



*My Portfolio*  
*Jade Strack*  
*They/Them*

# Table of Contents

Game Writing.....	2
Collaborative Game Pitches.....	3
Character Rewrite: Aiden (Quantic Dream's Beyond Two Souls).....	4
Character Rewrite: Veronica Santangelo (Obsidian Entertainment's	
Fallout: New Vegas).....	5
The Game Agency: Hands Only CPR Training Game.....	6
TapBlaze's Good Pizza Great Pizza.....	7
News Writing.....	26
Kennel Club throws Kentucky Derby themed fundraiser.....	27
How do pain and trauma affect art?.....	30
'Official Secrets' depicts the inspiring and true events of Katharine Gun.....	32
Memoir.....	34
Too Young to be Taught.....	35
Stroller.....	36
Magazine.....	37
Lions and Bears and Medical Misdiagnosis.....	38
Fun Coder Ducks to Keep You from Breaking Your Screen.....	43
Scripts and Fiction.....	54
Tree House Screenplay.....	55
Dissociating Window.....	59
Themed Entertainment Script Treatment - The Warrior's Journey: Path of The Three	
Clans.....	65

# *Game Writing*

# Collaborative Game Pitches

With Art by Game Environmental Artist [Christina \(Chris\) Spicer](#)

## Pitch 1: Jackal Foot Curiosity Museum

The main character is a young boy who is left in a curiosity museum after closing with no way to escape. The curiosities seem goofy, almost childish, but there's a much darker undertone to the whole museum. The main character must survive the ghoulish spirits, curses, and demonic presences within the artifacts to escape or survive until morning.

## Main Character: Jax

Jax, the player character, is an 8-year-old boy who is accidentally left in the museum after his parents mistakenly take home an artifact instead of him. While looking for an unlocked exit, the curiosities come to life and, if he wishes to survive, he must play their games.

## Antagonist: Occultic Owners

While the owners don't make an appearance, the player will slowly discover that almost every artifact within the museum is in some way tied to the occult. The owners are the last of a group trying to resurrect a demon that's supposed to bring all of hell with it.

## Creature: Curiosities

The curiosities force Jax to play games to proceed throughout the rooms of the museum. Ranging from puzzles to timed events, each curiosity has their own special game as well as their own form of punishment for if he loses. The only curiosity not to talk to Jax is a mask that just seems to be following him around no matter where he goes.





## *Character Rewrite: Aiden (Quantic Dream's Beyond Two Souls)*



Throughout *Beyond Two Souls*, secondary player character, Aiden, appears as a sort of entity that has been linked to Jodie, the main player character, her whole life. Aiden is able to interact with her as well as the world around her, but he can never stray too far away without causing Jodie extreme pain and lasting disorientation. While playing as Aiden, the overall goal is to protect Jodie, but the player can choose whatever actions to take. The story can go in many directions, however near the end the game makes clear that Aiden was Jodie's twin brother who died during childbirth.

While some people may have guessed this from the title, there was very little hinting at it throughout most of the game. At the same time there is not much that the reveal adds to the experience of playing Aiden. There are moral dilemmas that the player must work through, but as Aiden is normally used only as a protective measure for Jodie, there's not much of a choice. Even at the end, when Aiden's face and body are revealed, there is no emotion from him.

Aiden doesn't need to be a whole separate player. While the choice to make this a two-player game is interesting there's just not enough for Aiden to do for the second player to feel as if they are an active member of the game. When Jodie's story is continuing, the player who is controlling Aiden can do nothing and visa-versa for when Aiden has the reins. Either Aiden's mechanics should be entirely up to the person already playing as Jodie, or Aiden needs more of a personality so that it feels as if he is making his own decisions, not just what must happen to continue the plot for Jodie.

## *Character Rewrite: Veronica Santangelo (Obsidian Entertainment's Fallout: New Vegas)*



In *Fallout: New Vegas* Veronica Santangelo is a possible companion character who, when first introduced, is a scribe for the Brotherhood of Steel. Her background has hints of exciting tales such as: losing the woman she loves to stay with the Brotherhood that condemns her love, later realizing the Brotherhood community that raised her has become corrupt and weak, and then trying to open the leaders' eyes to save the group only to be disowned. She seems like an exciting and admirable companion for Courier Six, player character, to take on, but for most of the time spent playing with her she only appears to be searching for a nice dress to wear.

Veronica's manner and speech don't appear to back up most of her actions. The player can easily upset her by tarnishing the name of the Brotherhood of Steel and her background suggests she has strong principles. Yet, as a companion she seems to give up easily and is very lax in her speech with most of her dialogue centering around wanting to find a dress to, as she puts it, 'feel more like a woman'. While the perks she gives are decent, overall, the experience of having her as a companion is forgettable compared to others.

The constant need for a dress doesn't suit Veronica's character. The need for a dress seems to be the object that's supposed to ground her in reality and make her relatable, but, with everything else she's supposed to be going through, the dress factor seems stereotypical and contrived. Veronica is one of the only female characters to openly discuss that she is attracted to women, but her side story of the woman she loved, Christine Royce, being forcibly removed from the Brotherhood so that they cannot be together is brushed under the rug almost completely. Christine is even an interactable character and possible companion but there are no options to bring them back together. Instead of the dress, Veronica should be focused on and have quests centered around reuniting with her lost love.

# Hands-Only CPR Game

Produced by [The Game Agency](#)

Role in Game: Researcher and Writer

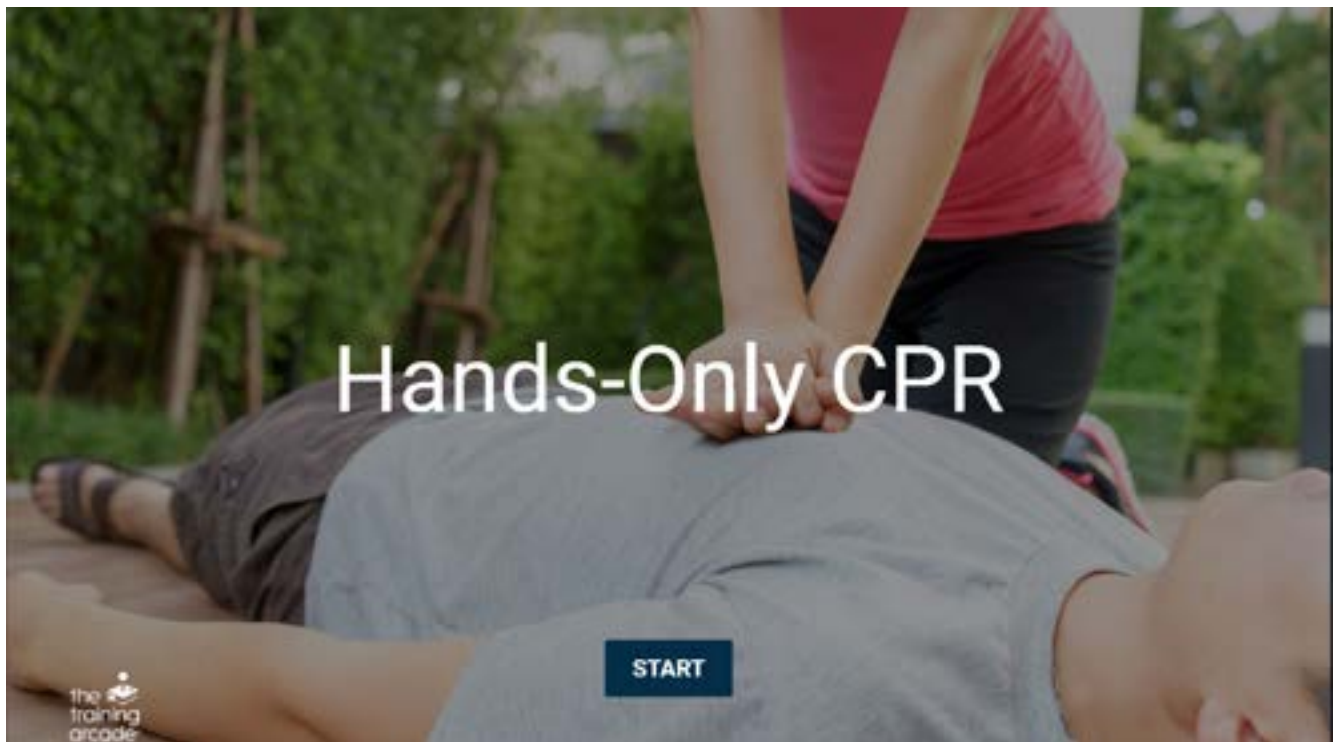
## Game Description:

Demo to showcase how The Game Agency's Scenarios game mechanic can be used to create linear storylines. Created with [The Training Arcade®](#)

Players are brought through the steps of how to give hands-only CPR. They must then retain that knowledge to accurately answer questions and save a life.

Play Time: 10-15 minutes

Link: [Hands-Only CPR Game - The Training Game®](#)



# Good Pizza Great Pizza

Produced by [TapBlaze](#)

**Role in Game:** Researcher and Writer of the Summer event, "Hot Pizza Summer," and Chapter 4's dialogue, storyline, and some descriptions.

## Game Description:

Good Pizza Great Pizza is a pizza shop simulator that features branching narratives with heavy character interactions. Being featured on Apple's App Store for Chapter 4, the game has grown to have a 4.7 star rating with over 103K reviews and has a healthy fan base. Good Pizza Great Pizza is available for the Apple Store, Google Play, Nintendo Switch, and Steam.

**Play Time:** One chapter can be finished in about 6 hours.

**Link:** [Good Pizza Great Pizza and Where to Find It](#)





# Summer Event

It's Hot Pizza Summer – all text written by me, art and photos created by Tapblaze members and used with written permission.

## Announcements Created for Event



# Summer Event

## Storyline

While the overall theme of the event was already decided before I joined the team, I was asked to help polish it and then write out each important step the players would come across. This was shared to them in-game so players would know how far they had progressed.



## Dialogue

I wrote all the dialogue for the main characters of the event as well as the response options the players could choose from and while not every choice had a huge impact, I did have to create branching narrative for multiple choices.\* In the main game the responses decide certain outcomes, but for the event players have to solve riddles and complete tasks before the event ends.

\*Upon request from Tapblaze I am only showing one response per choice and not connecting the full narrative so there will be slight skips in narrative. Character Kevin comes in and gives player and Gnome and then leaves.



### Next Day

Gnome comes to life and asks for a pizza.

### Next Day



Gnome comes in and says that he'll help player learn how to garden better, in exchange for pizza. He then gives them a task that acts as a riddle for the player to solve. They must change something in their shop in order for him to come back with more advice. Different choices give different hints on what to do.\*

\*There is an actual garden tutorial for the mechanics of the garden that was prewritten as the game has had players garden before.



## Day after player completes task



Player then makes him a pizza



After



Gnome comes in and gives the player a task to satisfy customers with the toppings.

Different choices only give slightly different responses. No extra hints.



Once the player completes the task the gnome comes back to say that's all he knows, but to keep working towards the goals. Now players just have to complete the overall event task to get rewards. Tasks are as seen in the next image.





## Next Day



Kevin comes back in to check on how things are going. The choices do not change the dialogue as this was added to hint at the fact that Kevin may have known the gnome would come to life.

## Completed Rewards



If player completes all the tasks before the event is over the gnome will show back up to congratulate them once they do.

## End of Event



Once the event is over the gnome stops by one more time to say goodbye. His goodbye message is different depending on how far the player got in the event.

## Chapter 4

The rough outline of the story was already made by the time I joined the team, but I was asked to expand on the idea and help create character backgrounds, descriptions, text and dialogue.

### Characters

While I helped flesh out all the characters, I was given complete control on the background, character traits, and description of the character Sasha.



Art belongs to  
TapBlaze

Description: Age 30~40s, pulled up, messy hair from working all the time, always wears her cooking apron, tired but kind eyes, and always smiling.

Tone: Sweet and caring, worried about others, good sense of humor, humble, protective, while kind she won't be walked over and will fight back if provoked.

Background: Single mother whose child is chronical sick and needs expensive medicine. She owns a small pizza parlor down in town, but with BPD taking so much of her business she's struggling to stay afloat. Her business is not only about to go under, but she works overtime trying to get money for her kid's medicine, so she's worn out and tired. Yet despite that she usually always has a smile on her face and is nice to everyone that she meets (unless they wrong her child then she's a protective mama bear!)

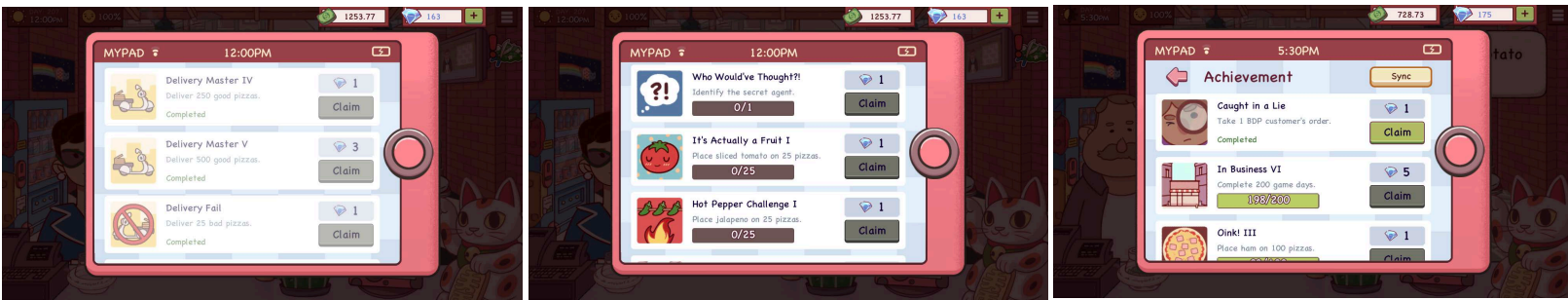
### Descriptions

There were three main non-storyline writings that I oversaw as well. Achievements, reviews, and garden tutorial.

### Achievements

\*As to follow the request from Tapblaze I cannot share all the achievements that I wrote, but I am allowed to explain the process and show a few examples.

I wrote almost 150 new achievements for the game. Most of them were for the game as a whole to give players more to do even if they hadn't reached Ch.4. However, around 50 of them were specific to Ch.4. For both sets I needed to create hidden achievements as well.



1. Delivery Master & Delivery Fail
  - a. These are achievements that players could accomplish even if they hadn't started Ch.4 yet.
2. Who Would've Thought?!, It's Actually a Fruit, Hot Pepper Challenge
  - a. These are achievements that players can only accomplish once they've unlocked Ch.4.
3. Caught in a Lie
  - a. This is a hidden achievement that players would only see once they have accomplished by doing certain actions. In this case, lying to a customer and getting caught.

## Reviews

In game there is an app that players can see reviews of their pizza shop and depending on how well they made certain pizzas doing the day they will get a new review with 1-5 stars and a comment. I wrote about 50 new reviews that were specific to Ch.4.\*

\*As per TapBlaze's request I cannot show all of the reviews I wrote, but I am allowed to share a few examples from in game. The art belongs to TapBlaze.





Because you only get one review per day it was difficult for me to get examples of reviews in game for 2-4 stars, so I was given permission to write out examples.

2 Stars – Good place to sit and wait for your order to be ready across the street at BDP.

3 Stars – Kind of loving the nostalgic vibes of a classic pizzeria, but the pizza itself could do with an upgrade.

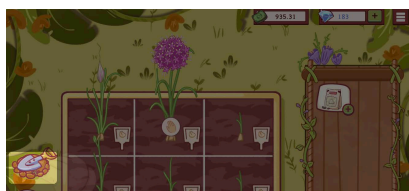
4 Stars – My order may have been a little off, but the service and pleasant atmosphere totally made up for that!

### **Garden Tutorial**

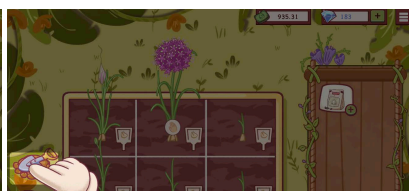
Some technical changes had been made to how the garden worked, and the team thought the tutorial should have a more relaxed tone.



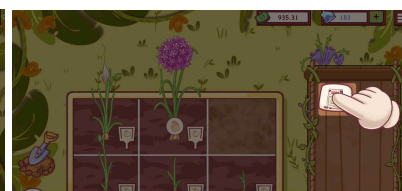
Tap on this bed for a closer look at what's growing.



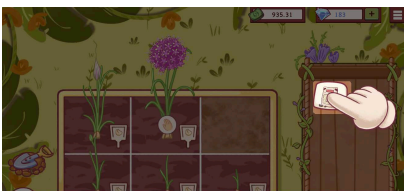
Let's dig up and discard one garlic plant to make some room.



Let's dig up and discard one garlic plant to make some room.



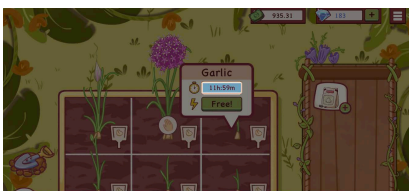
Now we need to get some garlic seeds.



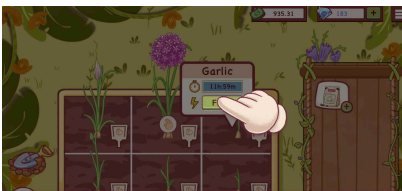
Great, now we can plant fresh garlic!



You can tap on the garlic to see how it's doing.



Here shows how long it will take for garlic to be ready for harvest. Be patient!



Oh, and Pizza Gems can be used to skip the waiting time. Here, the first skip is on me!



Good job! You can now harvest what you grew!



Looks like this one is ready, too. Let's harvest it before we go back inside!

## Text and Dialogue

### Orders

I wrote over 500 lines for new orders. The majority being new lines that were not strictly connected to Ch.4, but instead for already established characters to come back and make new orders. Around 160 of the new lines were strictly for Ch.4, and to follow Tapblaze's request I will show only a few examples of them being used in game.

### Example 1 – Multiple Reponse Order

#### *Order*



#### *What*



#### *Response*



This is one of the good responses a player could get if they do well.

A possible bad reaction would be “I thought going to the places that ranked highly at PizzaCon would mean I'd get a good pizza...”

### Example 2 – Only Two Responses, Good or Bad

#### *Order*



#### *What*



#### *Response*



This is the good response players would get if they made the pizza correctly. The bad response is, “This definitely isn't what smelled so good.”



### Example 3 – Can Choose to Lie to Customer

These are very specific orders where the player can take a couple of routes – send customer away immediately, lie and come clean, or lie and take order.

#### *Send customer away immediately*



#### *Lie and come clean*



#### *Lie and take order*



Player then makes pizza but since they don't have the right ingredients, because they aren't Big Data Pizza, there is no way to get the order right.

## Pizza News Network

Before every in-game day the PNN, Pizza New Network, plays. Most days it gives hints as to what the player might experience, and/or helps to give some context as to how the storyline is progressing.\*

\*As per Tapeblaze's request I cannot show all the writing I did for this but I am allowed to show some examples from in-game screenshots. All art belongs to Tapblaze.

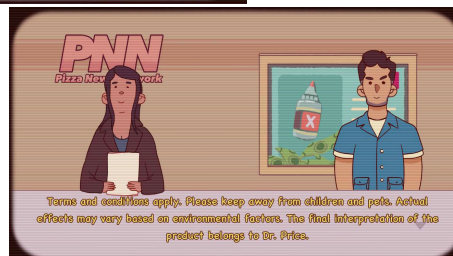
### Example 1 – First PNN

Sums up how the ending the player got from last chapter. In this case the player, Made by Jade, got the best ending. The text would be different for each player depending on what choices they made last chapter.



### Example 2 – New Character Appearance

This character, Dr. Price, had been hinted at through other PNNs as advertisements. This is his first actual appearance and hints that he will soon appear in game.



### Example 3 – Fun Commentary

To lighten things up some PNNs aren't super important, but instead are silly while still giving hints to and/or going along with the storyline.



### Example 4 – Backstory

Some PNNs are used to give backstory into characters that would be hard to work into in-game conversation.



### Example 5 – World Building

Other PNNs were used to show players the world outside their own pizzeria, and how it was being affected by their choices.





## Dialogue

As mentioned before, the main storyline was already decided upon before I joined the team, but the overall outline was rough and needed lots of work. Each character's appearance needed to make sense and tie together to the overall storyline. Per Tapblaze's request I cannot give away the whole storyline, but with their permission I can show examples of each character's dialogue that I wrote with in-game screenshots.\*

\*Doing these interactions player's response effect what the characters will say to them. These examples only shows one dialogue path per choice as per Tapblaze's request not to show multiple narrative branch paths. All art belongs to Tapblaze.

### Alicante

Alicante is an already established character who was the main protagonist of Chapter 1. He is back for Ch. 4 which means I had to make sure to be careful that his tone matched his previous appearances; which is bullyish while insecure yet caring. I also had to be careful not repeat or go against anything already established in the characters storyline.



## Plant Lady

This is another already established character which meant I had to make sure to keep my writing in her original tone; which is soft and kind while also slightly mischievous. The character's main purpose is to help players with their garden though, so I also had to stay informative.



## Elliot St. Claire

This character is based off Elon Musk and is sort of a reappearing character in the sense that he is a fun easter egg that appears randomly with a pizza order. In Ch.4 he is now a side character whose storyline is centered around if Elon Musk was part of the Good Pizza, Great Pizza world. In order to do this, I had research Elon Musk and his companies and write his lines in his tone as well as include hints to his real word counterpart.





## Dr. Price

He is a new character, but the players learn about him before encountering him in their own pizzeria. He is a conman posing as a TV salesman, so his tone had to be charming yet slightly off-putting.



## Sasha

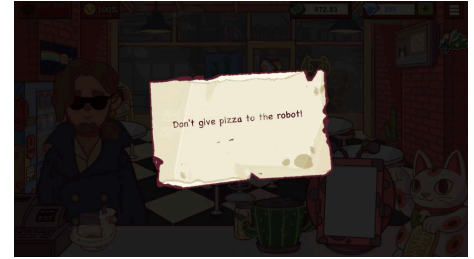
As mentioned before, I was responsible for most of this character's creation. She is a side character who players can choose to send away if they want since her storyline isn't connected to the overall story of Ch.4. She visits a few times and if they send her away each time she will stop coming. However, if they choose to talk with her they have the possibility of getting multiple items depending on their responses.





## "N"

This character is the main protagonist of the chapter, besides the player. He first appears to give advice that the player can choose to heed or ignore. Then throughout the chapter the player's choices to his questions help decided which path the narrative will follow. His tone is mysterious yet empathic and seems to have some heroism to him.



## Megabyte

This is the character whose dialogue was re-written the most. At first its dialogue was mainly used to show players the secrets behind Big Data Pizza, but after a few rewrites the character became more dimensional and had a plot line of its own. Its tone is similar to Claptrap from Borderlands, but also kind and naive.







## Angelica Béchamel

She is the CEO of Big Data Pizza and the main antagonist of Ch.4. Players can get multiple endings depending on their choice of responses with her. Her tone is condescending from the start and she's very straight forward with little to no empathy.



## Other Work

While working for TapBlaze, I tried to use my extra time to help in other outlets. Much of this extra work was for the game's promotion.

### Website

#### [Big Data Pizza Easter Egg Website](#)

For this website, only the writing is mine. The art and creation of the website was done by other members of the Tapblaze team, and it all belongs to Tapblaze.

### Promotional Tactics

I also worked with team members on promotional tactics such as different ways to advertise. One being creating content for Good Pizza, Great Pizza's TikTok account. After this was made, we came up with an idea for a contest where fans could create fan art in order to win their most recent plushie.

### TikTok Content

I needle felted a pizza and used in-game sounds and props to make it appear as though the pizza was being made just like how they are made in the game.

*Mine*



*Their Repost*



# *News Writing*



# Kennel Club Throws Kentucky Derby Themed Fundraiser

Published Exclusively on [District](#)



*Written by Jade Strack, photos by Elise Mullen*

This Saturday, May 4, the Savannah Kennel Club hosted their first annual Kentucky Derby Paw-ty. Dogs of all shapes and sizes, along with their owners or foster parents came with an assortment of fantastical hats for a grand time at the Kentucky Derby themed fundraiser. Right down the street from Alexander Hall at the Ghost Coast Distillery, the event went off without a hitch as both people and dogs had a ball.





"The Kentucky Derby has been around for a long time and the Kennel Club has been around since 1935, so I thought [it was] a great opportunity to bring these two groups together," said Donna Merkle, event coordinator and board member of the Savannah Kennel Club. The fur-tastic event held raffles, auctions and even a Derby 50/50 pot. A large portion of the proceeds from the event benefited foundations such as Fetch Canine Rehab and BFW Rescue, while ten percent contributed to the Kennel Club's maintenance and goals.

"Our club is focused on improving human/canine bonds, preservation of pure-breed dogs and promoting responsible dog ownership. Throughout the year, we offer canine-friendly activities and events throughout the community. A portion of all of our proceeds we raise go toward local rescues and shelters," said Kathryn Palmer, Savannah Kennel Club President. The Kennel Club serves all around Savannah and partners with students. Allyson Mote, a second year illustration major, became an active member of the Kennel Club after registering her dog, Luna, as an ESA (Emotional Support Animal).



"I reached out to people in Savannah for help and the American Kennel Club President, down here in Savannah, responded right away and helped me train Luna," Mote said.

A number of SCAD students helped facilitate the event. Anna Dixon, a third year illustration major, created the poster for the Kentucky Derby Paw-ty. Another volunteer, Joe Bennett, a first year film and television major, emceed the entire event. "I'd love to see more," Merkle said, in reference to the number of SCAD students within the club. Not only do students have the opportunity to work alongside furry canine friends, but there are lots of opportunities for students within the club that pertain to their field of study.



The Savannah Kennel Club holds events all over town. "I moved to Savannah because I love what a dog-oriented community it is and that's why I wanted to start doing more community events," Merkle said. "We have more businesses here in the community where we can take our dogs, and that's what I really want; people to take their dogs and do stuff with them."

The first annual Kentucky Derby Paw-ty went over pawfectly with an amazing community turnout. There were smiling faces and wagging tails all around.

# How Do Pain and Trauma Affect Art

Published Exclusively on [District](#)

## How do pain and trauma affect art?



District Staff - May 4, 2019



*Written by Jade Strack, Photos by Patrick Cox*

Strong emotions are part of every art piece, but pain and trauma are among the most common. The 'tortured artist' is a stereotype that's often used to describe artists, especially painters. Kwasi Butler, a first-year painting major, uses his art as a way to show others how he feels and sees the world. Like many other artists, Butler wants to depict powerful emotions [in his paintings] that cannot be defined through words.

Experiencing pain is not essential to becoming an artist, but for those who have, art can be a useful outlet. "Emotion is the number one driving force in my art," Butler said. However, everyone experiences pain and trauma differently; what one person may see as a small inconvenience could be life altering for another. Most people find it hard to talk about their tribulations in a way that accurately explains how they were affected by them. That can result in either giving up or using art as a voice and outlet of expression to help marginalize those emotions.





For Butler, emotion is the number one driving force for his artwork. In his piece "The House is Burning" [hanging above him] Butler uses red as a unifying motif. "When you see red I want to be the first person you think of artistically," Butler said. "Red is a very strong emotion that you can't tie into one word, but as soon as you see it, it's supposed to spark an immediate emotional reaction." Butler uses his art as a way to show others his past and the strife he went through to get to where he is now.

Forgetting rather than confronting these emotions from the past can cause struggle in the present. Although for some, forgetting isn't an option, so instead, they do their best to survive. Many use art as a way to tackle their emotions head-on, or to better understand them. Other artists use their work as a way to release emotions so they can declutter their mind, free up space in their heart and let go.

Pain and trauma are not necessary evils for every artist to have, but more often than not art becomes the outlet for those who struggle with those very same evils. While art is a great outlet, it's important to seek help if needed. SCAD provides free counseling and can be contacted by phone at 912-525-6971 or email at [counseling@scad.edu](mailto:counseling@scad.edu).

To continue the discussion on mental health, check out District's recently published [long form](#).

# *'Official Secrets' Depicts the Inspiring and True Events of Katharine Gun*

Published Exclusively on [District](#)



*Written by Jade Strack, Photo courtesy of [SCAD](#)*

The film "Official Secrets" opens to Katharine Gun standing in front of the court. Gun has been charged with leaking official top-secret documents, and they ask how she pleads. The film then brings us through every moment leading up to this, covering not only Gun's life, but also the lives of those connected to the document that exposes illegal acts within the government.

Director, Gavin Hood, spectacularly brought this journey to life, by giving much needed credit to those who risked everything to bring the corruption to light.

In 2003, Gun worked for the Government Communication Headquarters, a British intelligence agency. It was there she received a memo from the NSA containing a scandalous directive that implied the United Kingdom and the United States were planning to give false information in order to start the Iraq War. With nothing to gain and everything to lose, Gun still chose to share this information with the public in order to unveil the injustice. This decision incites not only chaos in the world, but also great upheaval in her own life.

Today, not many people recognize the name Kathrine Gun. Not many know the risk she took, the backlash she endured or the scandal she uncovered. This film honors her and shows the world in thought-provoking way. The relationships within in the film feel as though they're real. The love between Katharine and her husband, Yasar Gun, is undeniable, and the punishment they must endure together is heart stopping.

Hood uses chemistry among each character to bring them to life. The relationships that form as a result of Gun's acting are quite inspiring. Martin Bright and Ben Emmerson stick by Kathrine the whole time, even helping her expose the government. All of these people and more were an integral part in uncovering the illegal acts within the U.S. and U.K. governments.

Everything in the film is known fact, yet it feels like anything could happen. In the beginning, Gun stands in court accused of being a whistleblower but somehow throughout the film it feels as though she may not be caught, she may not be punished. However, the document is real, the illegal actions were without a doubt proven, and yet the whole situation feels like it will never truly be revealed. The whole film feels as if it was made up, one big conspiracy, but it is all written down as factual evidence. There are no dramatic chase scenes and Gun never dons a cape, but still the film plays as though you are watching a superhero movie.

*Memoir*



# Too Young to Be Taught

Published in [Open Minds Quarterly](#)

## Too Young to Be Taught *By Jade Strack*

You're not dumb. In fact, you're quite the opposite. You've already run through all the scenarios you can think of and nothing explains why you feel this way. It's not your fault; no one has ever talked to you about what's going on. No one talks to kids about such things. Hell, they don't even talk to each other. It's apparently supposed to be a pushed-under-the-rug, don't-let-anyone-know, take-to-your-grave secret. So why on earth would they bring it up to kids? Their logic is children shouldn't have to worry about such things. Leaving you with no knowledge about your ailment. And so, you sit there all alone, crying in your room, holding a knife like how you saw on TV, just wanting the voices and sadness to stop. You couldn't have known what was wrong, that it was not your fault—but instead—that your brain was sick. Eight years old is too young to be taught such things.

You've survived long enough now, with hidden scars and a guilty

conscious, to walk the halls of middle school. A porcelain smile teetering on your face as you walk the halls, praying that you have the strength to keep it from falling, to keep it from shattering and showing the world how you feel on the inside. Words like *depression* and *therapy* have only ever been uttered around you by adults in hushed conversations when they didn't think you were listening. You assume you are the only one suffering, or that whatever is happening is normal. You soldier on with a small glimpse of hope that your fragile smile will turn strong as long as you try hard enough. You couldn't have known the school walls held no answers, that you wouldn't learn what was wrong there. Thirteen is too young to be taught such things.

It's not until years later that you come upon the explanation by yourself. It's confusing and you struggle to accept it. You have depression. And with that word you fall into a hole of misconceptions.

You're being lazy.

It's all in your head.

You're just looking for attention.

You tell yourself all this and more until one day your porcelain smile falls and you shatter. You find yourself in rooms with doctors. They tell you how your brain has been sick. How the way you have felt for so long is not your fault and not something you should have to struggle with by yourself. You then find yourself in groups with people who've struggled too. You discover that what has been going on is not normal, but more importantly, you find out you are not alone.

You're surprised how easily people talk to you now. You had told people before, told them almost exactly what you were telling them now, and yet they never responded quite like this. Yet you are still relieved to have this newfound knowledge. But, even as you write this, you can't help but think how different your life might've been if you had just been taught such things earlier. \*

Open Minds Quarterly

Spring 2021



# *Stroller*

Andean Condor. I heard that name afterwards; it is the largest bird of prey alive today, with a wingspan of up to 10 feet. But to me, in that instance, it felt somehow even bigger. I stared at it and it stared right back at me. Its face looked as though a decaying old man was scowling at me with bloodshot eyes, and when it opened its huge black wings, I felt as though the Grim Reaper himself had appeared to take me to my final resting place. I took a slow, small step back.

He stood there, bobbing up and down, almost as if he was waiting for me to run—for a more entertaining hunt. His wings distended even farther as he lifted them up, showing me his size. Another step back.

My eyes burned, afraid that if I looked away, it would be the last thing I ever saw. So, I watched him beat his wings. Another step back. He jumped from his high perch. And finally, without looking away, I ran backwards and saw his talons extend. Reaching for me.

I tripped over my little brother's stroller as the bird grabbed its cage right where I had been standing. My family witnessed nothing of the ordeal. They did not see death come for me that day. They only saw silly, little 6-year-old me, managing to trip over an entire stroller not even ten minutes into our zoo trip. They laughed. I do not blame them now for laughing, but in the moment, all I could do was cry.

*Magazine*

# *Lions and Bears and Medical Misdiagnosis*

## Profile

Wynnewood, Wynnewood, Oklahoma is famous for one thing: Tiger King took place there. But Joe Exotic's story and those of the people involved is not the only one worth telling from this wild town.

"Back then, you could go to markets and just buy exotic animals, and I had a stepdad at the time that did just that," said a former resident of Wynnewood, OK who would like to be referred to only as Sally.

In 1977, at the age of four, Sally moved to Wynnewood with her mother and sister to live with her stepdad. The dad was an abusive man whose house was in shambles.

"We were living in a house that was under construction with no beds or anything. I remember I slept on a lawn chair," Sally said.

Yet he owned two bears and a mountain lion--each had their own large cement cages--and he would often chain up the mountain lion to the front pillar of the house when he left, where it would go to the side of the house and play in the dirt.

One day, at age 5, Sally, her sister, mother, and step-aunt were coming home from the grocery store when little Sally ran to the front porch to grab a sand pail. Unbeknownst to anyone, the stepdad was not home.

"The lion saw me running, it just thought I was playing, you know. He came up from behind me and literally scooped me up with his paw and put me in his mouth," said Sally

Everyone was still at the car, but soon heard the shouting and came running. Her mother was first to arrive.

"All she sees is my legs sticking out of the lion's mouth," Sally said as she recanted what her mother had told her. Her mom immediately ran past the mountain lion, and into the house. "You would have to know my mom, but she's a quick thinker."

Sally's mom grabbed a steak out of the fridge and then threw it as far as she could, causing the mountain lion to spit Sally out and run to the steak.

"My mom scoops me up and she said later she wasn't sure if I was, you know, going to survive because I was just in pieces," Sally said pausing in thought at the memory.

The mountain lion had completely scalped Sally and there were severe gashes all along her deep enough to expose fat and bone. To her mom, it had appeared as though Sally's left eye had been poked out. This was because when the mountain lion had scooped her up his claw had pushed her eye completely into her socket, towards her brain.

There was blood everywhere and Sally recalls her mom screaming for everyone to get in the car. The closest hospital was in Pauls Valley, OK which was about 15 minutes away. All Sally remembers from the ride is laying down in the back of the car on the black leather seats, crying, and telling her mom she was okay then blacking out before they arrived at the ER.

The Pauls Valley, OK hospital was so small that they didn't even have a trauma ward or doctors available to treat Sally.

"They turned us away and still said 'you have to pay for all the bloody sheets and everything that you are using,'" Sally said.

All those around who watched the hospital turn them away emptied out their pockets to help, handing Sally's mother any cash they had. The hospital, while unable to treat her, was able to spare an ambulance to transport Sally to the next closest hospital, which was an hour away in Oklahoma City.

Once at the Children's Hospital, Sally was in terrible condition. Her lung had been punctured, so she immediately had to have multiple surgeries and countless blood transfusions.

In the end, however, they were able to safely stitch her up and even saved her eye.

"Once in a while, things are foggy. But other than that, it's fine," Sally said explaining how her eye is doing nowadays, over 40 years after the attack.

Shockingly the only serious, physically noticeable scarring left after the attack is that from her being scalped. Yet, her hair grew back normally the only difference was the curls.

"When I was five, I had straight hair. And it was a long process of blisters and scarring, but once it healed, my hair grew back curly," said Sally who chuckled after and explained she gets asked by people if she got plastic surgery to get such curly hair.

As for the mountain lion, Sally was told it was taken and released in the mountains. She never thought to question the truth as she had bigger problems to deal with. Her mother was charged with child abuse and they were left with medical bills they couldn't pay.

While the state paid a large portion of the medical expenses, the family was still left with more than they could pay. Luckily, her mother's charges were dropped, yet the stepdad's only punishment was that his remaining animals were taken away and he was banned from owning exotic animals again. He was also no help in paying the bills, as he was quickly out of the picture.



“We never went back to that house after that day and we never saw my step dad again,” said Sally.

Besides the obvious trauma and many months of painful healing and scars, Sally was left with very little long term damage, or so it appeared at the time.

Eight years later at the age of 13, she was diagnosed with two different illnesses. One was an autoimmune disorder which caused her to get rheumatoid arthritis that still affects her to this day. Although her doctors aren't positive, most assume she contracted the illness from the lion. They speculate that under the conditions in which the lion was kept, it most likely had either the disease or something similar that was transferred over to her doing the attack.

The second diagnosis, although not directly related to the lion attack, is what left her with years of doctors' visits and improperly treated pain.

Her primary doctor diagnosed her with Crohn's disease, another with Ulcerative colitis, another with irritable bowel syndrome.

“It was always something different. And so, I was always taking medicine and I was always in and out of the hospital. And it was just--I mean--it just affected everything,” said Sally.

At 13, when the symptoms started, she could no longer feel the need to use the restroom, causing an untold amount of pain. And at 15, the contents of her intestines were not able to probably digest and move through her. So, with nowhere else to go, her body forced it all back up and out through her mouth and nose, making her unable to breath.

“I was literally throwing up feces because I had not gone to the bathroom in six weeks,” said Sally.

While still a minor, Sally went to every specialist her primary physician could think of, but when she turned 18, it became harder to get full time care as the state no longer helped with the medical bills.

She would put off going to the doctor when at all possible, but the unknown disease took up her whole life. Not only could she barely leave her house but any money she was able to earn went to her medical bill. She scrimped and saved, and still was only able to pay back a minor amount of what she owed.

For five years she drowned in debt even though she didn't go the doctor nearly enough. Then at the age of 23, she moved to North Dakota with her soon to be husband, Jeremiah, who was in the Air Force. Without the worry of medical expenses, she was able to go to the base doctor whenever she needed. However, he too was unable to ascertain Sally's illness, but what he was able to do was give her a referral to the Mayo Clinic, which was one of the only ways to get in at the time.

“When you go there, they have about eight doctors. Everyone in the same room. So, they can talk to you and figure it all out right then and there. It's pretty cool,” said Sally with her words ending on higher notes as she recalled how lucky she felt to have been able to go to the Mayo Clinic.

After only about a week of tests, she was properly diagnosed with Pelvic Floor Dysfunction, which usually occurs due to traumatic injuries to the pelvic area. It is a common condition, and unlike many of her misdiagnoses before, it is completely, and easily, treatable.

While the mountain lion attack seems the most likely suspect for how Sally sustained the injury that caused the condition, the time frame doesn't match up. Instead it was most likely caused when she was 13 and she fell off a desk onto a chair in a straddled formation.

After 10 years of misdiagnoses, dozens of hospital visits, and countless doses of any variety of medicine that never helped. Sally's life altering illness was cured after only one week of treatment.

“It completely changed my life. I never again had any problems like I did all those years,” said Sally.

Sally called the doctor she had been going to all her life, the small-town doctor who misdiagnosed her but who never stopped trying to help her, the doctor she still owed money to, and she told him the good news.

“I didn't have a father figure, so I asked him, even though I didn't know if we'd be having an actual wedding yet, I asked, ‘Would you walk me down the aisle?’” said Sally, drifting off for a moment as if waiting for him to answer in real time. “He said yes.”

As a wedding present her doctor wiped away the remaining balance she still owed him.

Sadly, this is not where Sally's medical problems end.

Up to this point, Sally had survived a great deal more than even previously mentioned. While in North Dakota she experienced the 500-year Red River flood of 1997.

“The whole town was flooded and then fire started and it took everything with it,” Sally said recalling how the Air Force base turned their giant hangers into makeshift shelters.

And after moving to Norman, Oklahoma, her and her dog, Claws, survived an attack from two pit bulls.

“They were coming right for me, but last second Claws jumped in front of me like a shield, and they attacked both sides of his neck instead of coming after me,” said Sally quickly sharing that Claw survived and recovered to full health quickly.

But the hardest obstacle she had to face was when she was told that she would most likely never be able to have children, as she was diagnosed with endometriosis.

It's unclear as to how she may have developed this condition, but the years of unneeded medicine to treat all the misdiagnoses as well as the autoimmune disorder from the lion attack are the two largest suspects.

"No one wants to say, 'yeah twenty-seven years ago, when you were attacked by a lion, it caused all this,'" said Sally referencing what most doctors would say when she asked as to how she may have developed endometriosis. "Some really good doctors I went to said, 'Yeah, a lot of that that could be why.' So, I just don't know."

A treatment for endometriosis is to take birth control pills, but Sally and her husband wanted nothing more than to have a child of their own. Yet, soon after she got off the pill, a cyst formed and caused one of her ovaries to burst. Then within the next month, the other was about to burst as well. They were able to save a third of it, but it's almost impossible to get pregnant within those conditions.

"I was told that I had a one in five hundred thousand chance of getting pregnant," said Sally.

This was the only time she was glad her diagnosis was wrong, as only a month later she was pregnant.

It was a hard pregnancy, from day one she felt ill 24/7. Yet, she made it through. Although, in a cruel twist of fate, she had to have an emergency c-section because the umbilical cord was wrapped around the baby's throat twice and there was no heartbeat.

Sally was unable to hold her child as the baby had to be immediately taken to the ICU for three days and put on breathing machines. Three days Sally herself was in bad condition and on morphine to help with pain. But on the third day her baby girl was put in her arms, completely healthy.

"She was our miracle baby," Sally said.

It seems only fair that Sally was finally given her miracle. After surviving a lifetime of misfortune: encountering extremes that no one should have to face especially at such a young age, living through life altering illnesses that could have been easily treated if properly diagnosed, and being told after all that she may never have the one thing she wanted most in the world. Her baby girl was not just a miracle she was the recompense that Sally deserved.



## *Fun Coder Ducks to Keep You from Breaking Your Screen*

Rubber duckies aren't just for making bath times so much fun anymore. Take that bath buddy out of the tub and put him to work with you at your desk – make sure to dry him off first though! Coders all over are doing the rubber ducky debugging boogie and it's time for you to join in too. Instead of pulling your hair out as you try to find that one hidden inconsistency that's been sabotaging your whole project you can turn to a ducky and talk through your problems. Who needs therapists when you have a rubber duckie am I right?

A rubber ducky can be a software engineer's best friend; someone to confide in when you feel like screaming and breaking your computer when the code just won't work. The rubber ducky debugging technique is a reference to a story in the book *The Pragmatic Programmer* and it is a well known strategy in the coding world.

So if you're looking for your very own special coding buddy, or perhaps want another to add to your army, then this is a list for you.

### Classic Rubber Ducky



\$6.27 at [Amazon](#)

Sure, you can always go for this masterpiece, this Michelangelo of mallards! I mean it's a classic for a reason, and why break the mold right? If you look at the reviews, coders are some of the first to rave about this desk buddy. Yet, if you're looking to get out of your comfort zone, then take a look at these peculiar rubber ducks that'll really make a splash.

# 1. Techie Rubber Duck



Dimensions: 3.5" x 3" x 3" | Weight: 0.8 oz | Material: Rubber | Amount: Range | Best for: Companies

**Price:** \$1.26 for 1 – shipping not included

Buy at [Everything Branded](#)

## **Pros:**

- + This duck is dressed to impress and very professional.
- + He clearly knows his way around technology from that tablet in wing.
- + He can even multitask sense that headset frees up his other wing.

## **Cons:**

- You won't always be a top priority to this duck since all his other customers are on the next line.
- It's hard to get a word in sometimes since his bill just never fully closes.
- You can't be sure if he is working or just looking at memes on his tablet.

## 2. Squishy Ducky



Dimensions: 3" x 3" x 2.75" | Weight: 1.10 oz | Material: Foam | Amount: 1 | Best for: Individual

**Price:** \$8.99 for 1 – free delivery

Buy at [Walmart](#)

### Pros:

- + This not so rubber ducky is malleable to new ideas.
- + He can double as an ear to talk to and a stress ball.
- + You can easily throw him across the room or at your computer screen without fear of breaking anything.

### Cons:

- He can never make a hard decision.
- If you give him too many frustrated pulls, you may rip your desk pal in two.
- He's a little slow to bounce back.



### 3. Duck, Duck, Goose



Dimensions: 1.89" x 1.46" x 2.56" | Weight: 0.32 oz | Material: Plastic | Amount: 1 | Best for: Individual

**Price:** \$5.31 for 1 – free shipping

Buy at [Amazon](#)

#### **Pros:**

- + You'll really be thinking out of the box with her help.
- + She'll be able to keep you awake with the help of her loud honks.
- + This beauty will help you keep in touch with reality.

#### **Cons:**

- She's got a bit of a temper, so you have to be careful not to set her off.
- Might get flashbacks to childhood trauma where the geese chased you around the park trying to steal your sandwich while your whole family just watched and laughed at you...
- She might disappear during migration season

## 4. Game Rubber Duckies



Dimensions: 3.5" x 3" x 3" | Weight: 0.8 oz | Material: Rubber | Amount: 12 | Best for: Groups

**Price:** \$6.99 for 12 – shipping not included

Buy at [Oriental Trading](#)

### Pros:

- + These ducks cannot wait to beta test your game.
- + They're up to date with the newest technologies.
- + You don't have to worry about finding tiny controls or headphones because they bring their own equipment.

### Cons:

- They almost never take off those headphones so it may be hard for them to hear you.
- They're probably too busy trash talking noobs on the newest game to listen to you anyways.
- They like to team up on people, so be careful not to get on their bad side.

## 5. Jumbo Rubber Ducky



Dimensions: 9.25" x 7.87" x 3.82" | Weight: 1.3 lbs | Material: Rubber | Amount: 1 | Best for: Individual

**Price:** \$11.98 for 1 – free delivery

Buy at [Amazon](#)

### Pros:

- + Instead of buying an army of ducks you can simply rely on ol'jumbo to get the job done.
- + No matter how big the problem is, this duck can handle it.
- + Everyone will be able to tell that you have the biggest duck in the office, or you'll simply impress any guest if you work from home.

### Cons:

- There may not be any room left on your desk after this duck moves in.
- This big of a duck may intimate others.
- The bigger they are the harder they fall, so make sure not to place this one near any edges.



## 6. Duck With Helmet Propeller



Dimensions: 2.6" x 2.36" x 2.36" | Weight: 1.06 oz | Material: Rubber + Plastic | Amount: 1 | Best for: Individual

**Price:** \$7.99 for 1 – shipping calculated at checkout

Buy at [Grandmas Gift Shop](#)

### Pros:

- + This ducky is prepared to ram through the toughest of problems headfirst.
- + He's one of the most stylish ducks you'll ever lay eyes on.
- + He can hang out anywhere, so you'll have lots of extra room for more ducks.

### Cons:

- With this duck's wild nature, you'll never know what to expect next.
- He's got a bit of a rebel streak so may disappear for days on end with no more than a note that says, "gone flying".
- He's hardheaded so you may get into a few arguments about the best course of action.

## 7. Clarence "Ducky" Nash



Dimensions: 5' 2" | Weight: unknown | Material: human | Amount: 1 | Best for: family

**Price:** \$9.5 million in net worth

Visit at [San Fernando Mission Cemetery](#)

### Pros:

- + You can have the original voice of Donald Duck help you out.
- + A simple printer could gift you his wonderful face to talk to.
- + Just look at that smile, how could you not be motivated by that?

### Cons:

- He passed away in 1985.
- You may have to buy a Ouija board to talk to him.
- It can be hard to understand him at times.

## 8. Light Up Disco Duckies



Dimensions: 1.97" x 1.97" x 1.57" | Weight: 0.7 oz | Material: Rubber | Amount: 6 | Best for: Group

**Price:** \$19.99 for 6 – free shipping

Buy at [Amazon](#)

### Pros:

- + They'll show you there's a light at the end of the tunnel.
- + They are nice enough to invite you to their next party.
- + They will never let disco die.

### Cons:

- They are usually tired because they stay up partying a lot.
- You might get jealous of their awesome hair.
- Your neighbors might complain about the music from all the parties they throw.



## 9. Octopus Ducky



Dimensions: 4" x 4" x 4" | Weight: 2.2 lbs | Material: Rubber | Amount: 1 | Best for: Individual

**Price:** \$4.99 for 1 – shipping not included

Buy at [Wild Republic](#)

### Pros:

- + 8 extra hands... flippers...tentacles...appendages to help you fix your problems.
- + He'll force you to take lots of breaks because he will need to be dunked in water to stay alive.
- + After you figure out your problems you can celebrate with a beautiful beach trip as you release him back into the wild. \*

### Cons:

- You might have lots of sores from his tentacles grabbing you.
- Kind of looks like he's plotting against you.
- His suckers may tear apart the computer if not careful.

\*Do not actually leave this duck in the wild as it is not suitable for release.

## 10. Anatomy Ducky by Jason Freeny



Dimensions: 8.1" x 4.3" x 3.5" | Weight: 3.98 oz | Material: Plastic | Amount: 1 | Best for: Individual

**Price:** \$18.60 for 1 – free shipping

Buy at [Amazon](#)

### Pros:

- + Your hearts can race together as you track down any issues.
- + You'll learn a deeper insight into the rubber duck's anatomy.
- + You can open it up and take it apart to let go of frustration.

### Cons:

- It might give you nightmares.

# *Scripts and Fiction*



# *Tree House*

## Screenplay

TREE HOUSE

Written by  
Jade Strack

jade.strack98@gmail.com  
(281)-774-8324

EXT. BACKYARD - DAY

JASPER (6 years old, slight build, short hair, scrapes and bruises all over) stands looking at a tree house. It's fairly old and has a wooden ladder leading up.

Jasper wipes tears from his eyes with his sleeve before going up the ladder

INT. TREE HOUSE - DAY

Jasper climbs in through the floor.

Inside is set up like a tiny, fake house. With a plastic, kid sized kitchen, a small TV dinner table, plastic lawn chairs, a drawn picture of a TV in front of a beanbag chair, and other random toys spread out on the floor.

JASPER

Honey, I'm home!

Jasper kicks off his shoes, leaving them in the middle of the floor, and sits down in the beanbag chair. A small stuffed dog sits next to it and he pats its head.

JASPER (CONT'D)

Hey champ, you do good at school today?

He picks up a piece of cardboard that has buttons drawn on it and points it toward the drawn TV. He looks over at a large bear leaning by the plastic kitchen.

JASPER (CONT'D)

Oh the fight is on! Bring me a beer would you?

He puts down the cardboard remote and leans towards the drawn TV, mimicking punches as though he is a boxer. He then slumps back into the beanbag chair.

JASPER (CONT'D)  
Didn't you hear me?!

He angrily gets up and goes to the plastic fridge, opens it, and takes out an empty beer bottle. He pretends to take the lid off and takes a drink. Then goes and sits back down.

JASPER (CONT'D)  
I come home after a long day of work and this is the welcome I get?  
Jasper looks out the window. From there the kitchen of the real house can be seen. JASPER'S MOM seems to be cooking something, running around all over and working with a steaming pot. Jasper turns away.

JASPER (CONT'D)  
That's okay though honey.

He puts the empty beer bottle down and rolls up into the beanbag.

JASPER (CONT'D)  
I know you work hard too.

Jasper holds himself and begins to sniffle, but reaches down and pushes the beer bottle over. He then sits up straight.

JASPER (CONT'D)  
Why you little son of bitch!

Jasper jumps up off the bean bag.

JASPER (CONT'D)  
Look at the mess you've made!

He picks up the toy dog off the ground and shakes it around.

JASPER (CONT'D)  
Your little useless ass better clean this up while I go grab my belt!

Jasper stops and stares at the dog, then drops his arm limp by his side. He stares at the beer bottle and then throws the dog down near the bean bag, and starts kicking and hitting the beanbag as he begins to cry.

JASPER (CONT'D)

(Sobbing)

No you clean it up. You son of bitch! You asshole! Look at the mess you've made! How dare you! How could you! You, you motherfucker!

Jasper continues to hit the beanbag until he tires and ends up in heap on it, holding himself and crying.

INT. KITCHEN OF REAL HOUSE - DAY

Jasper's mom is by the window looking up at the tree house. Through its window Jasper can be seen holding himself on the bean bag. Jasper's mom is holding back tears with a black eye.

Fade to black



# *Dissociating Window*

Jamie pushed herself deeper into the cushions. The loud crashes and hollering from the kitchen sounded as though the whole room was being destroyed. They hadn't been there long, but she already knew it meant the anger was close and that she should run before it found her, but she couldn't get herself to move. Her show went into commercials, which weren't much louder in volume than the show but even that slight increase in noise caused the clashing in the kitchen to stop. The anger had heard. Jamie wished for the couch to swallow her, hide her in its belly, but even her small frame couldn't fit any deeper into the worn pillows.

Jamie could feel the heavy stomping coming towards the door. The anger was emitting a god-awful roar that mixed with sound from the TV causing bees to swarm through her. She closed her eyes and tried to disappear—then a hand covered her mouth.

Katarina was holding one finger to her lips while using the other to silence Jamie's scream.

"Come on," she said and grabbed Jamie's hand, as well as the remote, turning off the TV and pulling her from the couch in one, quick motion.

They ran to the stairs, dropping to their bellies into a crawl, staying out of the sight of the anger that now prowled the living room. Katarina silently closed the door to her room and wedged a chair beneath the knob. She pulled Jamie close, using her chest to muffle Jamie's shaking sobs.

"We have each other, it's going to be okay," she whispered, rocking Jamie back and forth, "as long as we have each other everything will be okay."

Katarina continued repeating those words, until the noise of the anger destroying the house below quieted down.

...

They stayed there the rest of the day. Katarina sewing up old clothes on the bed as Jamie stared out the window watching birds land on the fence below to eat from an old feeder and then fly away. As they were getting ready for bed, glass shattered downstairs and Katarina froze for a second before putting all the toys away and moving Jamie to the door.

“Quickly now, run to your room and don’t come out till the sun rises,” Katarina said as she moved the chair from out under the doorknob. She gave Jamie a big hug and kiss on the cheek before sending her through the door.

Jamie never understood how Katarina knew which nights the anger would make its way upstairs, but she was never wrong, so she ran to her room down the hall as fast as possible. The noises that came from these nights were worse than anything during the day. She wrapped herself in a blanket with every stuffed toy she had, making sure to block their ears.

She watched birds flying into the night sky through the large, cracked window at the foot of the bed and waited for the sun to rise.

...

Katarina had packed her a tuna fish sandwich for lunch which Jamie scarfed down on the bus ride to school, so now as everyone pulled out their lunches and moved to the snack tables she put her head down to rest at her own desk.

“Is something wrong dear?” the teacher, Ms. Simons, asked as she placed a hand on Jamie’s shoulder, who quickly retreated from the touch.

“I’m sorry I startled you,” Ms. Simons said as she pulled her hand away, “I know you are new, but wouldn’t you like to sit with everyone else?” Jamie gave her a slight shake and put her head back down.

After lunch, Ms. Simons let everyone out for an early recess asking Jamie to hold back for a minute.

...

Katarina wouldn’t be home for another hour or so since she cleaned some of the neighbors’ houses after school for extra cash. Jamie opened the back door to the house slowly, listening for any sign that it would be unsafe to enter. Hearing nothing, she stepped inside and went to the living room to watch TV making sure to have the volume low, just in case.

Two or three episodes past and she heard the back door in the kitchen open and quickly ran to greet Katarina but stopped as the door slammed, and the anger towered over her. She tried to run but it grabbed her by the arm and swung her around.

Jamie squirmed, trying to escape but the grip it had on her was too strong. Between its deep growls Jamie could make out words as it shook her. She heard her teacher’s name as the anger pulled hard on her arm, and something about ‘at work’ and ‘embarrassing’ as it yanked her hair up, trying to force her to look it in the face. Instead Jamie looked out the kitchen window, watching as the birds flew away from the fence as the anger’s growls became roars and it threw her against the wall. She could no longer understand anything that the anger said or did to her after that as everything around became very distant.

...

After that day Katarina waited for Jamie on the front porch steps every day after school and walked her to her room before going over to the neighbors. Jamie never wanted her to leave.

“It’s going to be okay, we have each other,” she would say each time before giving her a hug and kiss on the cheek.

Jamie had been taken out of Ms. Simons’s class after that day as well, but the teacher would occasionally check in on her in the new classroom. Jamie avoided her at first but started to give small smiles and waves so that she would stop coming around as much.

Best of all, the anger seemed to calm down. Jamie found herself less afraid to enter the house, once she even came home to the anger greeting her at the door. On occasion it would lay on the couch as she sat on the floor and watched a show. It seemed more docile now, even caring at times. Still, Jamie spent most nights in Katarina’s room.

...

One night, as Katarina read Jamie a book before bed, she stopped mid-sentence as glass shattered downstairs. Jamie didn’t want to believe her but still ran to her room this time too slow and caught a glimpse of the anger as it stumbled up the stairs. She pushed the chair in front of the door like Katarina always did and gathered her toys reminding them it would be over by sunrise as she hid under the covers, piling on pillows to block out the noise.



The noise didn't come. Instead she felt the heavy vibrations of footsteps coming toward her room. She held her breath and peaked under the blankets to see the handle hit the chair stopping it from turning all the way. She hid back in her blankets just as one strong slam against the door toppled the chair over with a crash and the anger threw open the door.

It stood there in the doorway for a minute muttering under its breath. The weight of its first step felt as though it shook her room and Jamie expected her safety cocoon to be ripped off any second. Instead a blood curdling howl pierced the air and Jamie lifted to see Katarina clung on to the anger's back, shoving a sewing needle into its eye. It grabbed her and threw her on the floor creating a sickening crack from her right arm as she tried to catch herself.

The anger cupped its eye and slid the needle out as blood poured down its face. Then turning its attention back to Katarina, it moved toward her, yelling unintelligibly. Jamie tried to move, to stop it from getting close to her, but could only watch as it picked her up by the hair and shook her.

The ear-splitting scream that Jamie emitted stunned both of them for a moment but then the anger chuckled and walked over to her, dragging Katarina by the hair as it did. Before it could open its mouth, Jamie jumped from the bed, throwing her whole body right at its chest. Unable to steady itself it stumbled backward dropping Katarina. It reached for anything to hold on to but before it could Katarina swung out her leg. It tripped over her and hit the window causing it to shatter. They both heard the wet thud as the anger landed, pierced through by the fence below.

...

“I don’t think there will be another foster house willing to take you both after this,” a man in a wrinkled suit said to them.

Katarina held her close with her one good arm as Jamie starred out the window.

# Themed Entertainment Script Treatment

## The Warrior's Journey: Path of The Three Clans

Published in [Themed Attraction](#)

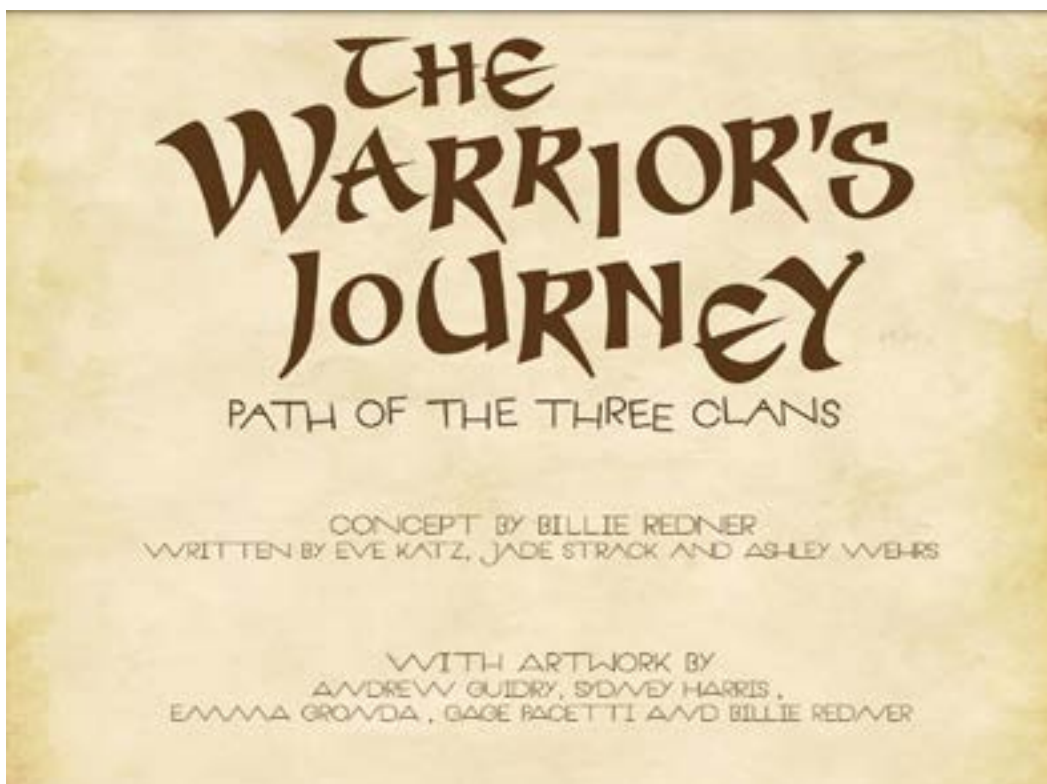
### Premise:

The Warrior's Journey: Path of the Three Clans is an interactive & theatrical walk-through experience that transports guests to the mystical island of Qhiyo, where they will have to team up with the three local clans to defend against a recent emergence of dark magic. At the start of their journey, guests of each party will choose which clan's path they wish to follow & get the chance to wield their own enchanted weapon. As they progress throughout the experience, guests will come face to face with the monsters of the island & must learn to work together through strategy & problem-solving techniques to defeat the evil once & for all.

### [Video Explanation](#)

*The Warrior's Journey was a collaborative project created by members of the Themed Entertainment Association @ SCAD. This collaboration featured students majoring in animation, dramatic writing, illustration, production design, and writing.*

*I, along with [Eve Katz](#) and [Ashley Wehrs](#), created the [Script Treatment](#).  
Below are the sections I was most responsible for.*



## ENTRANCE

*We start our journey on the island of Qhiyo, where Nettle, an island nymph, is recruiting new warriors to train alongside three clans to fight the resurgence of dark magic.*

*As the new warriors arrive from their long sea voyage, they come along a brick path leading to an old, weathered building: The Hall of Warriors. The Hall of Warriors is a grand structure shared by the three clans and surrounded by flora. The sound of the ocean and birds can be heard.*

*The warriors follow the path, which is lined with signs introducing the nymphs and clans who inhabit the island. They foreshadow each clans' history, armor, and weapons.*

*Island nymphs are native to the island of Qhiyo. Their energy is directly linked to the island.*

*The Torva clan lives in the forests and is known for their courage and strength.*

*The Hayoka clan lives in the plains and values strategy and wit.*

*The Woahori clan lives on the coast of Qhiyo and are known for their balance and intuition.*

*A map of Qhiyo identifies the land of each clan and where local island creatures may be lurking.*

*A final sign welcomes the warriors into the Hall of Warriors. Welcome to the Warrior's Journey.*



\*[Art](#) by a combination of artist on the team.



### QUEUE

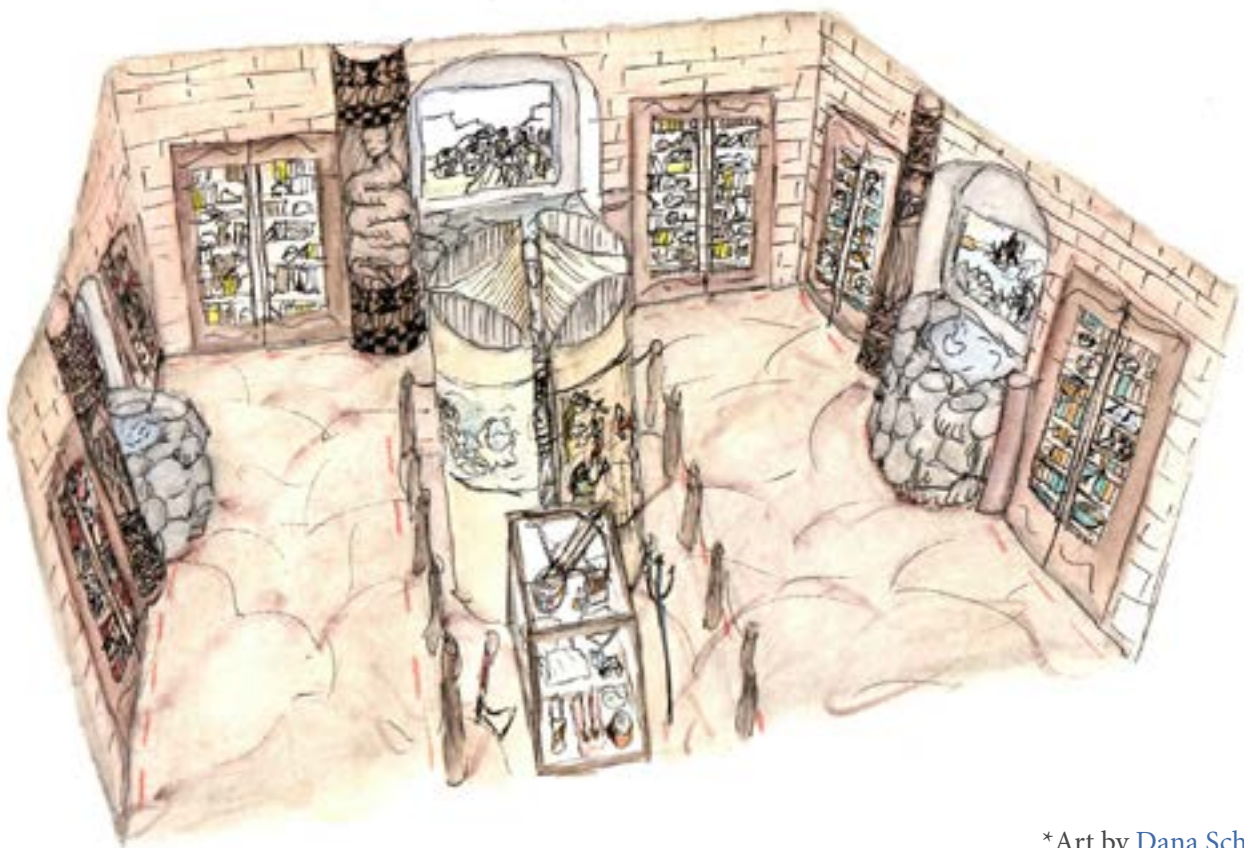
*The warriors enter the Hall of Warriors into an artifacts room filled with clan history.*

*Murals and tapestries depict important moments in each clans' history. Large statues dedicated to the clans' animals—a Torva wolf, Hayoka snake, and Woahori seabird—act as pillars holding up the ceiling. Display cases hold the weapons of the original clan leaders.*

*A more detailed and larger map of Qhiyo is on the center wall with a smaller, burned map of the nearby mainland. Each important item, such as murals and items in display cases, have plaques describing their history and meaning. Many are partially destroyed items and murals that refer to an ancient dark magic.*

*As they walk through the artifact room, the new warriors can hear Nettle's voice. Lights twinkle and dance around the room. This happens every ten minutes.*

**NETTLE:** Welcome warriors, please do not be afraid I am communicating to you through my ability of shared thought connection. My name is Nettle, and I am who summoned you all here. I cannot thank you enough for responding to my call for help. I can sense a great danger brewing on the island. For now, take your time and look around the artifact room. I will be waiting for you all in the classroom. Come ready!



\*Art by [Dana Schrack](#)



## HAYOKA BATTLE SCENE

The new Hayoka warriors enter a wide open plain with tall yellow grass. The grass flows in waves around them through the use of curved screens. Huts can be seen in the far-off distance with a path leading to where they are now.

In the center of the path, members of the Hayoka clan wait for their leader. Their clothes match the yellow of the grass to easily blend in with the plains. Gold decorations of snakes wrap around them.

The Hayoka clan members are defending against the main monster in the plains: the Esakan. There are many Esakans in the plains, but they tend to remain independent. They are large bug-like creatures who have long arms with sharp hand-like claws and long tails. An Esakan has two faces on either side of its head which can quickly turn 180 degrees. One side has the creature's mouth, while the other has its eyes.

The Esakan cannot be damaged while its eyes are watching as it can predict movement and if attacked, will deflect with its long tail. When it switches to its mouth side, it is most vulnerable. The Esakan is incredibly fast and surprise attacks when it hides in the tall grass.

The Hayoka leader warns the warriors to be careful. They have learned that the Esakans can read minds and, if the warriors spot one, they should not move as they can sense your actions. If the warriors stand their ground, an Esakan will not attack. The Esakans wait for their victims to flee before attacking.

Recently, the Esakans have become increasingly daring, attacking at random even when injured. They fear the one they injured most recently is back with a vengeance as some of their clan members have gone missing in the tall grass.

The Hayoka leader predicts that the injured Esakan should be spotted easily as it cannot move as quietly without all its limbs. They must stay on high alert for the other Esakans just in case.

The Hayoka warriors hear a deathly screech and an Esakan rises from the tall grass. Its face has only eyes showing, and all limbs are intact. The leader and the other members spread the warriors out, facing the screens so they can all watch each other's backs.

The Hayoka leader reminds them that they must time their attacks for when the creature's mouth is showing and hold off if the creature is showing its eyes as it will simply block their attacks and flee.

The Esakan moves at impossible speed and sneaks up in various spots around the plains. It attacks but stops. The leader mentions that maybe it has run away. Red eyes suddenly glow from all over the plains. An unusually large set appears in the center of the plains, missing a limb.

A clan member says they are shocked to see that the creatures they interpreted to be independent may be forming a swarm and working together under the control of the dark magic.



\*Creature Concept Design by [Jade Strack](#)  
Art by [Gage Pacetti](#)

The Hayoka leader tells the warriors to focus and that the largest Esakan must be the pack leader. The Hayoka will have to work as a team if they want to survive this. The leader instructs the clan to keep attacking the surrounding Esakans and the warriors closest to him can help attack the swarm leader.

After enough hits, the lead Esakan in the middle shrieks and falls back into the tall grass. The other Esakans run away, causing a large gust of wind to move all the tall grass.

The Hayoka clan leader warns the Esakans are likely to return once they lick their wounds but congratulates the warriors on their quick thinking. The clan leader informs the warriors that they are not done yet as the dark magic controlling the Esakans had to be incredibly strong to hold over all of them like that. They must track down the source of the dark magic and stop it before it gets any stronger.



# *My Portfolio*

## *Jade Strack*

*They/Them*