

Michael Bunning Writing Sample – Object Descriptions (Project Calico)

Explanatory Notes

The following descriptions were player-facing tooltips that would appear as pop-ups when players hovered their mouse cursor over the object.

They are of two types: Locations and Items. Location descriptions appeared when hovering over planets and space stations in the game's map; while Item descriptions appeared when hovering over objects in either the game's store, or the player's inventory.

In keeping with the tone of the rest of the game, they are intended to be irreverent and slightly humorous but to hint at the darker dystopian reality of the game world.

The metrics for these descriptions stated that they needed to fit in a small text box and be no more than 300 characters long.

Location Descriptions

SUN

A colossal ball of superheated plasma around which the rest of the solar system orbits. Once a mysterious and divine inspiration for ancient civilizations, today its primary purpose is to serve as a highly effective incinerator for anything really incriminating.

MERCURY

What kind of a planet has a day twice as long as its year?? The kind you don't want to live on, with extreme temperatures, insane radiation and a boring color scheme. A true human colony is unfeasible, but a hellish mining facility providing raw materials for Quicksilver Gate blights the surface.

QUICKSILVER GATE

A giant Safari megaproject orbiting Mercury, which aims to propel a new generation of colonists to a new star system. It is the largest and most expensive project in human history and a massive gamble on Safari's part to ensure an exclusive generational monopoly on intersystem traffic and trade.

SEAVIEW STATION

When humanity's bravest explorers took their first small step onto Earth's moon, could they have imagined their glorious legacy? Safari building a continent-sized warehouse HQ here was a giant leap forward in logistical efficiency. Now hundreds of thousands of minimal wage laborers reap the benefit.

JUPITER

4.5 billion years ago, a young, rebellious Jupiter rampaged through the solar system, using its gravity to hurl asteroids at other planets. Now this swollen ball of gas sulks in the eternal twilight beyond the Asteroid Belt, while on one of its moons, the Callistani Workers' Union squabble and plot.

Item Descriptions

CHARIVARI

The Charivari is your ship, your workplace and your home. An old Safari Fardel-class freighter showing her age, she would almost certainly fail a safety inspection conducted anywhere reputable.

AGINCOURT WEAPON AMMO

Filling the void with a cloud of projectiles, these 40mm lead cored, brass-jacketed shells are usually measured by weight, rather than number. They can lightly damage unshielded hulls, but are better as a defence against incoming fire.

ULTRAWAKE PILLS

Don't let a double-shift make you soft. Purge your weakness with UltraWake. Work more. Work harder. Destroy downtime. Sleep is for the underclass.

DEER CARCASS (Space 'roadkill')

Illegally bred by Safari, Bambo was born a crime. As a cervidastronaut, he broke barriers. As a deersicle, he broke bumpers. He's now defrosting and subject to the laws of decay, but remains valuable to Edison's lawyers.

BRICKS (currency)

As inflation, stagflation, shrinkflation, stretchflation and snackflation caused currencies to crumble, Ubiquitous Modular Bricks held their value. From toys to tender, they are the only thing in the universe that will always be coveted.