

Character, Mission Design, and Dialogue Sample

PREMISE:

For this writing test I was prompted to create a character, a Game Warden, for one of the existing reserves for the Hunter: Call of the Wild. In addition to this, I was tasked with creating a mission structure emulating the missions already within the game, as well as writing one-sided dialogue, as the player character is a silent protagonist.

THE WARDEN:

Fernanda Huiqui, a late-20s, cis-female of Mexican and Native Mayo descent.

Aliases: Fern (university friends), Nanda (self, others)

Parks & Wildlife University Graduate

- Bachelor of Environmental Sciences from UNAM
- Master of Science in Rangeland, Wildlife, and Fisheries Management from Texas A&M

Someone who grew up in the city, but always had a love of the outdoors. Fernanda saw wildlife management as a way to get back in touch with her roots.

Fernanda loves older films and movies and will often try to sneak a reference in wherever she can.

Nanda doesn't tell jokes for laughs, her particular brand of humor is one that looks for groans, head-desks, or rolling eyes at the punchline; an inherited trait from her father.

She is kind and helpful to the player once she warms up to them, and almost always willing to share a story or anecdote when she can squeeze it in.

BACKGROUND:

Fernanda Huiqui is a 28-year-old university graduate holding a master's degree in Rangeland, Wildlife, and Fisheries management from Texas A&M University. Born in Mexico City, she spent most of her life in an urban jungle, but the few times that her father took her camping were some of the most cherished memories of her childhood. To reflect this, when she entered university at the University Nacional Autónoma de México she chose to pursue a bachelor's degree in Environmental Sciences.

She enjoyed her undergraduate studies so much that she chose to attend the prestigious Texas A&M to earn a masters and pursue a career in parks management. While there, she began to also explore the cultural roots of her Mayo heritage, and quickly fell in love with the idea of someday working in her native land.

Character, Mission Design, and Dialogue Sample

Fernanda engrossed herself in the legends and lore of the Sonoran Desert and Chihuahua region where her people had lived since 180 CE, and quickly decided that that was where she wanted to make her mark. When the position of warden opened up at Rancho del Arroyo, she was a first ballot candidate and secured the job with relative ease, even when up against much older candidates with significant field experience.

Despite being the youngest warden by a considerable margin, Fernanda seems to always have a story or useful bit of knowledge no matter where or what you're hunting, and she's more than willing to share anecdotes or tales about the land to keep the hunter engaged in the beautiful desert landscape.

MISSION OBJECTIVES:

1. Visit one of the newly installed Bat Boxes
2. Collect some Guano from the bats in the morning
3. Drop off the Guano and pick up a pair of night vision goggles
4. Observe animals at night to see if the bats are feeding on them
5. Collect droppings from the animals to see if they're carrying the disease
6. Drop off the droppings

MISSION STRUCTURE + DIALOGUE

Mission	Dialogue	Objective
“Absolutely Batty” Estrada #1	<p>My friend Miguel Estrada researches animal diseases at a university up north. He let me know that they'd recently identified a potentially dangerous bloodborne illness being transmitted by vampire bats in the area.</p> <p>Obviously, we'd like to keep that from becoming a problem here, but before we do anything we'll need to know if the locals are even carrying it.</p> <p>This is a great opportunity to check up on those new bat boxes we installed. If you're up for doing me a favor, why don't you grab a bucket, head to one of the boxes, and then radio my way for a little surprise?</p>	Visit a bat box in Camino De Kino, Cauce Muerto, or Bemelabampo
Estrada #2	<p>Great! Now that you've made it, I can let you in on the surprise. I'm going to need you to collect some guano from the bats calling this box home. What is Guano? Well, some might call it excremento de las ratas voladoras... Otherwise known as poop. It's bat poop.</p> <p>Also, we need the guano to be relatively fresh, so if you could wait until morning to collect then it would be most appreciated. Feel free to explore the area in the meantime. There also ought to be a cabin not far from there where you can spend the evening if you aren't looking for a midnight stroll.</p>	Collect fresh guano from a bat box in the morning.

Character, Mission Design, and Dialogue Sample

<p>Estrada #3</p>	<p>Alright, now that you've got the good stuff, I'm going to need you to drop it off so I can ship it up to Miguel. You can head to one of the watchtowers nearby and leave it for me; I'll be heading out that way a bit later to pick it up.</p> <p>While you're there, there ought to be a pair of night vision goggles in the cabinet you can use for this next bit. I figure we can get a step ahead of Miguel by having you take a look and see which critters the bats are snacking on.</p>	<p>Drop off the guano and pick up a pair of Night Vision goggles.</p>
<p>Estrada #4</p>	<p>Got your goggles ready friend? Because unless you've got some sonar secrets or predator-vision you're going to need them.</p> <p>I'd like you to head out after sunset and observe the nearby animals. If we can find out which ones the bats are feeding on it should severely reduce the amount of fertilizer you need to fill your pockets with.</p> <p>Vampire bats are known to feed well into the night, and you definitely won't spot them before the sun has gone down, hence the goggles.</p>	<p>Observe animals at night to see which animals are being targeted by the bats.</p> <p>(Mule Deer, Collared Peccary, and Bighorn Sheep)</p>
<p>Estrada #5</p>	<p>Great work! I haven't stayed up this late for work since undergrad. It's a good thing there's an espresso machine here in the ranger station .</p> <p>Now that we've spotted who the fuzzy leeches are feeding on I'm going to need you to collect some droppings from each of them.</p> <p>To keep your mind off of what you're doing, did you know that Vampire bats are only native to the Americas? In ancient Mayan mythology a messenger from Xibalba, the underworld, arrived in the form of a man with bat wings and brokered a deal with humans offering them fire in exchange for sacrifices.</p>	<p>Collect droppings from a Mule Deer, Collared Peccary, and a Bighorn Sheep.</p>
<p>Estrada #6</p>	<p>You've really got a knack for this, you know? Have you ever considered a career in Jazz? You know... because scat...? I'm sorry, that was a terrible joke. I think I'll blame the lack of sleep, and definitely not my sense of humor.</p> <p>That ought to do it for now. Why don't you head to the nearest tower to drop those off? I'll pick them up, get them shipped out, and we can wait to see what Miguel has to say before I ask you for any more favors.</p> <p>You really helped me out with this one, amigo(a).</p>	<p>Drop off the Droppings</p>