

THE GAME FORTRESS

"As long is the ride, as great is the prize!"

Check out the storyline of my quest to get into the video game industry.

Quest Title: The Break In

Quest Goal: Gather all the skills, experience, and mindset needed to charm a recruiter/guardian and successfully break into the tower fortress to take over the "DJOB".

Background: The player plays Philippe Grimeau (a SEEKER), a former REDAC. journalist turned advertising creative and punchline killer for over 15 years as a storyteller/copywriter - creative, content & UX Writer.

After a trying professional year 2019 and following the discovery of the Game writer / Narrative designer job, the player leaves the PUBLICITESS lands (his industry) and decides to leave in this new adventure in search of the "DJOB". A powerful artifact giving access to this profession and which confers to its carrier benefits & happiness.

Some time exploring the winding roads of the WEBLAND region, the player hears about DÉRACHIA, a member of the guardians protecting the DJOB.

The player must then track her down, obtain information on the location of her hideout, infiltrate and succeed in taking the treasure.

The player must first investigate the latest movements and publications of the guardian. Digital witnesses can provide clues to his last known location while the WEBLAND archives can reveal information about his profile, expectations, needs and ways to thwart him.

As the investigation progresses, the player must face competitors who are also looking for the treasure, such as the SHIPPERS (those who have already published a game) or the ALLINONE group (those game-level-narrative designers). The player can also count on allies like the LINKINDERS or the DISCORDERS who can help him in his quest. Like another Game writer / Narrative designer in exile or thanks to informants well integrated in the GAMERS' CONFRERIES.

Finally, the player finds the location where the protective guardian member resides, in the heart of the RESSOURCIA tower. But he discovers that in order to get there he will have to possess a CIVILUM and a PORTFOLOL, two magical weapons that allow him to infiltrate without too much difficulty. However, a registration on a specialized site can give a clue on how to write them well in order to fool the algorithms, defeat his ATS Mob (Applicant Tracking System) and reach the top of RESSOURCIA.

Once at the top, the player has to be patient and navigate through a labyrinth of deadly dangers made of interviews, tests and questionnaires that DÉRACHIA throws at him in order to destabilize him and slow him down in his quest for the treasure.

The player then deploys his build of expertise, can & must use his storytelling skills, his XP loot & his macro/micro vision of projects. Use his multitasking spell and his ability to imagine stories and tell them via the game systems. Use his ability to write immersive dialogues and describe rich and complex worlds. Exploit his skill at directing actors for voicing or mocap... to dodge traps, defeat DERACHIA and find - finally - the hidden relic.

Quest Conclusion: Once the player has retrieved the artifact (the DJOB), he can join the GAMERS' CONFRERIES to learn & share his knowledge with his brothers, increase his skills and access new functions, quests and adventures. This arc will also have allowed the player to discover a little more about the history/lore of the Video Game and its recruitment and manufacturing processes. Very useful later on in the realization of his ambitions on the lands of A.

THE END.

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