# Dialogue & Worldbuilding Sample List by Jay Miles

## **Purpose:**

The following samples are written documents using either MS Word or Trelby for dialogue and worldbuilding. Documents which are written and edited, ready to be implemented for a game.

(NOTE: Highlighted text is the link to the documents.)

## Dialogue Scene document - Theme: Psychological Thriller

#### **Context:**

An MS Word document for a Visual Novel game called Igor Meme, a 5<sup>th</sup> written draft, with aid of a proofreader, the following documents are comments made by the proofreader and responses by Jay who either agree with the suggestion or explain the reason to keep the line as it is. (NOTE: original dialogue that was changed is removed due to making the implementation process simpler.)

## Voice Script Dialogue - Theme: Psychological Thriller

### **Context:**

A Voice document written in Trelby for a Visual Novel game called Igor Meme, the voice is for the Protagonist character Igor Meme and designed for the character's voice actor to read, and voice record the lines. The lines came from Dialogue scene documents which were rewritten for the character.

There are over 300 unique lines for Igor, which covers 24 pages.

# **Worldbuilding Document Samples**

#### Context:

A document featuring 3 written logs, each for a different genre. The logs are designed to be written on a piece of paper or a computer or in a book when the player interacts with it to give a sense of flavour for the game's word. Each log has a short description of what it is and a word count.

# <u>Fictional Emails – Theme: Escape Room Comedy</u>

#### **Context:**

Five Fictional Emails samples used for a short game called Password Panic, structured like a real email. Considering game mechanics there are words that are bracketed which is part of the game randomly generated word that makes up the password that the player needs to find.

## Comic Book Sample - Theme: Sci-Fi

#### **Context:**

A script written in MS word for a comic book issue, it includes what each panel of the page should look like and the dialogue for the characters in the comic. This document includes context of the comic itself a who are the characters.