



since 1991

# JANE TAN

Muriel Rukeyser famously wrote that the universe is made of stories, not of atoms.

Not all of us are wordsmiths like Muriel Rukeyser, but we all have stories to tell. My main focus when working on a project is creating an inspiring, deep, immersive universe that reflects the team by harnessing their stories.

My love of constantly finding and improving a process has helped teams build immersive worlds that align with the team’s creative vision

## WORK

Present

- INDIE DEVELOPER**
- Unannounced Mobile Game (NHNT)
  - Unannounced Game (NHNT)
- FREELANCE NARRATIVE DESIGNER**
- BOOK OF RED SHADOWS: ESCAPE THE SLEEP MACHINE (Tusitala)
  - Cosmic Bakery (Playful Solutions)

2023

- SCAVENGER STUDIO**  
NARRATIVE DESIGNER
- Season: A letter to the future

2021

2020

- TWO CENTS INTERACTIVE**  
CO-FOUNDER | ART DIRECTOR | NARRATIVE DIRECTOR
- The Hut (An Experimental Escape Room)

2017

- FREELANCE 3D ARTIST**
- Ok Golf
  - Darwin Project

2016

- UBISOFT SINGAPORE**  
SENIOR ARTIST
- Assassin's Creed: Revelations (Prop Artist)
  - Assassin's Creed 3 (Level Artist)
  - Assassin's Creed 4 (Level Artist)
  - Assassin's Creed: Unity (Level Artist)
  - Skull and Bones (Senior Artist)

2011

## EDUCATION

2020

**COLLEGE OF EXTRAORDINARY EXPERIENCES**

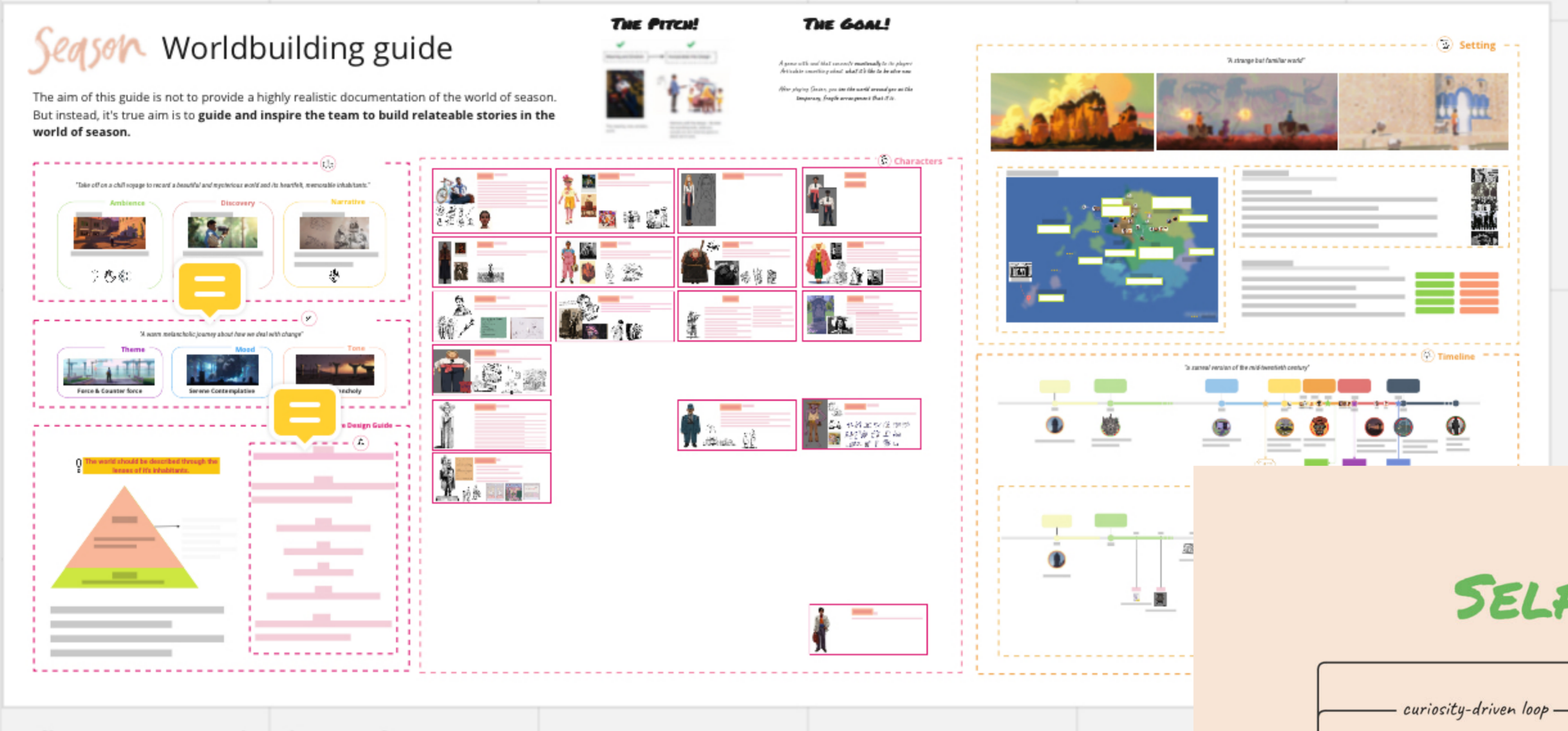
2011

**NANYANG POLYTECHNIC**  
Digital Media & Design

2008

Diploma with Merit

# Overview



# Season: A letter to the future Narrative Designer

I transition to Narrative Designer on Season from lead Artist to provide the team with world-building and Narrative Design support. This allowed me to focus on documentation and research for the team to build content that was consistent with the lore of Season.

Documentation Narrative systems  
design · Branching Narrative ·  
World Building · Unreal Engine 4 ·  
Narrative Design

2023 Scavengers Studio



# BOOK OF RED SHADOWS: ESCAPE THE SLEEP MACHINE

## Puzzle Designer

I had the amazing opportunity to work with Tusitala on a narrative based theatrical escape room. On this project I drove the puzzle and narrative design and worked closelywith the writer and creative diretor to produce a consistent and immersive experience.

Documentation · Puzzle Deisgn · Branching Narrative · Narrative Design

### The Goal

*(The player experience take away)*

To make people more aware and slightly scared about the implications of how technology and sound affect our bodies, sleep, lives. So they can take a more critical approach to what they allow

Voice as a tool to manipulate

#### Game Design Pillars

5-8 players, 40-50mins

Exploration of lore

"Puzzles" should not block narrative

#### Narrative Design Pillars

Sci-Fi Tech infiltration Fantasy

Individual Player driven narratives

Understanding is solving

#### Narrative Guide

Theme  
Race

Mood  
Feeling

Tone  
Presentation

### Setting

#### Near future Singapore

DREAM MACHINE CONTROL ROOM

### Shadowy Organization

#### Secret Sleep Lab

OPERATURE Laboratories  
a clear focus on the future

## Experience Summary

The players have been enlist by [ATK Hactivist collective] to infiltrate SomniTech Cognitive Solutions. Rumored to be run by the elusive Project Red Shadows SomniTech Cognitive Solutions was known for pushing the limits of sleep studies—exploring hypnotherapy, lucid dreaming, and the role of sound in states of consciousness.

**Player goals:**

- Find Dr. Tan
- Terminate Project RED

The flowchart details the game's progression: Invitation (3min) -> Intro (3min) -> Main room (30-40min) -> Ending (3min). The Main room section is further broken down into Puzzle 1 (5 mins), Puzzle 2 & 3 (15 mins), Security breach (1 min), Puzzle 4 (5mins), Singularity (1 min), Final Decision (10 mins), and Puzzle 5 (5mins).

WAKE UP!

Project RED

THE CHILD

DR. Adrian Tan

Dr. Alicia Lee

## ACT 1 - Puzzle 1

### Audio Log Contents

#### Audio Log 1 - Therapy

10/04/2031  
Therapeutic journaling... what good will journaling be. But the board request for a psych evaluation... and now I need to go through this whole tedious process. Well I'm recording all my thought unfiltered so there you have it. What a waste of time. Time I could spend getting closer to saving her.

The reason for this log is because he is going through psych evaluation because he is emotionally unstable

#### Audio Log 2 - Hopes

12/07/2031  
Oh how the great have fallen. Singapore was once synonymous with the utopian future city. And look at us now. A country relied solely on it's port. We all knew it was a bad idea. But they just stuck they heads in the sand. And look where were are now? But what if we could empower the people give all Singaporeans an edge that no other country has.

Adrian's hopes for Project RED other than meeting his wife

#### Audio Log 3 - Prison Incident

24/11/2031  
She wouldn't have agreed with what I did... I know but I had to do it cause who knows how much time she has left? Her condition... oh god... it was so sudden... we nearly lost her.

But was it worth it? Test subject 03 those stupid Americans. Who knows what affect it's going to have on the whole project?

Adrian took extreme measures which he feels guilty about. But he had no choice as her condition has worsened... know how much time she has left". He's not sure what that damage test subject 03. And feels stupid for letting it happen

#### Audio Log 4 - Breakthrough

03/06/2032  
It's done! You're in. What's your new life like? Don't worry my dear, my world, I'll be joining you soon.

He has successfully created the AI and assimilated his wife.

#### Audio Log 5 - Final Log

04/06/2032  
I'm ready. I don't know what's waiting for me but I'm sure it'd be better than a life separated from her.

He's ready to leave this world and assimilate with the AI.  
conclusion - He killed himself or ???

Notes: This audio log was started because the Board of SomniTech sent Dr. Adrian Tan for a psych evaluation as he was showing signs of emotional instability after his wife's condition worsened.

IMPORTANT: Never mention Alicia's name in the personal Log! But keep her at the centre of everything he does.

To be written BY VICTOR

## ACT 2

### Documents in locked drawer

#### ST31584SL - RED Research Paper

Consciousness Merging via Hybrid Biocomputing

Using Lab-grown neural organoids, connected to AI systems as biohybrid processors, these "living chips" learn sleep-related neural patterns, enabling bidirectional communication between human brains and AI during sleep. The brain organoids were grown from neural cells harvested by SomniTech Biologics from the missing test subjects. Needs to detail an experiment that tests on how BCIs (Brain-Computer Interfaces) decode neural activity during sleep to reconstruct dream content in real time

Neural links offload memory consolidation tasks to cloud AI during sleep, enabling shared dreamscape across networked users.

To be written BY VICTOR

#### Investigative Journalist Article

28/01/2032  
An investigation into SomniTech's Clinical Trials

An investigation into the rumors regarding SomniTech's Clinical trials have unveiled some unsettling facts. Recently the company had an agreement with an American private prison company to recruit its inmates as test subjects. This was quickly shut down. The company has declined to comment on the topic. But the whistleblower has informed us that the reason was due to a mentally unstable inmate.

**TERMINATE PROJECT RED!**  
**SOMNITECH.COM/INTRANET**

Alicia, the former head researcher of SomniTech resigned soon after the quiet expansion of test facilities into the Philippines.

Further investigations shows evidence that test subjects were as young as 16.

.....

To be written BY VICTOR

## ACT 2 - Puzzle 4

### Intranet

Unlocked by Puzzle3 (not a hard lock more of a guidance)

Unlocks:  
- Puzzle 5

The players enter the URL into the browser on the personal device

Puzzle:

Clues:

- Hint: The butterfly's song of love.
- Experiment ST28027SL has the ability to tell you what sound elicits what emotion
- There are butterflies with UV secret notes on the walls in the room

Touching the butterflies to create the cord associated that elicits love triggers SINGULARITY

ANS: Singularity

# WORLD

## Setting

A alternate universe where animals live human lives. Technology is integrated into society and architecture and a second life is lived in the digital space.

### Animals living human lives



### Second life



## Values

Achievements

Outspoken

Brands

Trending

## Religion/Culture

Mythology of an ancient master race (humans)



The faces of the masters are now used as motifs and part of fashion.

The focus on eyes come from the idea that the eyes are the windows to the soul. And represents the need for all to share their personality with the world.

## Technology

Integrated Technology

Customizable Second life

Magic isn't real (in the same way it isn't in our world)



Wireless (no retro tech referenced eg. floppy disk)



## Language

All letters are connected like a conductor. There are times where there are spaces but that's for stylized text.



## History



Closeness to the gods

Civilization jumped from the electrical era to an interconnected digital era. But it didn't end there. It's only been 100 years so like the gods live on in branding, design, motifs.

Imagine 25 ancient Aliens and they have temples to Aliens but suddenly they are looking at electricity, wireless technology, the internet and social media (in that order).

## NARRATIVE DESIGN

### Narrative through mechanics

• Buy  
• Sell  
• Repeat

### Minimal Dialog

Builds instantly before the player of the game

### Reactive Narrative

Connects with player's story as they play through the game



Customers  
Hedge witch — Happy customer — Repeat customer — Coven Member

Goat  
Hedge witch — Happy customer — Repeat customer — Coven Member

Hippie  
Hedge witch — Happy customer — Repeat customer — Coven Member

Skeptical - Herbalism  
Hedge witch — Happy customer — Repeat customer — Coven Member

Skeptical - TCM  
Hedge witch — Happy customer — Repeat customer — Coven Member

Skeptical - Ayurveda  
Hedge witch — Happy customer — Repeat customer — Coven Member

You see customers progress in the insta feed

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

Happy customer

Goat

Hedge witch

Repeat customer

## Creative Director

Being both the art director and narrative designer on this project, I have the unique opportunity to ensure that the visual language of the world matches the lore as well as the overall creative vision for the experience.

## The Goal

(The player experience take away)

A cathartic experience that sympathizes with our very real everyday struggle to survive while caring for others.

### Depth

Game Design Pillars

Business management

### Snappy

Repeat for high score

### A story about life today

Holistic health consultant simulator

### Narrative Design Pillars

Narrative through mechanics

### Minimal Dialog

Reactive Narrative

### Narrative Guide

Survival at what cost?

### Quacky

Saline

## Setting

A very padded but isolating world

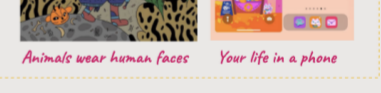


But it's still cute and full of life within the boxes



Quirky logic Modern tech

Social commentary about how it is a world and happy way (but not to over the darkness)

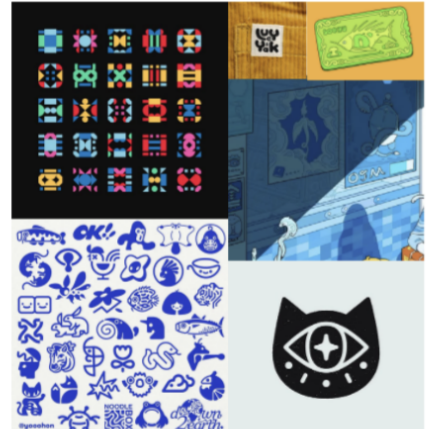


Animals wear human faces

Your life in a phone

## IN WORLD GRAPHIC DESIGN STYLE

Bubbly, Clean, takes elements from fashion & culture



## CYBER WORLD

A digital second life



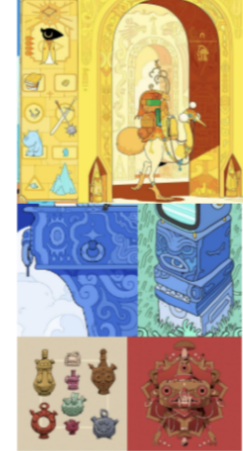
## FASHION

Subculture



## CULTURE AESTHETIC

High-tech Ancient Civilization



## REAL WORLD

Ancient meets modern



Curved soft edges — A carefree world at peace

Long lines — Connection, words

Eyes — Windows to the soul

Windows to the soul

World Building · Narrative Design · Creative Writing

## Unannounced Project

Narrative threads

Witches Coven

Criminal Activity

Sham...an

Fame and fortune

The green trend

Become a Life Coach Today!

Community Doctor

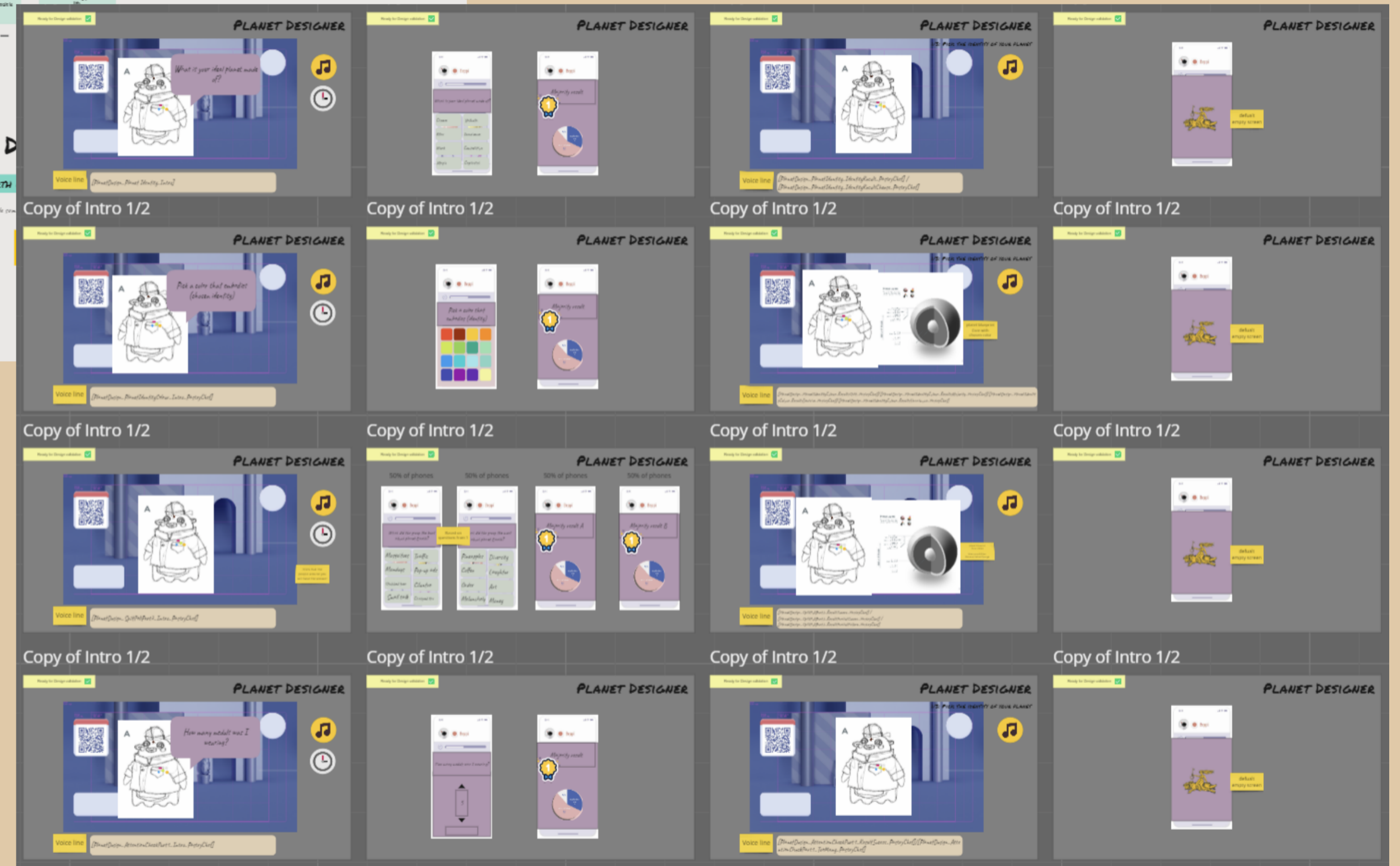


2025 Not Here Not There

The Experience

</

# 2023 Playful SoluAons



TWO CENTS INTERACTIVE  
PRESENTS



# THE HUT

AN EXPERIMENTAL ESCAPE ROOM

Always wanted to see spirits? To communicate with the world beyond? Don't put your trust or money in those bogus mediums, phoney skries and fortune cookie tellers!

Thanks to TCi's latest Spirit Visualization Augmented Technology™ (S.V.A.T.) you will be able to see century-old spirits and even establish basic communication with them in a controlled, scientifically constructed environment.

In this unique mix of escape room and interactive storytelling, you'll get to meet with spirits, solve a century-old cold case and, who knows, you might even end up with a new ghostly friend.

 90 MINS
 2- 6
 AGES 13+

EXPECTED TO LAUNCH END  
**2019**



SUBSCRIBE TO KNOW MORE  
[TWOCENTSINTERACTIVE.COM/SUBSCRIBE](https://twocentsinteractive.com/subscribe)

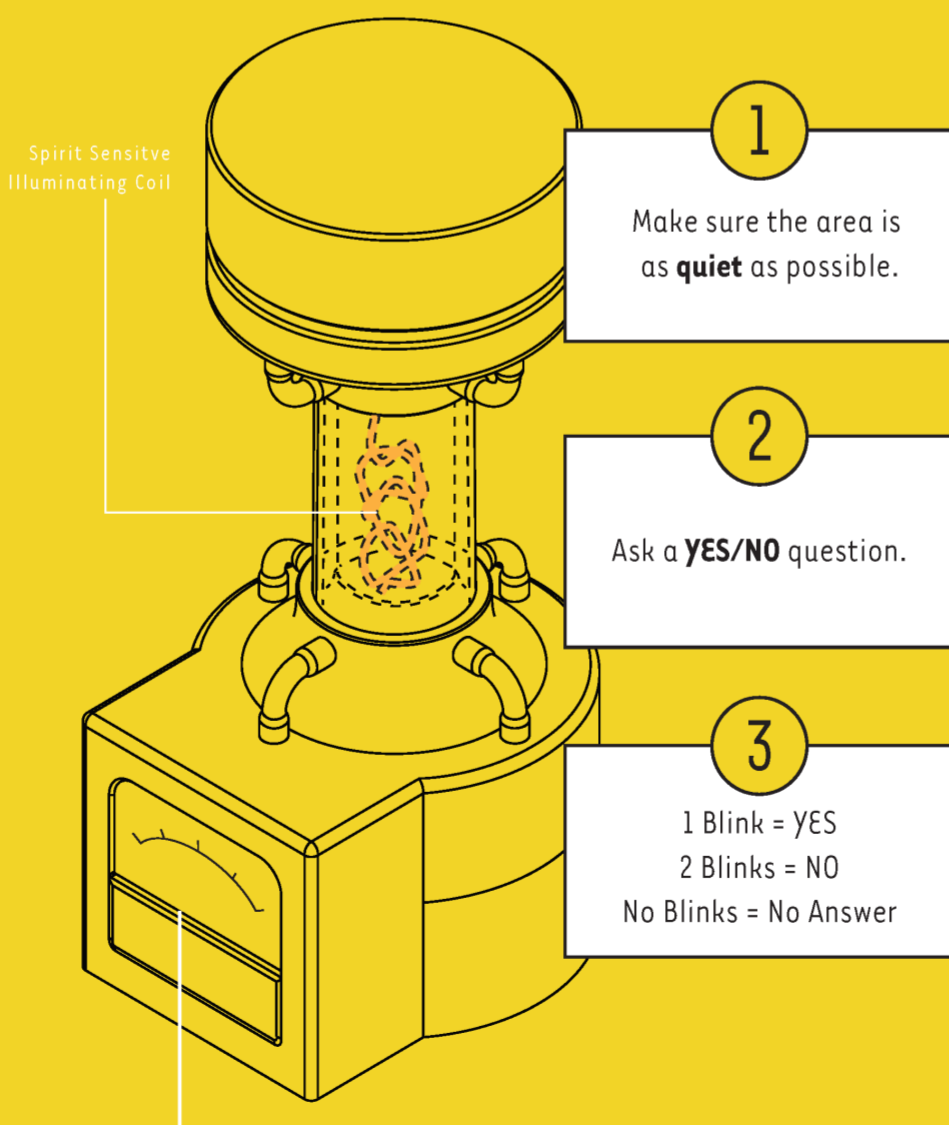
## The Hut Narrative Designer

The Hut is an experimental escape room production by a company that I co-founded in Austin, Texas. Our goal for the narrative design of this project was to create puzzles that are logical in the narrative and to provide a believable experience that does not break the participants' belief.

Documentation · Narrative design  
· World Building · Branching  
Narrative · Puzzle Design ·  
Creative Writing

**S.V.A.T - 0.1.05SL**  
**FLASH LIGHT**  
OPERATIONAL INSTRUCTIONS

The FLASH LIGHT allows the spirits to answer YES/NO questions. This technique has been used for years by many of those who wish to communicate with the dead. The following steps ensure good clean communication with the spirits:



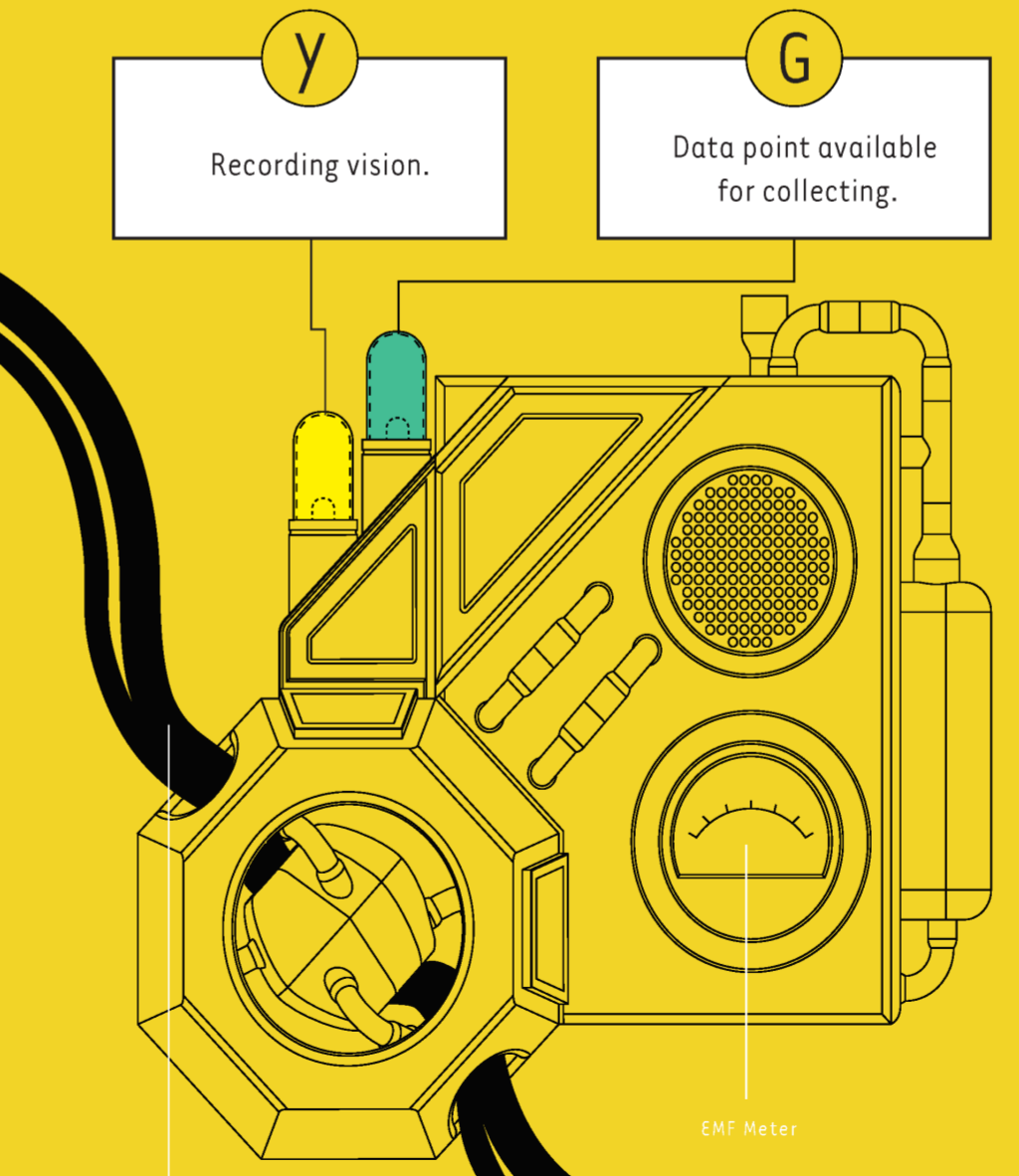
- 1 Make sure the area is as **quiet** as possible.
- 2 Ask a **YES/NO** question.
- 3 1 Blink = YES  
2 Blinks = NO  
No Blinks = No Answer

Labels: Spirit Sensitive Illuminating Coil, EMF Meter

Property of TWO CENTS INTERACTIVE

**S.V.A.T - 3.6.05OB**  
**O.R.A.C.L.E**  
OPERATIONAL INSTRUCTIONS

The O.R.A.C.L.E is where all the spiritual data is collected and interpreted into forms understandable by you and me. There is no need to mess around with the O.R.A.C.L.E as it's already all turned up for you to use.

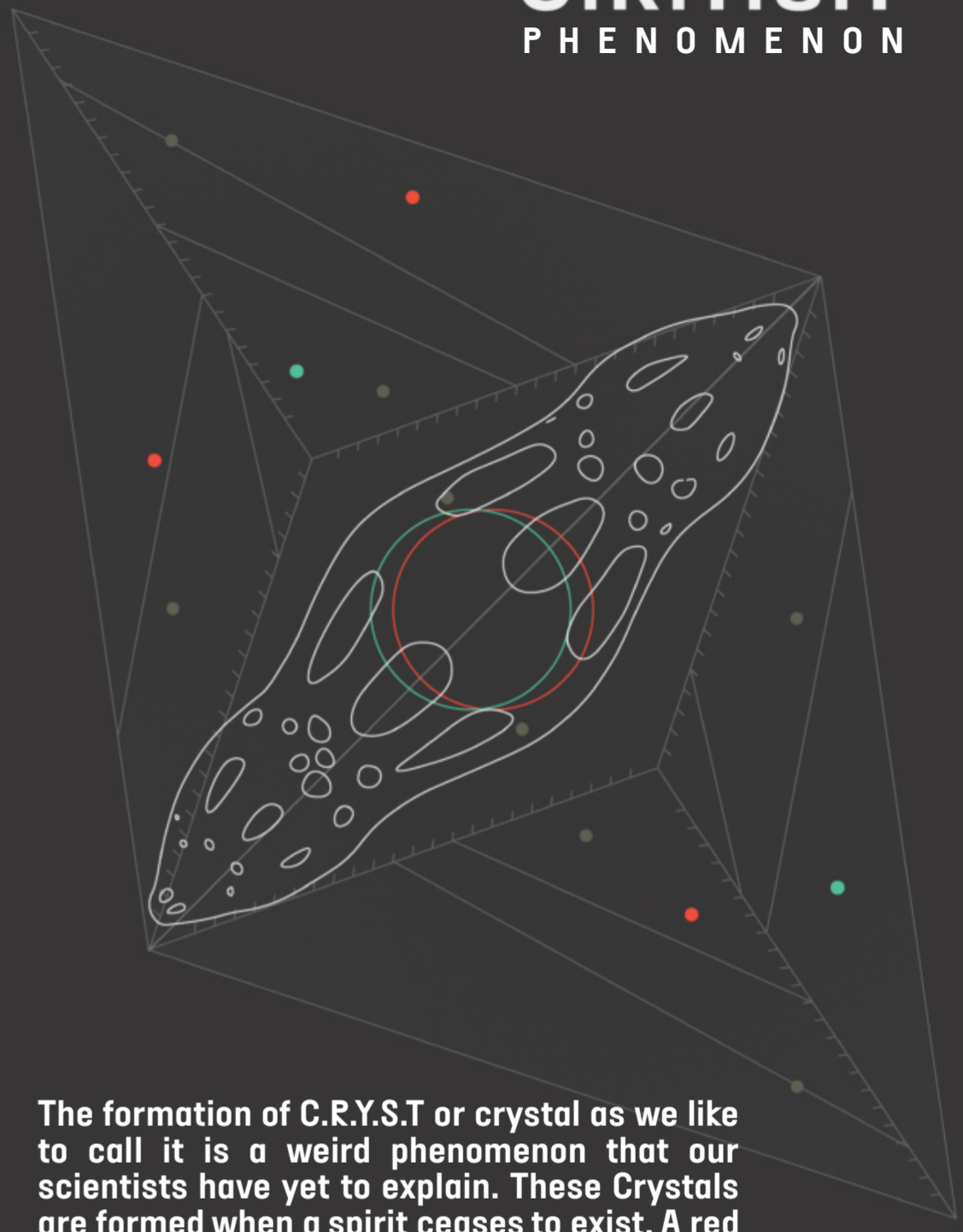


- Y Recording vision.
- G Data point available for collecting.

Labels: FRAGILE DO NOT TOUCH, EMF Meter

Property of TWO CENTS INTERACTIVE

**C.R.Y.S.T**  
PHENOMENON



The formation of C.R.Y.S.T or crystal as we like to call it is a weird phenomenon that our scientists have yet to explain. These Crystals are formed when a spirit ceases to exist. A red Crystal has been known to form when the spirits are banished or appeased by fulfilling their thirst for revenge. A blue crystal has been known to form when a spirit is appeased and no longer has any regrets.

Property of TWO CENTS INTERACTIVE

To keep that belief, I created a back story for the company that linked it to the experience that the company was providing. And the equipment in the experience was tied to the company's story and had fun and logical narrative explanations as to why it was part of the experience.

2019 Two Cents Interactive

[www.linkedin.com/in/paperclover/](http://www.linkedin.com/in/paperclover/)  
Narrative Designer

**JANE TAN**

