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narrative design/writing sample  
*Just Cause Mobile* | Square Enix | 2021

This excerpt features two fully designed and written missions from the thirty I worked on.

Side mission designs and dialogue by Westin Lee  
 Working for Joshua Rubin/Subverse

Legend

MC = Main Character, a former Firebrand agent now working for Rico Rodriguez

Mario = Mario Frigo from Just Cause 3, leader in the Draconan resistance

Dracona = fake Just Cause Greece

Electra = hacker radio support partner

<p><b>Title and Episode ID</b></p>	<p style="text-align: center;"><b>Itsios</b>          Episode ID: TBD SQ.21.15</p>
<p><b>Summary</b></p>	<p>Stop Darkwater thugs from bullying a local war hero.</p>
<p><b>Character/s</b></p>	<ul style="list-style-type: none"> <li>- Mario</li> <li>- Itsios [Retired War Hero - Male / 70s]</li> </ul>
<p><b>Facilities</b></p>	<ul style="list-style-type: none"> <li>- Old Church - Pyrgos</li> <li>- Darkwater Checkpoint 4 - Pyrgos</li> <li>- Darkwater Beach Base - St. Iria</li> </ul>
<p><b>Location</b></p>	<p><b>Old Church</b></p>
<p>TALK 1          BRIEFING  <b>ITSIOS</b></p>	<p>ITSIOS          They're at it again. I won't stand for it anymore!</p> <p>MC          Who is doing what now?</p> <p>ITSIOS          These Darkwater thugs! They harass the church, threaten to destroy their relics. All because the church is inspiring the locals to 'revolt.'</p> <p>MC          Typical. How about I'll pay them a visit and teach them--</p> <p>ITSIOS          I fought in the war, youngster! These bullies don't scare old Itsios. Stand back! I ride once more for Dracona!</p>

	<b>[DESIGN NOTE: Itsios rides away on his motorbike towards the Darkwater checkpoint.]</b>
<b>RADIO 1 MARIO</b>	<p>MARIO Did I just hear you speak to Itsios? THE Itsios?</p> <p>MC You know him?</p> <p>MARIO He is an icon! He fought in the Draconan War. His harpoon is as legendary as his combat prowess.</p> <p>MC He's also an old geezer who just rode off alone for a Darkwater checkpoint. He's going to get himself killed.</p> <p>MARIO Probably, yes. It would be a disappointing end for a living legend. You can't let anything happen to him. The man is a national treasure!</p> <p>MC Maybe I can get to the checkpoint first. Clear a path for him.</p> <p>MARIO Do it. But remember, my friend. Itsios is proud. Whatever you do to help him, you must do it in secret.</p>
<b>Objective 1 BURNING ROUTE</b>	Get to the checkpoint before Itsios
<b>Location</b>	<b>Darkwater Checkpoint 4</b>
	<b>[DESIGN NOTE: MC gets to the checkpoint. There's an APC here. ]</b>
<b>RADIO 2 MARIO</b>	<p>MC Mario, I'm here.</p> <p>MARIO Good. But Itsios is close, hurry and defeat the Darkwater guards! He cannot see you do it!</p>
<b>Objective 2 DEFEAT</b>	Defeat the Darkwater forces.

	<b>[DESIGN NOTE: After MC defeats checkpoint goons, Itsios heads through the checkpoint on his motorcycle.]</b>
<b>RADIO 3 MARIO</b>	<p>MC He just rode straight through. I don't think he even saw me.</p> <p>MARIO That's very good. But the checkpoint sent out an alert. Darkwater is sending an attack helicopter towards your location, and it will cross Itsios's route.</p> <p>MC He would absolutely start a fight with an attack chopper, wouldn't he?</p> <p>MARIO Draconan warriors are a proud breed. Probably, yes. And the helicopter will turn him into a crater. A crater that will shame Dracona. You cannot let this happen!</p> <p>MC Okay, I'm going to intercept the chopper.</p>
<b>Objective 3 DESTROY</b>	Destroy the attack helicopter
<b>RADIO 4 ITSIOS</b>	<p>ITSIOS Fellow freedom fighters! It's amazing! I gave an attack helicopter a deadly thought and it exploded! I still have The Ability!</p> <p>ITSIOS I'm only just getting started... I ride now for the enemy's foul mountain base!</p>
<b>RADIO 5 MARIO</b>	<p>MC Uh, Mario, we may have a problem.</p> <p>MARIO I heard Itsios' broadcast! You have to destroy the mountain stronghold before he gets there, my friend!</p> <p>MC Um, yeah. I can do some damage, but I'm not taking them all out, let alone before he arrives.</p> <p>MARIO Think of the shame crater, Agent! You have to do something!</p> <p>MC</p>

	<p>I have an idea. What if I attack another location to draw reinforcements away from the mountain? Darkwater has a Beach Base.</p> <p>MARIO It is our best option to save Itsios's pride. Do it!</p>
<b>Location</b>	<b>Darkwater Beach Base</b>
<b>Objective 4 DESTROY</b>	Destroy vehicles at the beach base
<b>RADIO 6 MARIO</b>	<p>MC That's a lot of distractions I just caused. Did it have any effect?</p> <p>MARIO Yes! Multiple squads are mobilizing from the mountain base.</p> <p>MC Great!</p> <p>MARIO Actually, I also hear reports of squads inbound from all over Pyrgos. They're all coming right for you.</p> <p>MC Right. Getting a lot less great.</p> <p>MARIO Do it for Itsios!</p>
<b>Objective 5 GROUP DEFEAT</b>	Take out the Darkwater heavy reinforcements.
<b>CONCLUSION RADIO 7 ITSIOS</b>	<p>ITSIOS Ha! Look at them run! Scared little mice! The base is mine!</p> <p>MC That's amazing. Really great work, Itsios.</p> <p>ITSIOS Great work? It was easy! You made the fight against this Darkwater seem so hard, but all I encountered were disorganized cowards and wrecked vehicles.</p> <p>ITSIOS My work here is done. Darkwater won't bother our church any more. But I have half a mind to ride until Darkwater is gone from Dracona for good!</p>

MC

No! Uh, wait. Now that you've got them on the run, why don't you leave the cleanup to us? We can handle it now that the hard work is done.

ITSIOS

Very well, I leave the cleanup to you. If you need my harpoon again, have the priest at the church leave a laurel on the statue at the front of the church!

<b>Title and Episode ID</b>	<p style="text-align: center;"><b>Globetrotter</b> Episode ID: TBD SQ.23.15</p>
<b>Summary</b>	<p>Assist a Firebrand agent with their priority mission.</p>
<b>Character/s</b>	<ul style="list-style-type: none"> <li>- Mario</li> <li>- Gregor (Firebrand Agent - male / 30s)</li> <li>- Sinclair (Darkwater officer - Male / 50s)</li> </ul>
<b>Facilities</b>	<ul style="list-style-type: none"> <li>- Train Station - Lycabettus</li> <li>- Darkwater checkpoint 7 - Lycabettus</li> <li>- Milling facility - Pyrgos</li> <li>- Airport - St. Iria</li> </ul>
<b>RADIO 1 BRIEFING</b> <b>GREGOR</b> <b>MARIO</b>	<p>GREGOR Agent, we need to talk.</p> <p>MC What? Who is this? You're awfully full of yourself, making demands on private comms.</p> <p>MARIO Hello, hello everyone! It's-a me, Mario! I can explain everything. Gregor, you move too fast!</p> <p>MARIO Gregor is a Firebrand agent, my friend, like you were! He is operating out of Shanzou. Rico and I have worked with him before. He's the best.</p> <p>MC Okay, Gregor, why are you here and calling me direct?</p> <p>GREGOR I'll explain, but in person. More secure that way. Meet me at the train station.</p>
<b>Location</b>	<b>Train Station</b>
<b>Objective 1 CONVERSATION</b>	<p>Meet with agent Gregor</p>
<b>TALK 1 GREGOR</b>	<p>MC You're Gregor? I thought you'd be taller.</p>

	<p>GREGOR And your time away from Firebrand has softened you up. Any thought to doing some physical training from time to time?</p> <p>MC Any time you want to see who can handle themselves better, you let me know. What do you want here? This isn't your territory.</p> <p>GREGOR I'm pursuing a Darkwater commander. Sinclair is his name. Worst of the worst, look him up. You're going to help me find him.</p> <p>MC Why would I do that?</p> <p>GREGOR As you just said, this is your territory. So how about it?</p> <p>MC I don't appreciate being ordered around, but... I'm always down to make life suck for Darkwater goons, so...</p> <p>GREGOR Good. First things first, take out the troops at a checkpoint, sending you coordinates now.</p>
<p><b>Location</b></p>	<p><b>Darkwater checkpoint 7</b></p>
<p>Objective 2 <b>DESTROY</b></p>	<p>Destroy the Darkwater checkpoint</p>
<p>RADIO 2 <b>GREGOR</b></p>	<p>MC Checkpoint is clear. Where did you go?</p> <p>GREGOR Busy, other part of the plan. Here's your new target.</p> <p>MC That's a civilian grain silo. Are you sure?</p> <p>GREGOR Absolutely. Get over there and level it. Out.</p> <p>MC Is that gunfire I hear? Are you in a shoot out without me? Did you give me the <u>easy</u> part of the this plan?</p>



	<p>GREGOR Kinda busy here! Get moving!</p>
<p>RADIO 3 <b>ELECTRA</b> <b>MARIO</b></p>	<p>MC Electra, can you confirm where Gregor is? I heard gunfire on the comms.</p> <p>ELECTRA That's the weird part. He's heading across the countryside, but I don't see any Darkwater or Legion around his location. This guy is extremely sus.</p> <p>MC Mario? Are you sure you vouch for him?</p> <p>MARIO Hello! Yes, cross my heart, hope to live! Gregor is the best.</p>
<p><b>Location</b></p>	<p><b>Milling Facility</b></p>
<p>Objective 3 <b>DESTROY</b></p>	<p>Destroy the grain silos</p>
	<p>[DESIGN NOTE: Sinclair rushes out from behind the silos and leaps into a car.]</p>
<p>RADIO 4 <b>GREGOR</b></p>	<p>MC Gregor, Sinclair was here! He just fled the silos. Looks like he's heading for the airport. I guess you were right.</p> <p>GREGOR Of course I was right. I just didn't know if he was going to be at his villa or working at his safehouse under those silos. I'll intercept him at the airport.</p> <p>MC Tell you what, if I beat you there, he's mine. If you win, he's all yours.</p> <p>GREGOR Oh, you want to race? You're going to regret that. I'll be waiting at the finish line.</p>
<p><b>Location</b></p>	<p><b>Airport</b></p>
<p>Objective 4 <b>RACE</b></p>	<p>Beat Gregor to the airport</p>
<p>RADIO 5 <b>GREGOR</b></p>	<p>GREGOR Fair is fair. You got here first, Sinclair is all yours. Just make it flashy for me.</p>

	<p>MC Flashy is my middle name.</p>
<p>Objective 5 <b>TAKEDOWN</b></p>	<p>Destroy Sinclair's vehicle</p>
<p>TALK 2 <b>GREGOR</b></p>	<p>MC One less Darkwater heavy in the world. Appreciate the tip.</p> <p>GREGOR I could have handled it myself, but since you were here... at least you didn't screw things up.</p> <p>MC Not much of a compliment, but I'll take it -- as long as it's your last. See you around, Gregor.</p>
<p>CONCLUSION RADIO 6 <b>MARIO</b></p>	<p>MARIO See, he wasn't so bad!</p> <p>MC I guess if I were looking at my own actions from the outside, I'd seem pretty suspicious too.</p> <p>MARIO Of course! Sudden changes of plans, absurd explanations for events... and you trying to untangle Darkwater plots even more absurd. That's the life, my friend!</p> <p>MC I suppose that's a compassionate compliment?</p> <p>MARIO Exactly! Like I always say, let anyone with a grappling hook do what they need to do. Don't pay attention to the details, they won't make sense anyway! Ha!</p>