

Arden Osthof - Work Samples

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TOM CLANCY'S THE DIVISION 2 – ASL SCENE

In-game capture: [Tom Clancy's The Division 2 sign Language](#)

Additional Context: A scene between two members of a small community of survivors. It acts as an introduction to a side mission to find and rescue their missing friends.

The ASL will not be subtitled. Players who understand ASL will appreciate the scene, while it will still be understandable to non-signing players through the additional spoken dialogue.

The full conversation script:

Int. Community Apartment

Scene triggers on approaching and accepting the mission. AMANDA and LAUREN are facing each other, having a tense conversation. AMANDA is visibly anxious and LAUREN feels the same, but is trying to reassure her girlfriend.

Amanda
(Speaking in American Sign Language)
They've been gone too long.

Lauren
(Speaking in ASL and spoken English)
I'm sure they're fine. They probably just took a detour, that's all.

Amanda
(Speaking in ASL)

But we don't know that. Please, can you ask the Agent for help? I'm worried sick.

Lauren
(Speaking in ASL and spoken English)
Okay, but you're not going, promise?

Amanda
(Speaking in ASL)
Promise.

Lauren and Amanda turn towards the Player and Lauren addresses them.

Lauren
(in spoken English)
Can you help us? Our friend John used to work at this museum nearby. He took two others with him to strip out wires there, but my girlfriend believes they should be back by now. Please, can you see if they're okay?

Amanda speaks directly to the Player.

Amanda
(Speaking in ASL)
Thank you!

CHARACTER BIOS - ANNO 1800

Character biographies set in the universe of Anno 1800, an alternate and more optimistic world of the 19th century.

Beryl O'Mara, the shrewd business woman

"Come on in, what can I offer you today? A blue and white porcelain tea set, or maybe fine silk by the meter? If you won't take it, someone's going to beat you to it!"

- [As featured in Anno 1800](#)
- Historical Inspiration: [Fredericka Mandelbaum](#)
- Age: 58
- Race: White
- Profession: Trader and shop owner

Shunned from polite society as an immigrant, she was much too ambitious to resign to the quiet life of a shopkeeper. So she turned the worst slander into a business venture and trained the city's many street urchins to steal and fence her goods, taking a large cut in the process. No one can tell whether her care for the children is purely transactional or familial. One thing is for certain: most would be worse off without her.

Likewise, no one can say they are a true friend of hers; if she can't bribe someone, she can't trust them to be on her side. Maternal, overwhelming affection is in her nature, yet it can never be unconditional.

Victor Hedley, the upright leader

"Meetings, summons, and more meetings! And for what? So we can grovel for barely more than a pittance while they keep squeezing our throats?"

- Age: 44
- Race: White
- Occupation: Union leader

Working in the mines wouldn't have let him live past 40. When he instigated the Miners' Revolt and led the nascent United Colliers Association to real bargaining power, he was catapulted into the ranks of high society. There he is equally courted and despised. He despises those robber barons right back. He lost his brother in a cave in, just after they passed each other at the shift change, all for the sake of 'cost saving measures'.

Suddenly finding himself in the foreign realm of influence and outrageous wealth has turned him from a jovial man of the people into a perpetually high-strung and guarded politician-by-necessity. He can only truly relax with his old friends over drinks, but those occasions are few and far between.

Sruthi Vanajah, the gifted inventor

"Oh goodness, that was shit! Back to the drawing board I go."

- Age: 28
- Race: South Asian
- Occupation: Engineer and head of S.V. Electrical Company

Since making an accidental fortune by discovering a new conductive alloy, Sruthi has found herself with her own estate and political influence. Forced to fight off countless attempts to steal her patent, she has grown weary and anxious around people. Oftentimes she would much rather withdraw to her laboratory, the only place where she feels true joy and can tinker to her heart's content.

However, meetings with investors must proceed if she wants to succeed in her most ambitious project yet: harnessing the power of lightning. So she puts on her best smile, knowing her company's future depends on her charm just as much as her genius.

ITEM DESCRIPTIONS – SCIENCE-FANTASY STRATEGY

Internal Name	Player-facing Name	Description	Flavor Text
Speed Boost	Hydrogen Thrusters	Increases the speed of your spaceships.	<i>When outgunned and outmanned you can still try to outrun your unfortunate end.</i>
Ship Hijack	Mindjack Interface	Allows your ships to hijack enemy ships.	<i>Mindjacking a crew is never a pleasant affair, but this remote interface leaves your hands and upholstery clean.</i>
Speed and Storage Increase	El-Waylly Projector	Increases your spaceship's speed and storage space.	<i>El-Waylly's Paradox dictates the closer you are to light-speed, the more pocket dimensions you generate. Until now only theoretical, but overtime and blood sacrifices work wonders for us all.</i>

WORLD BUILDING

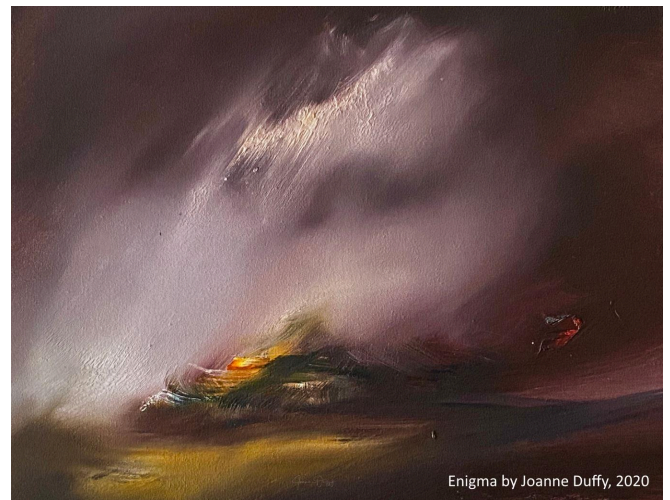
Context

This is a worldbuilding exercise. This world is one of multiple planets in a hypothetical open world action game / RPG in which the player is an outsider getting to know the inhabitants, exploring the locations, and involving themselves in their conflict. This document is supposed to provide narrative hooks and direction to content designers, level artists, and writers.

Theme

*Your home is a dead rock,
but it's still your home.*

Slate is a former mining planet with several settlements still hanging on by pure stubbornness. Over generations people have made this desolate planet their home, and in turn the planet has revealed a secret that could show them a better life, but also attract unwanted outside attention.



History

Closest to the sun in its solar system, Slate was first ignored for being inhospitable. This changed when large amounts of Helium-3 were found just below the surface. Montserrat Industries won the race to secure the deposits and began terraforming and settling the planet with laborers and their families. For three generations Slate was the main provider of Helium-3 in its solar system. When demand collapsed, so did Slate's economy and significance. Within a decade mines were closed, Montserrat Industries moved its business to other worlds, and left tens of thousands unemployed. Today some of these miners and their descendents are still clinging on.

The Planet

Living on Slate is dangerous, but not of the imminent death kind – it's an ambient background noise to its people. You can breathe the air if your filter runs out of battery. Earthquakes are frequent and shallow, eroding foundations over decades instead of collapsing buildings like dominoes.

Slate steals your life in installments, leaving you aching even before you reach old age.

Physics	Smaller than earth with a slower rotation and a faster circumnavigation, making gravity lighter, days longer and years shorter . Inhabitants joke about reaching older ages than on other planets, despite life expectancy being shorter.
Geography	Slate is a rock planet with no natural bodies of water. Overmining has led to frequent earthquakes . The Surface is desolate, dark and dreary. Yet there is beauty in unexpected ways: jagged, iridescent mountains, soft glows in the perpetual clouds and natural caves with glittering rocks.
Climate	Terraforming has made the atmosphere nearly breathable. It also created the perpetual dust cloud cover that reflects most sunlight, making temperatures bearable despite being close to the sun . Sometimes the clouds reach all the way to the ground. Groundwater is extracted for personal use, but its great depth prevents it from rising to the surface. There are no lakes or rivers on the surface.
Flora & Fauna	On the surface all life is introduced species close to settlements: grasses, hardy shrubs, subsistence crops as well as inevitable stowaway microbes, insects, and small rodents . A mycelium network spreads underground in caves and mine shafts.
Locations	A handful of towns are clustered in a small area on the same side of the planet, with numerous mines on their outskirts. Mines and towns are connected by derelict magnetic rail , there is only one central spaceport ; formerly for mainly exports, now mainly imports. A reservoir for water storage and leisure is next to the towns.

The People

Origins & Demographics

The booming mining business led to a wave of **immigration**. Montserrat Industries recruited from many solar systems and provided transport, housing and employment.

Several major groups arrived, bringing their own languages and culture. Over time the distance to their planets of origins increased and Slate's **own dialect** of the solar system's lingua franca developed. Today the planet is **racially diverse** and mixed as all of its solar system.

Society

The population is **aging**, plagued by chronic illnesses, and everyone who wanted or could **leave** has already left for greener worlds. The remainder is staying, **steadfast and stubborn**. And where would they go? They can't afford retirement on a sunny planet and their bone mass has decreased too much to live on planets with higher gravity. **This is their home**.

Living on this planet is **like living in a small town** – everyone knows everyone else. Outsiders, even people who return after living off-world are viewed with **suspicion**. But amongst themselves there is a **fierce solidarity**. People depend on each other in many ways: sharing food, funds, homes.

During Slate's heyday Montserrat Industries was the de facto government. Its departure has left a vacuum filled by a local informal council mainly in charge of solving disputes. With no strict hierarchy social mores dictate more than democratic elections.

Day-to-Day

Most people live in a **frugal retirement**. The **informal economy** is the community's lifeblood since jobs are rare and currency hard to come by.

Chronic illnesses are common; lung dust, heavy metal buildup, vitamin D and calcium deficiencies. All the more important is **good artificial lighting** to combat the doom and gloom outside. It also provides light for indoor **gardening**, while outdoor gardens are used for shade-grown crops. This **subsistence farming** is to add variety and freshness while most **staple food** has to be **imported**. A valued skill and pastime is **jury-rigging** as planned obsolescence means most equipment and structures have broken down at least once.

Culture

Free time centers largely in the home and **community spaces**. Entertainment is imported from planets of origin and populous planets of the solar system.

Food plays an essential role: **cooking together** and **sharing meals** is the norm. Popular dishes are all fried, especially fried dough in sweet or savory, a holdover from a rich diet for hard labor.

The Mines & Mycelium

Mining has had an unprecedented effect: Despite previously thought to be devoid of life, a **mycelial network** feeding on liquid deep in the planet's crust has expanded into the mine shafts. The newly carved out space gave it **space to grow**. There it mingled with the microbiology humans brought in, creating a strange **new crossbreed** over time.

Thinking nothing of its presence at first, the locals begin to notice a **transformation**: existing on the planet is becoming easier. The heavy air is easier to breathe, chronic aches are lessening and the few teens stuck here are throwing raves among the bioluminescent fungi. The terraformed surface is allowing the mycelium to spread overground for the first time.

Opinions in the community are **divided** between those wanting to explore and benefit from these changes and those who see it with suspicion. The planet is changing, but it seems that its people are too.

But this new fungus has also attracted off-world **attention from corporations** wanting to study and profit from it. Slate's people find themselves faced with exploitative forces grasping for what is now their home, but also a chance at their own future.

GIRL HATE (2014) – INTERACTIVE NOVEL

Girl Hate is a 30 minute exploration of being a teenage girl and struggling with what teenage girls should or should not be. It's an older piece, but near and dear to my heart for its intimate subject matter. It's representative of my values and what I want to bring to your team.

The game offers many choices that create the illusion of a closely tailored experience, while telling a laser-focused story with heightening stakes.

The central feature is the "Respect Score" – a metaphorical mechanic that awards or detracts points for the "correct" behavior according to the teenage protagonist. The score symbolizes the imagined respect she has in the eyes of the group she wants to belong to and ultimately the respect she has for herself.

It's playable in browsers and needs no plugins or downloads. It has no sound.

Available in full here: [Girl Hate](#)

Girl Hate's Twine Garden:

