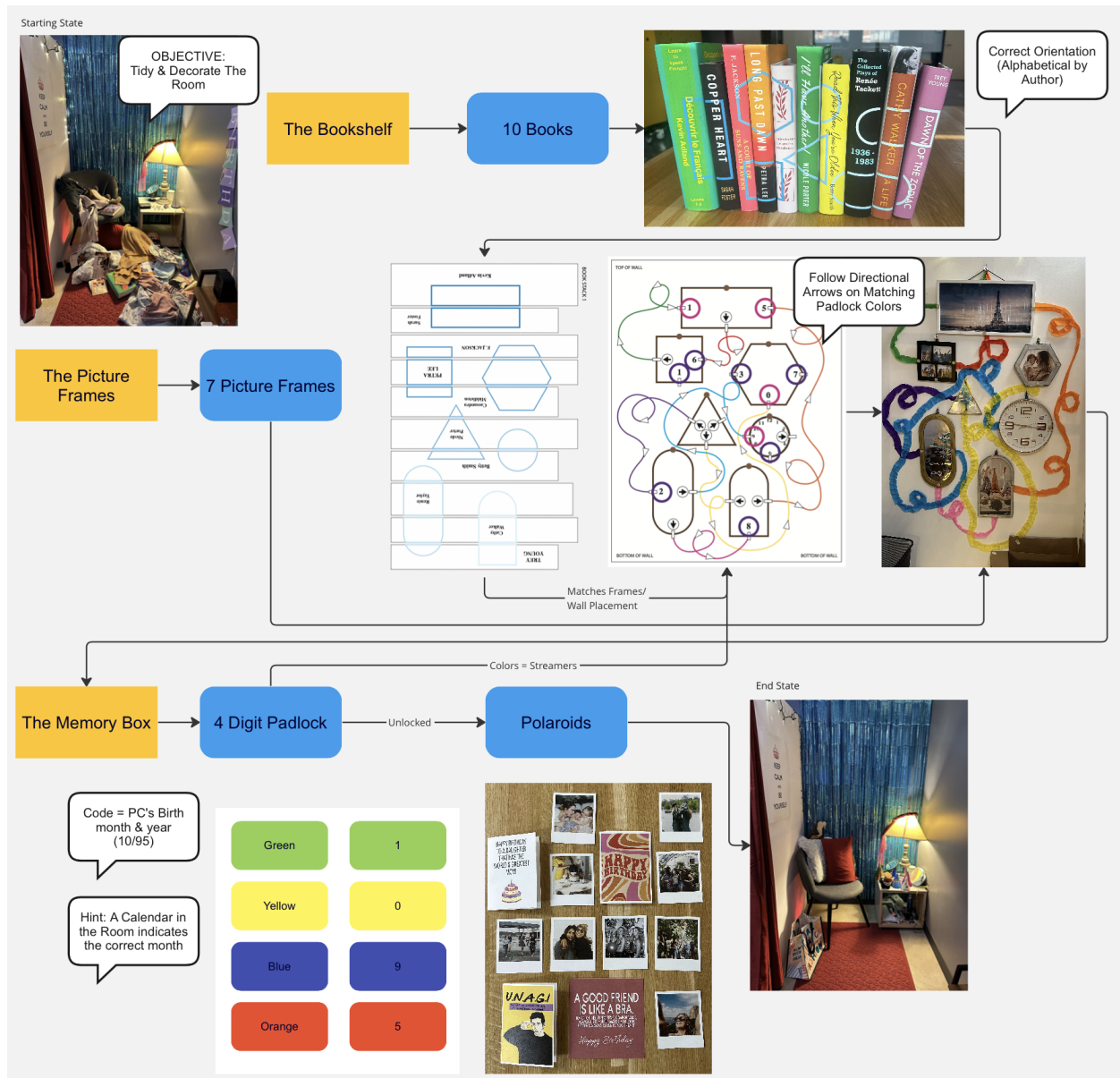
Mobile Demo

```
const data = {
  "messages": [
    //0
    {
      "name": "Me",
      "class": "me",
      "time": "14:57",
      "message": "See you guys soon for my birthday party! So excited!"
    },
    //1
    {
      "name": "Becca",
      "class": "friend",
      "time": "14:30",
      "message": "Hey, I'm running late! Really going to try to make it!"
    },
    //2
    {
      "name": "Miranda",
      "class": "friend",
      "time": "12:30",
      "message": "Oh man, this was tonight? I totally forgot and booked a gig!"
    },
    //3
    {
      "name": "Becca",
      "class": "friend",
      "time": "12:00",
      "message": "OMG, congrats!!!"
    },
    //4
    {
      "name": "Miranda",
      "class": "friend",
      "time": "11:30",
      "message": "Thanks! So excited!"
    }
  ],
}
```

JavaScript Data File Sample

Puzzle Dependency Chart: Escape Room Environmental Storytelling

In a departure from typical escape room design, players are not required to complete puzzles to have a successful experience. Puzzles are integrated through foundational tidying and decorating cozy game mechanics, interacting with the environment to “unlock” narrative content. The following puzzle solution flowchart created in Miro outlines the critical path for exploring the environment and solving the end game puzzle.




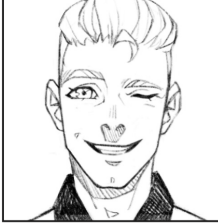

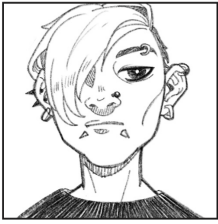
PROJECT 5: TOCHE THESPIANS: A MUSICAL THEATER KID RPG (TTRPG)

Project Summary

- A 4-6 player musical theater tabletop roleplaying game. Developed for ZineQuest 2022 and shipped Spring 2023, fully funded in 36 hours and raise five times the original goal. Features 15 tracks of original music.
- **Gameplay Focus:** Using the *Apocalypse World* engine, three to five Players and one Drama Club Director play through four acts over the course of a high school musical: Auditions, Rehearsal, Opening Night, and the Cast Party. In each act, players are encouraged to follow the drama of the scenes and inspire each other to burst out into improvised songs.
- **Writing Focus:** Created a genre-heavy, short tabletop gaming experience that draws heavily upon drama kid and musical theater references in tone and appearance.
- **Role:** Writer, Designer, Layout Editor, Graphic Artist. Collaborated with musical improvisers and pianists in the NYC area to create an accessible introduction to musical improv via TTRPGs.

Full Game Link: <https://worldwideblonde.itch.io/toche-thespians>

Character Sheet Samples

 <p>THE DIVA Veronica Collier, a Senior (she/her). She's paid her dues these past four years and worked her way up through the department tooth and well-manicured nail. This is her last chance to shine in a leading role, many woes to those who may stand in her way. It's gonna get <i>ugly</i>. Her mother is a real estate agent. Think Sharpay Evans (<i>HSM</i>), Rachel Berry (<i>GLEE</i>), and Patti Lupone.</p> <p>Talents: Magnetism 2, It Factor 1, Pizzazz -1 Character Moves</p> <ul style="list-style-type: none"> • The Elastics: You've surrounded yourself with a supportive-to-a-fault clique of 2 theater hench-people. When you're with them, subtract 1 from any rolls against you. These hench-peeps can be other Player Characters (confirm with them first!) or NPCs. • Et Tu Tiffany?: When someone figuratively (or literally) stabs you in the back, gain 1 Sway on them. 	 <p>THE TENOR Liam Brewer, a Senior (he/him). The department's token straight tenor and frequent leading man. Mildly attractive, straight guys with a semblance of talent are hard to come by in theater; all the attention may have gone to his head. A frequent showmancer. His family owns both the town's car dealerships. Think Troy Bolton (<i>HSM</i>), Aaron Tevit, and Christian Borle.</p> <p>Talents: Magnetism 1, It Factor 2, Pizzazz -1 Character Moves</p> <ul style="list-style-type: none"> • You Up?: When you Showmance someone and roll a 7 or higher, you also gain +1 on your next roll. • Those Eyes That Burn: There's something about your gaze that draws people in. Rolling with Magnetism, on a 10 up they will do something for you. On a 7-9, they will still do something for you, but mess it up somehow.
 <p>THE FRESHMAN Catelyn Flynn, a Freshman (she/her). A fresh face and fresh blood for the drama club, she's incredibly naturally (and to some, unfairly) talented. If she wants longevity in the department, she better watch her back if she starts giving the seniors a run for their money. Her dad commutes back and forth from Baton Rouge every other week for work. Think Betty Cooper (<i>Riverdale</i>) or Eva Noblezada.</p> <p>Talents: Magnetism 2, It Factor -1, Pizzazz 1 Character Moves</p> <ul style="list-style-type: none"> • Hopelessly Devoted: When pursuing a showmance, always have +1 on rolls towards earning their love. • Not For The Life Of Me: When using the phrase "I'm new here" as an excuse, gain +1 on your next It Factor roll (only one boon per roll, does not stack). 	 <p>THE TECHIE Gerard Calderon, a Senior (he/him). A hot, emo bad boy, who definitely has a homemade stick-and-poke tattoo. He runs the show's tech from the light and sound booth, where he'll also occasionally vape. He tries to keep others at bay, but maybe someone out there that thinks "I can fix him" actually can? Has two happily married parents that love him very much. Think JD (<i>Heathers</i>) or Jughead (<i>Riverdale</i>).</p> <p>Talents: Magnetism -1, It Factor 2, Pizzazz -1 Character Moves</p> <ul style="list-style-type: none"> • Meant to Be Yours: Whenever you give someone something you've made (carvings, mixtapes, etc.) you get 1 Sway on them. • Give Me Novacaine: When you corrupt the innocence of another character (drugs, alcohol, etc.), gain +1 on your next It Factor roll.

Character Headshots by Eugene An

CONTACT

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Social Media

Twitter: @worldwideblonde, <https://twitter.com/WorldWideBlonde> (600 Followers)

Instagram: @worldwideblonde, <https://www.instagram.com/worldwideblonde/> (4K Followers)

TikTok: @worldwideblonde, <https://www.tiktok.com/@worldwideblonde> (65K Followers)