Examples of Barks for Game Projects

Contents

Bark Table – Guardian's of Aether

Below is a table of barks for a variety of characters that were designed for the game project Guardian's of Aether. They are divided into 2 categories: Allies and Villains. All barks will play with these characters in instanced content for the project.

	Character	Barks
Allies	Aeon & Animus	Our powers belong to you now, fell this evil. May the blessing of the planet flow through you. You will rise anew. Stand tall against this threat. You may undo this doom.
	Xeth'Ita	Stand tall my friend, we will prevail. You will stand against us no more! We will prevail. Behold the true power of the Keepers. Abyss take you.
	Ruvay	By the divine light! Flee fell creatures. By her grace, I will end you. Enough!
	Thraleve	Didn't see that coming, did you! I am as the wind. Surprise! Hold on! Allow me, my friend.
	Alina	Check this out. Can't escape my aim! Aww, looks like that hurt. Time for some fireworks!
	Lucien	By Animus' grace, you are mine! The dark take you. May your soul burn. For the realm.
	Milla	Our cause is just. I cannot fail. Watch this. I'm finishing this. Behold the power of the cosmos.
	Rai'Ahn	Run while you can. To the abyss with you. I will tear you apart. I call forth your doom. Enough of this.

	Character	Barks
Villains	The Abyssal Herald	Your soul is ours. Tartarus take you! We are all. We will bring forth the end. We are the end times. Darkness reigns.
	Casius	Burn! We shall rise from your corpse. For the Empire. This is Her will, and I am her hand! I will not falter or fall. I will end you! Your power is nothing compared to our might.
	Xeth'Ita	You have meddled enough times. We are legion! Their power belongs to me. Die! The ancients cannot save you.

Bark table created for enemy NPC's that appear in a short action gameplay sequence. Barks are organised into cluster to allow for variation in gameplay.

Bark Cluster 1	Bark Cluster 2	Bark Cluster 3
They went this way!	I'm not crossing that!	Throwing grenade!
After them!	I can't swim!	Quick! Shoot them!
Get the necklace!	There must be another way around!	Get down!
Kill them!	I hate getting wet!	Kill them for the eye!
Quickly men!	Don't make me cross that!	[Pained screams]
		I'm hit!

N.B. Barks can be in French, Sango or English as all are spoken in Cameroon and Central African countries.

Character bark list for a custom character designed for an online tactical shooter with character driven narratives.

Trigger/Stimuli	Bark
Setting HNDN	"Net is Set" "Net is good to go" "Time to trip out!" "Enjoy the trip" "Trap's up" "Net's ready" "Be careful not to trip!"
Spawning	"Let's get ready to defend this" "Here's almost as beautiful as the valleys" "Time to win this!" "Let's get trippy" "I'm excited to get this win" "Well, isn't this lovely" "Alright team, let's win this"
Reinforcing	"Reinforcing the wall!" "Securing floors!" "Sorting the floor" "Fixing the wall" "Plugging the breach"
Barricading	"Barricade is up!" "Window sorted" "Doorway secured" "Door's sorted"
Reloading	"Switching ammo" "Changing clips!" "Swapping bullets" "Reloading" "Swapping ammo"
Out of Ammunition	"Damn, running on empty" "Ammo's out" "Clip's empty" "Last mag!" "Need ammo!"
Reviving	"Up ya get" "Providing aid" "Helping friendly" "Lending a hand!"
Friendly fire	"Friendly fire! Hold!" "We're on the same side!" "Teammate fire!"