

Spare a Coin Bark Sheet Sample

Spare a Coin was a third person "shooter" I worked on in development. The game revolved around coins stacked on the players and NPC's heads with the ultimate goal of removing all the coins. The player can choose to take on more coins from NPC's in order to receive upgrades.

The Loaded

Loaded are NPC's that are heavily weighed down by their coins and barely able to walk. They appear as weathered and old, moving without purpose. Taking coins from a Loaded will heavily encumber the player, making progress much more difficult but can result in a massive upgrade later on.

NPC	TYPE	LINE	NOTES
Loaded	Moving	I didn't mean to...	
Loaded	Moving	What did I do?	
Loaded	Moving	I can't remember	
Loaded	Moving	Uggggh	
Loaded	Moving	No, no, no	Almost a whisper
Loaded	Approach	Please	
Loaded	Approach	Come closer	
Loaded	Approach	It's you!	
Loaded	Interact	What do you want?	
Loaded	Interact	Yes?	Slight hope
Loaded	Interact	Hmmm	
Loaded	Interact	Who's that?	
Loaded	Released	It's too much. Thank you	
Loaded	Released	Why?	
Loaded	Released	I'm free!	
Loaded	Released	You've saved me	
Loaded	Ignored	Come back	Desperate
Loaded	Ignored	I should've known	
Loaded	Ignored	Like all the others	