

Narrative Cards

Narrative cards were used to communicate the story in non-gameplay sections - namely the intro sequence and endings. I wrote the words and described the art that was created to accompany it.

Intro

Image Description:

High angle, from in front. Beepo takes the first steps on their quest - out into the streets, surrounded by faceless people they can only hope to convince. They're looking to the player - but Beepo is isolated, and their surroundings are hardly inviting. No-one seems to be paying attention to them.

Final Art:



On-screen text:

How did it come to this? It seems, somehow, that you are the only one left who's worried about the coming cold. People used to fly south for the winter - has everybirdy forgotten that? Are they so wrapped up in the hustle and bustle of life that they don't notice the temperature dropping? The weather changing? Doesn't anyone remember the wind under their wings?

You have to remind them - make them remember. But you're just one pigeon, Beepo. How could you even start to make a difference? Time is running out...but even if it's just you against the world, against the frost...you have to try.

In-game screenshot:



Ending (Good)

Image Description:

A vast host of birds in flight. There are recognisable members of each species in the game (including, inexplicably, chickens? keep it light). The clouds are sparse, and the sun shines on the group as they make their escape.

Final art:



On-screen text:

It's now or never. The cold draws nearer - you feel it in your hollow bones, and shake it off. It's time to take flight!

With one final squawk, you gather your friends and command them: up! Up! Away, to warmth, safety and sanctuary. Your feathers ruffle as you leave the ground, and you rise as one as the instinct returns to your people. They, as you do, remember the sensation of wind under their wings.

You can already see yourself sitting on a beach somewhere, sipping on an ice cold grub and coke.

Life is good.

In-game screenshot:

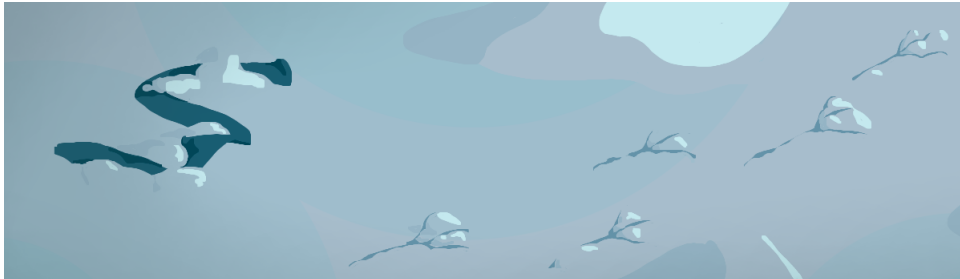


Ending (Bad)

Image Description:

Low angle, close-up. Beepo's scarf lies in the snow amongst twigs and other debris. A trail of frozen claw prints fades away into the distance.

Final art:



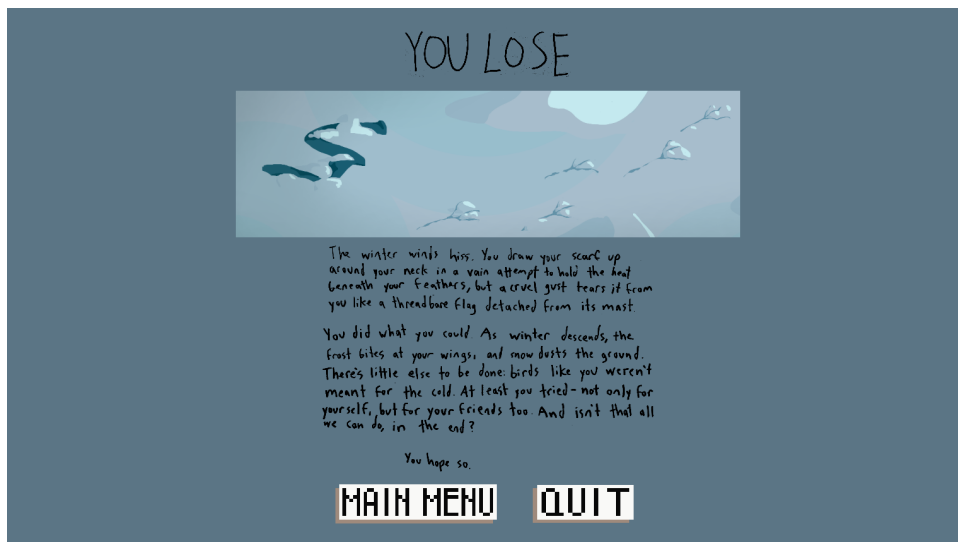
On-screen text:

The winter winds hiss. You draw your scarf up around your neck in a vain attempt to hold the heat beneath your feathers, but a cruel gust tears it from you like a threadbare flag detached from its mast.

You did what you could. As winter descends, the frost bites at your wings, and snow dusts the ground. There's little else to be done: birds like you weren't meant for the cold. At least you tried - not only for yourself, but for your friends too. And isn't that all we can do, in the end?

You hope so.

In-game screenshot:










Bird Dialogue

Beepo's quest to rally other birds and lead them south leads them to talk to leaders who can inspire members of their own species. These simple, characterful interactions are meant to provide the player with an amusing break from the otherwise-daunting task set before them. I wrote the dialogue and chose the most appropriate portrait made by the art team - or requested new ones if needed.



Cluckster

A bumpkin-type with a short temper. Near-incomprehensible, and angry.

Character	Portrait	Dialogue
Cluckster	 (beak closed)	Wayul howdy thayure pardner, whut can hawmble ol' Cluckster do fer ya?
Beepo	 (shock)	I...uhhh...sorry? What was that?
Cluckster	 (skeptical)	Whut? Kayn't yawl understaynd whut ahm sayun'? Ahm speakin' plain bird, sunneh!
Beepo	 (beak closed)	Ah, I'm sorry, I think there's some sort of language barrier here. Sorry to bother you!
Cluckster	 (shock)	... whutschur problem, kid? Yer lookin' ta scrap?
Beepo	 (beak closed)	Uh, okay...well, I'll be on my way. Bye!
Cluckster	 (shock)	Eyyy! Whayer yawl goin'?? Git back hare!










Magpeter

A majestic magpie with an eye for fashion. They sound like a problematic tinder hottie.

Character	Portrait	Dialogue
Magpeter	 (beak closed)	what do u want
Beepo	 (blush)	Oh my god, nothing...I-...
Magpeter	 (glowing)	oh ur so shy thats soo cute...
Beepo	 (shock)	Uhhh...
Magpeter	 (glowing)	ur scarf is so nice. u new here?
Beepo	 (blush)	No I'm-...
Magpeter	 (blush)	ok fine I guess i'll go with u

Taro

A (possibly) Italian sparrow with a need for speed. Snappy, overly-ready responses.

Character	Portrait	Dialogue
Taro	 (grin)	You got it, chief!
Beepo	 (beak open)	...huh?
Taro	 (grin)	Let's go, champ!
Beepo	 (beak open)	What?
Taro	 (beak open)	Sheesh. Catch up.
Beepo	 (beak closed)	...
Taro	 (beak closed)	...
Beepo	 (shock)	Do you even know where we're going?
Taro	 (whistle)	Nope.