

Elise Galmard Portfolio

Writing Samples – Text-based Dialogue

- **Side Quest** - Kill 10 infected with a Shovel within the excavation site
Quest Giver : Paulette Langsley
Project – Dead Maze

Objective	Text Speech Bubble
<i>Quest Start</i>	"Wrong! Wrong, wrong, wrong! This stratification data is completely erroneous! I'll bet Keaton let his intern do all the work again. And who has to mend those fences once more? ME! Hah! You call <i>this</i> archaeology? Uh! <i>Where</i> is my ineffectual assistant? WHERE are those god-forsaken LAB REPORTS I asked for?"
	Joshua? JOSHUA! Where did you file the carbon-14 numbers I sent in last week?
	...
	"...You're not Joshua. Where did the boy go, again? Oh, never mind that..."
	"...What's that? OF COURSE I know it's dangerous out here. You think you are the first one to try to get me back to Lakeview? I may be old but I'm not senile."
	<i>[Her eyes wander off into the distance of the dig site and linger on the swarm of infected, scattered around the excavation.]</i>
	"What a waste... The quintessence of my life's work. Gone, in the blink of an eye. Deserted by all. Even my own protégé."
	"I am fighting the only way I know how, young man/woman , To hell what others may think of it! I am the master of my fate. And <i>that</i> is here. Amidst my work. Life should go on, whatever the circumstance, wouldn't you say?"
You really want to help me? Get rid of all that pest on my site!	
Wait... What are you doing? No, no, no! No weapons on my dig site! I will not have you risking the integrity of my work! Here! Take any shovel or brush! Whichever! But no fire weapons or explosives!"	
<i>Quest Active</i>	Silence ! Can't you see I'm busy ?
<i>Quest Done</i>	« ...Anthropological analogies point in the same direction, according to the notion that Triassic conifers must have existed in earlier times. » ...Pff. This reads like a first-year undergrad paper.
	Oh, good, you're back. Well, will you look at that! A dig site free of nuisance! You, dear friend, are a true hero to research. Well, run along now, there's much work to be done. And do tell Joshua to bring me those numbers?

- **Side Quest** – Salvage 10 tools
Quest Giver : Joshua Castillo
Project – Dead Maze

Objective	Text Speech Bubble
<i>Quest Start</i>	“Oh, hello! Sorry, I didn’t see you there. I was... in my head. Probably not the safest place to get lost in reverie.”
	“I... I used to come here every day for lunch. Well, when I could take the time to actually sit down. I knew the meat went bad fast because of the heat, but I’d <i>always</i> wonder whether I should try the chicken Alfredo this time instead of my usual egg salad.”
	“I never did. It all seems so trivial, now.”
	“We were short on tools back at camp so I figured here would be the best place to find some. Didn’t realize I’d get so side-tracked down memory lane. Hadn’t come back here since... Everything. ”
	“This place used to be so alive, you know? Wide-eyed kids running amidst the fossils, their laughter resonating in every hall, and then, total absorbed silence in front of the diplodocus’ skeleton.”
	“You see all kinds of people at museums. An open window on humanity, really.”
	“ ...I’m sorry. I’m not usually the one to rant to total strangers. This excursion has been quite emotionally difficult. I felt at home here. And now... ”
	“Say, would you mind gathering some extra tools for me? I think I need a moment to... Process. ”
<i>Quest Active</i>	[He seems completely lost in thought...]
<i>Quest Done</i>	“Did you gather the tools? Perfect, I knew we’d find what we needed here.”
	“I used to work down at the dig site. Have you been there? Complete and utter chaos... Couldn’t believe my eyes. My old professor, stubborn as ever, she’s still there, slaving away at her research! Wouldn’t hear a single word I had to say! Staying there, all on her own... While all of <i>this</i> is happening?! Can’t believe how reckless she’s being...”
	“Hey, listen, I’d hate to ask you one more thing but... I have a little girl, her name is Sofia. Five years old and already curious as a monkey. I always try to bring her something back but... I haven’t been able to take the time. ”
	“I remember there was a souvenir store that sold stuffed animals a few blocks away. Could you grab one while I pack all the tools we gathered so I can quickly be on my way?”
<i>New Objective Active</i>	“Please, hurry? I think I really need to get out of here...”
<i>Quest Done</i>	“You found it! I had one just like that when I was a kid...”
	“Well, I better be off... Thank you for your compassion. I studied the past my whole life but... Coming back here? Some things are better left behind. ”
	“So long, my friend! And thanks again!”

- **Side Quest** – Kill 30 zombies in the zone
Quest Giver : Louise Galler
Project – Dead Maze

Objective	Speaker	Text Speech Bubble
<i>Idle</i>	Louise Galler	"Mary, you're really starting to get on my nerves."
	Mary Croats	"Leave me alone."
	Louise Galler	"This really isn't the time or place for one of your tantrums. "
	Mary Croats	« Croats do this... Croats do that... You're not captain of our baseball team anymore, Louise!"
<i>Quest Start</i>	Louise Galler	"...Oh, hello. Sorry about that. We're... Having a minor disagreement. "
	Louise Galler	"I'm Louise, Shepherd faction. We were on a mission to secure a safe perimeter down the rail line, but we realized the south crater nearby was an excellent, <i>and defendable</i> , tactical position. Mary, here, thinks we should ask Command for permission and reinforcement, but I say, let's just clear it out while we're here. "
	Louise Galler	And NOW... She won't budge."
	Louise Galler	"Mary, will you please stop being so obstinate?"
	Louise Galler	...Great, and now she's giving me the silent treatment. Very mature, Croats. I salute your nerves of steel. You know what? That's exactly the reason why Coach always sent you back to the bench. Couldn't act sensible enough to handle a whole game!"
	Louise Galler	"...You! You try talking to her. I'm sick of having to deal with her childishness."
	<i>Idle</i>	Louise Galler
Mary Croats		[Her piercing glare would discourage even an infected from approaching her...]
<i>New Objective</i>	Mary Croats	"You know what I should have done? I should have let her grieve away instead of dragging her out to missions! Acting all bossy now... Should have seen her when this all started! Incapable of getting out of bed. This is exactly why I refuse to go on runs with her. Can't take no for answer!"
	Mary Croats	"I don't care what you have to say to me. We are not taking on a horde of infected on our own. It's reckless, and downright suicidal. I'm not risking it. I'm not risking <i>her</i>She's all I have left."
<i>Quest Active</i>	Louise Galler	"I don't need you to protect me !"
	Mary Croats	"And I don't need you to play the reckless hero!"
	Louise & Mary	[They seem too busy arguing with each other to notice anything else]
<i>Quest Done</i>	Louise Galler	"...WHAT NOW? Oh, wait. You...? How long... You secured the south crater by yourself!? See Croats? I told you it wasn't dangerous!"

		Well. That settles it, I guess. ”
	Louise Galler	“Alright, alright. Enough fighting. Come on. Let’s go home, Mary. ”