

Writing Samples by Jenny Loikkanen

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1. Game Dialogue Excerpt

This is part of the main questline in Echoes of Silence, a mystery game published on itch.io in 2022.

The player needs to talk to the ghost of Sachiko and bring her an item.

I wrote this dialogue and implemented it in Unreal Engine with visual scripting, using a plugin made by the programmers in the team.

[Echoes of Silence in my portfolio](#)

[Echoes of Silence on itch.io](#)

1. EXT. APARTMENT BUILDING COURTYARD

Sachiko's ghost is roaming the courtyard. The player sees her through the camera and talks to her for the first time.

YUTO
(surprised)

She looks familiar...

YUTO
(expectant)

Hey, lady! I'm looking for this address. Any clue?

SACHIKO
(hostile)

Who are you? What do you want?

YUTO
(hesitant)

I'm looking for...

Sachiko thinks the player has been sent by the evil housing corporation,
so she is aggressive.

SACHIKO
(hostile)

You won't find anything here! Whoever sent you, I know the truth and I
will not be silenced.

Sachiko's ghost disappears.

YUTO
(annoyed)

What a waste of time. What the hell was she raving about...

2. INT. SACHIKO'S APARTMENT

The player arrives at Sachiko's apartment.

YUTO
(sudden realization)

Damn it! Of course that woman looked familiar. She was Sachiko. Daisuke's
sister!

YUTO
(shocked)

But that means she's... dead?

YUTO
(thoughtful)

She didn't seem to recognize me, but maybe there's a way to get her to
remember.

[Find photo that includes you, Daisuke, and Sachiko]

YUTO
(satisfied)

Perfect. A photo of our families back at home. There's Sachiko... and me as
a child. Maybe she'll hear me out if I show her this.

3. SECOND ENCOUNTER WITH SACHIKO

The player goes back to where you saw Sachiko and interact with her.

SACHIKO

(annoyed)

Animals, sending another one to do their dirty work... Will I never find peace?

YUTO

(shouting)

Sachiko!

SACHIKO

(turns to you, annoyed)

You again? I have nothing to answer.

YUTO

(placating)

I don't know who you think I am, but I'm here because of your brother, Daisuke.

SACHIKO

(skeptical)

Daisuke! How do you know him? Don't tell me you're all after him too?

YUTO

(taken aback)

What? No. I'm Yuto. Daisuke's best friend. We were neighbors in the countryside of Uzushio. Don't you remember?

[Short cinematic with Yuto extending his hand to show her the photo.]

SACHIKO

(happy, recognizing you)

Yuto! It's you! Is Daisuke here?

YUTO

(uncomfortable)

He came here searching for you. And considering he made this camera, and dragged me here on Obon of all times, I suspect he knows you're no longer among the living... What happened?

SACHIKO

(excited)

Never mind me. If Daisuke is here, I need to see him. Where could he have gone?

YUTO

(uncertain)

He had your address, so I thought he might be nearby. But all I found so far is the ghost of a construction worker, and now you.

SACHIKO

(serious)

A ghost? Yuto... Maybe you don't remember him because you were too young, but... That construction worker... He's your father.

2. Branching Narrative with Conditions (Scripted)

This is an excerpt from a personal project I made in 2019: a visual novel mystery called Vampire: Who Killed Me?

The visual novel was made in Monogatari and I scripted it in JavaScript with branching dialogue, conditions, character expression sprites and location backgrounds.

[Play on itch.io](#)

Introduction:

It was a dark and stormy night...
...Really. It was.
I was walking home from work, gripping my umbrella in the rain.
The city streets were quiet and empty.
A cat crossed the street to my right, and I followed its furry tail.
It clearly didn't like the rain any more than I did.
Maybe the cat distracted me and made me an easy target...
Or maybe it would've happened anyway...
Either way, I didn't see it coming.
Not until it was too late.
A shadowy figure approached me from behind.
They grabbed me by the waist and sunk their teeth into my neck.
Their two sharp fangs.
I was helpless against their supernatural strength.
I could do nothing to resist as the vampire sucked the blood from my veins.
I fell cold. So cold I couldn't feel my fingers or my toes.
All I could feel was my breath hitching for a last time...
...and my life leaving my body as the vampire drained me.
Then... I couldn't feel anything.
It was a dark and stormy night.
The night I died.

Branching Narrative with Conditions (Scripted):

```
"Police1": [  
  "show scene police with fadeIn",  
  function(){  
    this.storage().labelCompleted.Police = true;  
    return true;  
  },  
  "I walk to the nearest police station.",  
  "An officer comes up to me.",  
  "show character o angry center with fadeIn",  
  "o Excuse me, no vampires allowed in here.",  
  "How did he-?",  
  "I see my reflection in a nearby mirror. Blood-red eyes...",  
  "I really must have been turned then.",  
  "o I'm going to have to ask you to leave.",  
  {
```

```

        "Choice": {
          "Report crime": {
            "Text": "Wait! I'm here to report a crime.",
            "Do": "jump PoliceCrime"
          },
          "Why": {
            "Text": "What? Why?",
            "Do": "jump PoliceVamp"
          },
          "Leave": {
            "Text": "Okay, I'll leave.",
            "Do": "jump PoliceLeave"
          }
        }
      },
    ],
    "PoliceCrime": [
      "o Does that crime have to do with humans? We don't deal with vampire crimes.",
      "i Well, I was a human when the crime happened at least?",
      "show character o normal at center with fadeIn",
      "o You... what?",
      "i A vampire attacked me last night and turned me against my will.",
      "o ...That complicates things.",
      "jump PoliceTurned"
    ],
    "PoliceLeave": [
      "show scene police-outside with fadeIn",
      "i I leave the police station. Clearly, they do not want to help me.",
      "i I really have been turned into a vampire... I guess I have no choice but to go to the vampire king.",
      "jump VampireKing1"
    ],
    "PoliceVamp": [
      "o You're a vampire. We only deal with human crimes.",
      "i But... Where should I go then?",
      "o What do you mean where should you go? To your King, of course!",
      "o Isn't he the one to deal with vampire crimes?",
      "i I-I don't know. I don't know much about being a vampire.",
      "i I was only turned last night... against my will.",
      "show character o normal at center with fadeIn",
      "o What?",
      "o You were turned against your will?",
      "o ...That complicates things.",
      "jump PoliceTurned"
    ],
    "PoliceTurned": [
      "o I can take your information, but considering you're a vampire, there isn't much we can do.",
      "o You should go to the Vampire King.",
      "o Turned against your will or not, you're currently an unregistered vampire in his city.",
      "o I'd hurry, if I was you.",
      "i I see... Thank you.",
      "jump ToKing"
    ],
  ],

```

```

"toKing": [
  "show scene police-outside with fadeIn",
  "I leave the police station. I can still hardly believe this has happened
to me.",
  "I guess I should head to the Vampire King now.",
  "jump VampireKing1"
],
"VampireKing1": [
  "show scene vampire-castle with fadeIn",
  "I walk down the street until I reach a massive castle in the heart of the
city.",
  "This is where the vampires live...",
  "show scene vampire-entrance with fadeIn",
  "I enter the building. A few vampires are inside and they all turn to look
at me.",
  "One of the vampires walks up to me.",
  "show character z angry center with fadeIn",
  "v Who are you?",
  "i I'm {{player.name}}. I'm here to see the King.",
  "v Are you from another city? The King isn't expecting any more
visitors.",
  "v No. I'm-",
  "show character z normal center with fadeIn",
  "v I guess either way, it's probably best I take you to him anyway...",
  "v But he won't be happy you've showed up unannounced.",
  "show scene vampire-corridor with fadeIn",
  "The vampire escorts me upstairs, through the vast corridors of the
castle.",
  "We arrive behind a closed door and the vampire knocks.",
  "k Enter.",
  "show scene vampire-king with fadeIn",
  "We enter the room. A tall man with black hair stands by a desk.",
  "show character z normal right with fadeIn",
  "show character k normal left with fadeIn",
  "v My lord, I found this vampire wandering in the lobby. They say they
would like to speak with you.",
  "The king regards me for a while and I feel nervous under his gaze.",
  "k Thank you, Z. Please excuse us.",
  "The vampire who brought me - Z - bows and leaves the room.",
  "show character z normal right with fadeOut",
  "I am left alone with the king.",
  "k I can tell you're a new vampire. Based on your level of power, you
can't be more than a day old...",
  "k Who are you?",
  "i I'm {{player.name}}. I don't know exactly what happened but someone
attacked me last night and I...",
  "i I woke up in a dumpster as a vampire.",
  "show character k angry left with fadeIn",
  "k In a dumpster?",
  "k ...Have you gone to the police?",
  {"Conditional": {
    "Condition": function(){
      return this.storage().labelCompleted.Police ==
true;
    },
    "True": "jump YesPolice",
    "False": "jump NoPolice"
  }},
],

```

```
"YesPolice": [  
    "show character k angry left with fadeIn",  
    "i Yes. I didn't know what to do after being turned, so I went to them.",  
    "show character k normal left with fadeIn",  
    "k That's unfortunate, but I guess it can't be helped.",  
    "k Don't visit them again. They can't help you, and their interference  
will bring us nothing but trouble.",  
    "k Vampire crimes are dealt among us.",  
    "k And a crime clearly has taken place, because the only one allowed to  
turn new vampires in this city is me.",  
    "jump VampireKingPart2"  
],
```

```
"NoPolice": [  
    "show character k angry left with fadeIn",  
    "i No, I haven't.",  
    "show character k normal left with fadeIn",  
    "k Good. Don't visit them. They can't help you, and their interference  
will bring us nothing but trouble.",  
    "k Vampire crimes are dealt among us.",  
    "k And a crime clearly has taken place, because the only one allowed to  
turn new vampires in this city is me.",  
    "jump VampireKingPart2"  
],
```


3. Creative Writing (Fiction Books)

This is an excerpt from a sci-fi novel written by me in 2018.

The smell of food assaulted his senses as he entered the canteen. Theo hadn't even realized how hungry he was, but now, he felt starved.

The canteen was bustling with activity this time in the morning. Nearly everyone living on the little moon station that harbored the temporary Alliance headquarters on Narua was there to get their breakfast rolls and orange juice.

Once again, Theo cursed the inefficiency of the of the construction team.

The Heron space station had only been meant as a way station to and from Narua. But as it was, thousands of people inhabited the tiny station – Alliance delegates, planetary representatives, and every damn alien in the universe. All because the construction of the Alliance headquarters on the planet was delayed. So now, the moon base was packed, providing a home for far more people than it could support.

Too many people.

Pushing his way through the crowds of people, all of whom were speaking loudly to try to get their voices heard over the noise, Theo walked up to the food stand, picking up a plate for himself.

His hunger immediately evaporated as he saw what was on offer. He stared at the food in disbelief. The tray was filled with a mushy, yellow-brown paste that smelled only slightly better than it looked. He grimaced at the sight of it.

Great. The only thing they had was something a mother *gneacha* would throw up for its pups, and somehow, the brown paste managed to look even less appetizing than that. Theo sighed, picking up a spoon and shoving some gooey crap onto his plate. Because if he didn't eat it... Well, he didn't eat at all.

He watched in disgust as the mushy substance fell onto his plate. The consistency was strangely elastic, and he had to shake the spoon to get it off and onto his plate. He grimaced again. Suddenly, his appetite was completely gone, but he knew he needed the nourishment. The planet was at war, and he could be called to the frontlines any moment. That meant he needed to eat.

Turning to find a seat in the packed canteen, Theo scowled at the crowd in annoyance. The noise level was starting to hurt his ears, and instead of walking straight through the crowd as he'd done when he arrived, he took a turn toward the darkest corner of the room, hoping for some silence. There, his eyes caught a familiar face. Callum sat at a table alone, with empty seats all around him.

Theo's lips twitched in amusement. *Figures.* Callum was hardly the type to make friends. Theo knew him from his military training camp. They had been sent to Narua together and placed in the same unit. Theo was probably the closest thing the man had to a friend.

Callum looked up as Theo approached him. He nodded in greeting, acknowledging him as he took a seat on the other side of the table.

"Derek's shift?" he asked as Theo sat down.

"Aye."

Callum's eyes shifted to Theo's plate as he set it down, and Theo noticed that his was still full – filled with the same muck as his own.

i “wonder if he got this shit down,” Callum said, lifting his spoon and mixing the yellow-brown mush on his plate. “It's disgusting.”

Theo glanced down at his plate and bared his teeth in distaste. All hopes of the mush tasting better than it looked and smelled evaporated from his mind. Callum wasn't known to lie.

Taking a hesitant spoonful of whatever the heck the brown paste was, he slowly lifted it to his lips, immediately grimacing as the bitter flavor exploded in his mouth. He stuck out his tongue and quickly dropped his spoon on the platter.

“What the hell is this?” He spat, wiping his mouth clean of the so-called food.

“Told ya,” Callum said. “And to think that the Alliance expects us to eat this and be ready for war. I couldn't push this down if it was the last thing to eat in the universe.”

Theo shook his head. “You sure about that? I think you've forgotten what the Drebiks fed us.”

Callum grimaced at his words, and Theo knew he'd hit a nerve. While this mush was disgusting, their Drebik military trainers had hardly fed them at all. They'd wanted them to toughen up and survive under extreme conditions. No food. No water. No rest.

“You've become spoiled, Callum,” he said, picking up a good chunk of the goo off his plate and shoving it into his mouth. He grimaced again at the flavor, but this time, he forced it down.