

# My Contributions to Lymantria Dispar:

- Developed overarching narrative system
  - Concepted and wrote variable descriptions for 7 different items
- Concepted and prototyped inventory system
- Created UI art to supplement other game art
  - Includes icons for the in-game items to display in the inventory



# Overarching Narrative and Item Descriptions

- Created and maintained a Narrative Bible containing internal lore and character descriptions
- Opening, Win State, and Item Description text used to convey the overarching narrative to the player
- Variable item descriptions
  - Each item has seven different descriptions that can be attached to it depending on the order the item is picked up in

A mixtape, the carefully written song titles now faded and dirty. How would someone forget this here? Maybe the fluttering shapes in the dark hold the answer.

## [Setting](#)

[Potential Locations](#)

## [Story](#)

[Marketing Description](#)

[Internal Lore](#)

[Blurbs](#)

[Characters](#)

## [Items](#)

[Glove](#)

[Hat](#)

[Friendship Bracelet](#)

[Judgement Tarot Card](#)

[Mixtape](#)

[Moth Keychain](#)

[Canteen](#)

# UI Assets



# Inventory System Example

The Judgement tarot card. You remember a voice, as if through water, saying it meant you needed to let go of the past and choose to move forward. But who told you that?



Player can click through collected items and reread the description attached to it

