

INDEPENDENT PROJECTS

The Distracted Spy:

An interactive fiction game made in Ink about a spy named Luke Stone from MI6 who has to go on a mission to stop a hacker from leaking MI6's secrets. It is written in the form of a screenplay. Two chapters have been written and uploaded: <https://toyinariyo.itch.io/the-distracted-spy>

Writing sample:

FEBRUARY 10TH 2019 - EIGHT MONTHS AGO

PARIS

11AM

You are watching your target with another field agent, Lauren Campbell.

LUKE: How much longer is he going to sit there?

She shrugs.

LAUREN: Until he leaves.

LUKE: How do we pass the time until then?

LUKE: Why is fieldwork so bloody boring?

LUKE: Why are we here again?

[Player selects 'How do we pass the time until then?']

LAUREN: Let's talk about things that happened to us at work.

LUKE: Alright. How has work been for you lately? How does it feel not being suspended anymore?

LAUREN: Good. It's nice to be able to go on missions again.

LUKE: That was really brave what you did.

LUKE: You were revealed as a whistleblower. That couldn't have been easy.

LUKE: Work has been good for me too.

[Player selects 'That was really brave what you did.']

Lauren looks down with a small smile on her face.

LUKE: I'm serious. I wouldn't have the guts to expose the chief as a peadophile. How did you do it? Why did you do it?

LAUREN: MI6 is supposed to stop criminals but yet, everyone that knew about Bulbie swept it under the rug. Everyone was so worried about what the press would think so I did a little independent digging.

LUKE: Independent digging?

LAUREN: Bulbie was so shit with computers. He didn't know that websites in incognito mode still show up on the network. Eventually, I found a log of all the disgusting shit he did and sent it to SecureDrop.

LUKE: Wait. Isn't SecureDrop supposed to be anonymous? How did you get caught?

LAUREN: I forgot about MI6's keyloggers. They tracked everything I did. In the end, I didn't care about getting caught. I just wanted that disgusting cunt out of MI6.

LUKE: That is so fucking cool. That sounds like something out of a movie. You are definitely the best MI6 agent I know.

Lauren grins at you and pulls out her fist. You bump it.

You see sudden movement in front of you. Your target is finally moving.

You can play the interactive version of this sample here:

<https://toyinariyo.itch.io/the-distracted-spy-fungus-demo>

SPEC SCRIPTS

Wasted in Welkin Way:

Based on Night School Studio's comedic video game Afterparty where you play as Lola and Milo, two young adults who find themselves in Hell and must outdrink Satan to escape. Along the way, they meet a guy that gives them drinks that grant them special abilities.

EXT. WELKIN WAY - NIGHT

Lola and Milo arrive at Welkin Way where they see a long line of humans and demons leading up to an elevator. As they hike up towards the elevator, Milo stops and stares at a shady looking

human in the line. Lola makes her way over and sees the guy pouring drinks from a portable cocktail set.

LOLA: So uh, what have you got there?

LOLA: Um, hello, is this some kind of portable cocktail bar or something?

[If player picks "So uh, what have you got there?"]

SHADY GUY IN LINE: My experiments.

MILO: Experiments?

SHADY GUY IN LINE: Yeah. After getting your balls thrown into a meat grinder, you pick up a few hobbies.

LOLA: Ouch. God, that must be so... I can't even imagine how that must feel.

LOLA: Why is your punishment so harsh? What fucked up things did you do in your life to earn that?

[If player picks "Why is your punishment so harsh? What fucked up things did you do in your life to earn that?"]

SHADY GUY IN LINE: It's not a story I tell people but since you asked so nicely... I blew up a condom dispenser and died.

LOLA: What? Really?

MILO: That--that's possible?

SHADY GUY IN LINE: Yeah it is. I was trying to rob a place and it went wrong.

LOLA: I don't think I'll look at condoms the same way again.

SHADY GUY IN LINE: So what do you say? Are you two ready to try one of my special cocktails?

[If player picks "Um, hello, is this some kind of portable cocktail bar or something?"]

SHADY GUY IN LINE: Yeah, it's my portable cocktail set.

LOLA: Doesn't this, uh, kind of defeat the purpose of going to Satan's house?

SHADY GUY IN LINE: Not really. Satan's parties are legendary. It would be great if he tried one of my drinks.

MILO: Doesn't that seem like a waste of time?

LOLA: I know I've been here for like an hour but that sounds like bullshit. What's the real reason you're here?

LOLA: Hmm. I guess that makes sense.

[If player picks "I know I've been here for like an hour but that sounds like bullshit. What's the real reason you're here?"]

SHADY GUY IN LINE (sighs): The other reason I brought my cocktails is I'm hoping it'll get Satan to lessen my punishment.

LOLA: Oh. Has that ever happened before?

SHADY GUY IN LINE: No, but there's a first time for everything I guess.

MILO: Oh, well good luck.

SHADY GUY IN LINE: Thanks. So what do you say? Are you two ready to try one of my special cocktails?

[If player doesn't choose an option on time]

MILO: What is all this?

SHADY GUY IN LINE: This is my personal cocktail set. It comes with four flavours.

LOLA: Yeah, we can see that. Why do you have it? Are you Hell's version of the guy who gives stuff away in his van?

SHADY GUY IN LINE: Nope. I'm just a guy that likes making booze for whenever the opportunity arises.

SHADY GUY IN LINE (CONT'D): And I think partying with Satan makes this the perfect fucking opportunity.

The full linear script along with the playable game (as a Unity WebGL game) and video preview can be found here: <https://toyinariyo.itch.io/wasted-in-welkin-way>