

Narrative Design Portfolio

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Contents

1. Audio project: Radio drama. (script)
2. Copywriting: Jumphobia Homeward Bound.
3. Lore project: Fictional history of Alldorm (city)
4. Four Leaves Clover: TTRPG.
5. The Freddie Game: Walkthrough
6. Per Tempus: Walkthrough

1. 'The Bleacher' audio drama script.

INT. Space ship cockpit

(Opening soundscape. The gentle hum of a space ship's engine and the sound of entry into a planet's atmosphere can be heard in the background. A few buttons click and the soft flap of wings can be heard. A ping is heard from the ship's main computer followed by,)

SHIP AI

No life forms detected, Ko Horon is empty captain.

NARRATOR

The stag class craft breaks atmosphere, the flames of entry into the planet's atmosphere dissipate revealing two things, the pilot of this vessel, a dulteqo named Goch. The dulteqo, are a moth-like people from the planet kee-sauziet (key/sau/zey/et). A planet, Where the bugs won the evolutionary race.

NARRATOR

As the fire retreats, the chitin heat shields retract from the observation windows.

NARRATOR

Ko Horon, better known as the bleacher, sits beneath them. Goch cocks their head slightly, observing this planet they've only really seen on star maps. It's ovular, not spherical, with two distinct points at each pole. It is almost pure white and shines in the light of the closest star. A second screen flips down in front of Goch, showing the magnetic fields of the planet. It's odd, it seems to shift and change slowly, channels of magnetism flow like rivers and suddenly switch. They wonder why they're being shown this.

SHIP AI

This planet, captain, has a unique magnetic field. However, we will be largely unaffected due to the ship being mostly made of wood, stone and living plant matter. It is worth knowing as it can give clues to the next appearance of a "magnetic storm".

SHIP

Magnetic storm? Explain.

SHIP AI

The planet's geological makeup is rock mostly, but within this rock sits very fine ferrous material, meaning the planet has an incredibly odd magnetic field. This causes freak weather occurrences caused by the magnetic power of the planet. Thus leading to large amounts of metallic debris being flung across it. Destroying it, reshaping it and causing mass terraforming. There are no maps of this place. It changes so much, that it would not be worth recording.

GOCH

Not ideal I guess.

SHIP AI

Not ideal at all. What is our objective?

GOCH

... It just felt right, I don't know why exactly. Maybe the myths around it. I needed some peace and quiet anyway.

SHIP AI

Indeed.

2. Copywriting: Jumphobia Homeward Bound.

https://store.steampowered.com/app/1781380/Jumphobia_Homeward_Bound/

Steam description.

Jump! Skip! Hop and Leap! Go as far as your little wheel can take you! Join Jumpy, the little delivery robot from a far-flung future controlled by the multinational corporation M.A.R.E. You need to help Jumpy find his way back home through the cities, deserts, forests, and wild lands ahead.

About the game.

Bounce into the far-flung future of Euro-Nova. One of the last surviving cities on a scorched earth after a century of corporate war. All power sources are nuclear and only the very powerful have any sense of comfort. Jumpy is a courier robot who delivers messages through the many layers of Euro-Nova. He finds himself in unfamiliar territory and has to make a new friend along the way, a canine companion called Dog-bot. adventuring together.

Play through 30 varied levels, with a multitude of puzzles and obstacles to impede your progress, can you beat them all? Or is this all too easy for you? Maybe you need to try the challenge mode! Break some records and smash those times. Test your personal best if you think you are good enough.

Jumphobia is a game about jumping, but not when you want to! This is a platform game where you automatically jump when you reach the edge, drop or end of a platform. You can't jump by choice, so think carefully about your next move, Puzzles upon puzzles!

As you play, you'll rack up points and what better to spend your points on than customizing Jumpy? Make that sweet little robot your own with crazy skins and sleek new designs.

But the fun doesn't end there! Think you can do better than us? Design your own levels in our level builder. Create wild contraptions and deadly traps to fool even the smartest of players. share your designs with the community and flummox your friends and foes alike with your ingenious inventions.

Let's send Jumpy Homeward bound and navigate through this treacherous future. Puzzle solve, adventure and delve into the dangerous and exciting world of Jumphobia.

3. Lore project: Fictional history of Alldorm (city)

History of Alldorm

Alldorm has been a city that survived for 1025 years. The same government had never been felled although its style of governance has changed. In the last cycle before the cycle end(World ending event), the city of Alldorm was made in the 4000th year BCE.

Before it became a city. It was a common stopping point for travellers at the time as it was a natural water basin. Clean water would flow through the area so people would stop to drink there. Eventually, people decided to start selling and settling here. People from all walks of life started setting up shop and eventually, these merchants decided it was the perfect spot for a city. Very swiftly they found that travellers saw this as an opportunity for a new beginning and the council was quickly formed to take control of this rapidly growing hamlet/camp. The legend goes that it was the true founders of Alldorm who sat around a campfire one night and stated.

“We bear no judgement, no flag, no creed or culture, no faith, no war. We are the people of this land and all may stay in our walls. May all find Dormitory here!”

This hamlet swiftly grew as people saw an opportunity to escape from the feudal life that was so regimentally enforced by the powers that be. People were seen abandoning their homes around Aberzan(continent) to move to this fabled free land. After steadily growing the city encountered some issues. It was growing too large and didn't have the appropriate infrastructure to support it. Gangs started forming. Plague and supply inequality began about 40 years in. The other cities and nations saw it as a threat as people could leave their lives as serfs

It is said that a new council, a team of skilled members of the community came forward to lead the people out of their moment of strife

Kehele- The Ambassador of Peace

They acted as a diplomat, a healer and caregiver in early Alldorm. They took in the sick and treated villains with compassion. They spoke to the surrounding settlements and came to find peaceful solutions to their disputes with Alldorm. They did good by everyone. They inspired love and kindness in all their citizens and through her, they found the city wanted for less and everyone learned to love and share.

Odeo Soshir- The Justice of the People

Odeo founded the first free court without attachment to autocrat, lord or noble. A place where you will and can be represented and treated fairly. She was also a fierce warrior who led the people against attackers and defended their strongholds many a time. They organised the people while creating a fair and just legal system. One where everyone was equal.

Haomi Shuey- The King of the Crops

He was the farmers' farmer. He worked tirelessly to turn the land around Alldorm into the arable land it is today. He built, he sowed. He dredged and carved up the land to allow more and more people to live here. He provided for all.

Food, freedom and fairness were provided

And the city grew like a balloon. Soon, whole towns were being abandoned and would move to Alldorm. Bringing with it their culture, trade and profession. With this mass influx of people and plenty of room to expand, the city grew swiftly.

In the following 100 years, war sparked to life as two neighbouring nations to Alldorm attempted to claim the land and people for themselves. These were...

The Cassid

A kingdom west of Alldorm where Abozelrot(the capital) is based now. They were your classic autocracy and many of the kings(Cassidars)who ruled there took umbrage with the fact that Alldorm was "stealing" all their peasants.

The kingdom of Wolo

These people lie east of Alldorm and collectively thought it was bad for business. An oligarchy of various tribes, towns and baronies who all fall under a wider cultural umbrella of the Wolios.

The three nations warred on and off for these 100 years and about (150) years after the birth of Alldorm. The first peace treaty was struck between the 3 nations.

It was called The Iron Seal and it is said that whoever breaks it shall be cursed as a nation.

In these 100 years of war, Alldorm only grew as many had to flee the wars taking place, and Alldorm sat there with open arms.

Famine and Currency. (190) Years after Alldorm conception there was a great famine and as a result of that had to organise a rationing system. When successful, they found the system worked very well for distributing food. Including an internal currency being printed in Alldorm, they implemented a new currency only exchangeable as food, this way they found it easier to ensure that food was evenly distributed and accounted for.

The Last King's Rebellion. (239) The seeds of corruption, as with most governance systems, began to sprout. This gripped the city and the council became perverted by power. They forgot the ways of their forefathers and attempted a number of coups/rebellions. One was successful and they seized power, they called themselves the last kings and claimed they were of royal blood and had the right to rule. This rebellion only lasted 6 months, the movement fell apart as leadership fragmented and the initial excitement wore off. The old leaders fled as their short-lived reign ended. From then on the people of Alldorm knew their strength lay in unity. The culture of the community was born again and redoubled in strength.

The war of the Iron seal. (241) Seeing the rebellion as a sign of weakness, Cassid with a despotic ruler struck the iron seal and waged war against Alldorm. As per the agreement of the iron seal, Alldorm and the kingdom of Wolo waged war in return against Cassid. However, the kingdom of Wolo was apprehensive To commit to war, not for their own territory. They sent supplies and supported the war effort but no Wolo soldiers ever joined combat.

The first few years of the war were tight and the Cassid was fierce but in the end, it came to a draw, both having suffered great defeats. In the years of stalemate, Alldorm petitioned the kingdom of Wolo to step in properly but they did not. A year after when the fighting continued, the war was won by Alldorm with the slimmest of margins. The Cassid's palace fell just a few days before the summer solstice.

Four leaf Clover The fairy fun table top RPG



Welcome to Four Leaved Clover, a Fun fae TTRPG focused on short-term games of fantasy, whimsy and wacky fun. The system is simple and designed to be picked up and played right away. Anyone used to the standard TTRPG like Monster of the Week, DND or the apocalypse system should cotton on pretty quick.

Character creation.

Every character has 5 HP (health points) Loosing all your HP does not always mean you die but means you require rest or healing.

Every Character has 5 FP (fey points) this is the source of your magical fey powers, losing all of these makes you lose your magical powers.)

There are 3 Attributes for characters.

Mirth, mischief and misery

These represent the 3 things fey are normally good at. Create your character background and pick a type of fey you want to be.

You can assign 1 dice bellow to each Attribute. This determines what your fairy is skilled in.



This is called the Count Down Dice system.

You want low numbers. A 1 is the best result and an 8 is the worst.

Every time you an attribute dice, you must also roll a 1d20(wild dice). Depending on what stat you are checking against changes the outcome of the wild dice. If you roll a 20 on this dice. Consider this like a critical hit mechanic.

This dice represents how the a fairies intentions have a tangible magical effect on the world around them.

Playing and running the game.

Your attributes are your way of interacting with the world and will determine your success or relative failure in completing a task. you can roll against other players or NPCs to compete in something or against a difficulty set below. (This is left to the discretion of your game master as failure does not always have to be the result of a low roll.)

If you can't fit your wanted action into any of the three Attributes then roll a d6 and roll a mischief wild die.

Difficulty table.

If a player decides to accomplish a task, they must check against the difficulty table. the GM will decide how difficult the class is and what Attribute is most appropriate for the challenge.

- 8 is quite basic
- 7 is easy
- 6 is average
- 5 is above average
- 4 is good
- 3 is very good
- 2 is incredibly good
- 1 is very impressive

If the dc is above what the dice is capable of rolling it is an success automatically.



Award a magic flower(free re-rolls)for good role-play and cunning plans in character. Or for causing real life pranks on the other players (don't take this too far please)



Award a black cats tail to players if they're annoying you (the gm re-rolls a players successful check), being shit bags or you just fancy being a bit evil.

If other players are helping or hindering each-other, give a magic flower or black cats tail respectively. Or, if you prefer, a numerical bonus. I would suggest only ever a +1/-1(the number total cannot go bellow 1 or above 8).

This is a very loose system for making some fun fae and having a laugh. Running the game is based around no hard rules other than the stats of your players. Construct NPC's, world and quests as you would normally for any other TTRPG.

There are **no** official 'combat' rules for this system. Treat combat like solving any other puzzle which can be solved through fun uses of the 3 stats.

What next???

Make your characters, make a little setting, have some fun. Before you begin attempting to use the system please have a read of the example game below. It should Iron out any issues you initially had with conceiving how the game should play.

This is a loose and flexible TTRPG system, you don't need maps, huge stat blocks or anything to get going. Improvisation should be used as a tool to play around and world build on the spot. do not let it slow you down. Play like you're children in the school playgrounds. Use your imagination and have fun.

The Wild dice

1. A mirth check, positivity spreads from you and something funny, kind or jovial happens in the scene. It can be related to the narrative or random.
2. A mischief check, tricks, pranks and cunning is sewn into the world around you. Some trap is set in the room. Someone just lost their keys or trousers fall down inexplicably. It can be related to the narrative or random.
3. A misery check, bitterness, sadness and envy become present in all around. The mood changes, ominous signs are seen and fear becomes tangible in the room. This can be related to the narrative or not

Example encounter.

Gm: Ziggy car fluff, the faerie. Dog, the cat with 3 eyes. Bumbo the troll. You all walk into an evergreen meadow but feel sleepy for some reason. Spiders with French accents and berets descend from the trees and begin to spin sleeping webs around you.

Bumbo's player: "Iy eet the wub"

GM: Lol ok, in order to do what?

Bumbo's player: I dunno it just seemed like something dumb Bumbo would do.

Gm: Perfect, make a misery roll because it's a bit sad coz he's so dumb. But after the roll is concluded take a magic flower for committing to the roleplay of Bumbo being dumb.

Bumbo's player: OK, I rolled my d4 and I got a 2 but with the black cat's tail you gave me earlier I re-rolled and I got a 3. plus no Wild dice crit.

Gm:" The spiders all gang up on Bumbo and shoot web directly into his mouth. He swallows it all and starts to feel very sleepy and has his mouth gummed together. It is a sad sight to see but the webs are cleared.

Ziggy's player: While all the spiders are laughing at weird sad bumbo can I sneak up behind them and pull down their pants to make them fall over?

Gm: Sure roll a mischief check.

Ziggy's player: Oh piss I rolled a 6. But I got a crit on the wild dice.

Gm: That won't be enough you attempt to pull down the pants of one of these spiders but as you grip their waste and yank somehow your own pants fall down instead and you fall flat into a pile of poo, take one damage to your HP. Now the spiders are laughing at you AND Bumbo.

And because you got a 20 on the wild dice. A moment of mischief manifests. You watch as an animated rake walks into the scene and just lies on the floor. Not doing anything. Just waiting. After a moment you all move on, weirder things have happened around the Fey.

Dog's player: Right, enough of this, I start laughing back at them and tell them my best dog joke. Hopefully, the hilarity will laugh them to death.

Gm: Alright I will allow it, roll a mirth check

Dog's player: That's a d8, ooh I rolled a 1! Wahoo!

Gm: Hahaha amazing, ok so the spiders liked your joke so much that they forget to breathe, they all turn red and they can't stop laughing and slowly fall dead on the floor.

Players: Wahooo

Bumbo's player: to celebrate I do a victory lap of the spiders.

Gm: You begin your victory lap but you are stopped short as you stand on a rake and it hit you bang on the nose!

5. 'The Freddie Game' Gameplay sample

<https://freddie-churchill.itch.io/the-freddie-game> — play the game here. or watch a clip by clicking this picture VVV



6. Per Tempus: Walkthrough

<https://gusdt.itch.io/per-tempus> play the game here or watch a clip by clicking this picture VVV

