

ADRIAN BETTRIDGE-WIESE

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I am a highly collaborative writer with experience in world building, narrative, and scenario design, as well as in implementing that content. I have been very impressed with Eidos Montreal's games, especially the diversity of the casts and the complexity with which the women and people of color are written. I would be honored to contribute my talents to your new project as a game writer (<https://eidosmontreal.com/en/jobs/309>).

In the games space, my writing experience comes as project leader/head writer/head developer for an expansive StarCraft 2 mod, *The Antioch Chronicles: Thoughts in Chaos* (tinyurl.com/l8ufhzz). This project is the conclusion of an abandoned campaign trilogy originally begun for StarCraft/BroodWar (the first fully voiced custom campaign for StarCraft), which my team undertook after remastering the original campaign for StarCraft 2 (a project we titled *The Antioch Chronicles: Remastered* (tinyurl.com/le7hqoz), which [you can also see on YouTube at tinyurl.com/md39853](#)).

As head writer for *Thoughts in Chaos*, I was in charge of developing a story that fit with the aesthetic of the first two episodes, resolved a number of errors and inconsistencies, and provided a fitting end to such a historically significant campaign. I also needed to meet modern expectations of storytelling—introduce significantly more nuance to characters and add diversity to the cast—and create a gameplay experience that would meet the expectations of people familiar with the complexity of StarCraft 2's scenarios.

Our team prepared several story treatments after conducting a series of story meetings, then combined the best parts of each into a final treatment. This treatment served as my guide as I prepared the first draft of the script. In its now almost-final form, after many rounds of team meetings and revisions, the campaign spans fifteen maps and has, at the time of this writing, 1,166 lines of dialogue.

In addition to my project management and writing duties, I was also the lead developer for most of the maps. Before beginning *The Antioch Chronicles: Remastered*, I had never used StarCraft 2's map editor, which is, to say the least, an incredibly complex tool. However, thanks to my technical background and facility, the StarCraft 2 mapping community, and the members of my team, I quickly gained proficiency in the editor sufficient to recreate the original campaign.

That experience served me well when we began work on *Thoughts in Chaos*. However, the third episode was more than a simple recreation—it was entirely new content. Drafting (and redrafting) the maps for *Thoughts in Chaos* required me to learn principles of game design. In addition, I gained valuable insight on how to provide direction to voice actors, and I even brushed up on basic cinematography in order to stage more dynamic cutscenes.

Unfortunately, because we are at the mercy of volunteer voice actors, we don't yet have a completed campaign I can share with you. However, I *can* share [the completed script at tinyurl.com/n7cckmv](http://tinyurl.com/n7cckmv), built in a tool called [WriterDuet \(writerduet.com\)](http://writerduet.com), as well as [video of a beta version of one map at tinyurl.com/mouoyyp](http://tinyurl.com/mouoyyp), only missing some audio in opening, some timing polish on lines, and a bit of user interface. This map is of course the work of many people, but I implemented much of the gameplay and all of the narrative. Watching this play-through, I most enjoy listening to the banter that plays out between the two characters as they make their way through the compound—I think it does a good job of fleshing out their relationship without leaning on clichés.

In addition to working in established worlds, I also have experience in collaborative world building. The best example is [Tales of Enkyr \(op74.net/enkyr\)](http://op74.net/enkyr), a custom setting that a friend and I

developed for tabletop role-playing games using the [13th Age system](#) (site.pelgranepress.com/?cat=248). In our work, we wanted to present a setting that felt familiar to tabletop veterans, so we included genre staples like a myriad of fantasy races and an improbable number of government systems. We also wanted to avoid many of the clichés of fantasy settings (such as aloof elves who live for millennia and characters with highly simplistic moralities).

Creating Enkyr took about four months and thousands of words spread across emails and Trello cards. We ended up with a world that's been strained to the breaking point by generations of war, filled with a traditional collection of fantasy races, each with their own twist, like the Halflings, bayou dwellers who carry a recessive strain of psychopathy, or the Dragonborn, who are recent creations of the failing dragon empire that resent their forced servitude.

In my opinion, it's the world's gods who most stand out. Here we avoided the typical archetypes for more nebulous definitions—two of my favorites are the Burning Bear of the North, a philosophical creature who still occasionally wreaks havoc (he is a bear, after all)—and the Gods of Silver and Gold, incestuous twins who embody the world's obsession with money. Instead of traditional historical biographies of the gods, I wrote short stories to capture their essence and convey the complexity of their characters, leaving me and the players free to fill in details as the campaign progresses.

My work in software development also involves tremendous collaboration and creativity. My main task at [2wāv \(2wav.com\)](#) is to work with our customers, listening to the challenges they face and then helping design software solutions to address those problems. This requires not only excellent listening skills, but also the technical comfort to work with our engineers in developing plans for the software itself. When I have time, I also contribute to the software development by building application front ends, a skill I developed during my time at the company and have come to enjoy.

I do a significant amount of writing for 2wāv. The primary form for that writing is communication with customers, especially proposal writing. I also write for our company blog when a good topic comes to mind. My best post is probably "[On Feedback](#)" (tinyurl.com/kj8tcpe), which discusses how to give critical feedback without being hurtful or destructive. I also wrote a follow-up post [on receiving feedback](#) (tinyurl.com/lookk5d), which can be fraught, as well.

As these two posts illustrate, kindness and respect are the core of my collaborative philosophy—I truly believe they are key to the collaborative relationships that form the bedrock of every project. I stress these values with every employee of my company, and with every person who joins my StarCraft project. I hope to bring that collaborative spirit, as well as my experience writing and implementing content, to Eidos Montreal. You've brought incredible vision to the franchises in your portfolio, and I'm very excited to see what this ambitious new project will bring.

Thank you for your consideration,

A handwritten signature in black ink, appearing to read 'A.B.W.' with a long horizontal flourish extending to the right.

Adrian Bettridge-Wiese