

BioWare Online Development Writing Test

INSTRUCTIONS:

This test has two sections – one for writing, and one for editing. The purpose of this is to determine your level of understanding of both the Dragon Age and Mass Effect franchises, as well as your writing and editing skills. Please assume you are writing for the web, and keep content, length and language appropriate for the medium.

WRITING PORTION

MASS EFFECT

Write a **character description** for: Tali'Zorah nar Rayya/vas Normandy

Requirements:

- Two paragraphs maximum.
- Must encompass the events of Mass Effect 1, 2 and 3 – any additional, important details from non-game products (eg. comics) are welcome but not mandatory.
- Please use past tense.

DRAGON AGE

Write a **location description** for: Halamshiral

Requirements:

- Two paragraphs maximum.
- Must encompass the events of Dragon Age Origins, Dragon Age II and Dragon Age: Inquisition. Any additional, important details from non-game products (eg. books) are welcome but not mandatory.
- Please use present tense.

EDITING PORTION

DRAGON AGE

Edit a **character description** for: Varric Tethras

Requirements:

- Edit down to two paragraphs.
- Include events of Dragon Age: Inquisition.

TEXT:

Varric Tethras is a surfer dwarf who finds the Hawke siblings after their first year in Kirkwall and asks for their help in a Deep Roads expedition planned by his brother, Bartrand.

A connected Kirkwall resident at the start of Dragon Age II, he's a rogue, a charmer, a fixer, an occasional con artist, spymaster, and information broker. He doesn't take sides in Kirkwall's politics and doesn't favor mages over templars or vice versa. Varric knows everybody. Chances are, he's got friends on every side in a conflict.

Few people know Hawke better, which is why Cassandra Pentaghast took him in for questioning as to Hawke's whereabouts. He also joins Isabela on King Alistair's quest to find his father, in the graphic novels *The Silent Grove*, *Those Who Speak*, and *Until We Sleep*.

MASS EFFECT

Edit a **location description** for: The Citadel

Requirements:

- Edit down to two paragraphs.
- Include relevant events of Mass Effect 1, 2, and/or 3.

TEXT:

The Citadel is an ancient deep-space station, presumably constructed by the Protheans. Since the Prothean extinction, numerous species have come to call the Citadel home. It serves as the political, cultural, and financial capital of the galactic community. To represent their interests, most species maintain embassies on the Presidium, the Citadel's inner ring.

The Citadel Tower, in the center of the Presidium, holds the Citadel Council chambers. Council affairs often have far-reaching effects on the rest of the galactic community. Five arms, known as the wards, extend from the Presidium. Their inner surfaces have been built into cities, populated by millions of inhabitants from across the galaxy.

The Citadel is virtually indestructible. If attacked, the station can close its arms to form a solid, impregnable shell. For as long as the station has existed, an enigmatic race called the keepers has maintained it.