**Chapter 18**

**Worlds Contain Characters**

Every game has a story in it which makes it interesting. These stories must contain memorable characters and these characters are different than characters in other media. Some of these differences are very apparent. Some examples of novel characters are Holden Caulfield, Tom Joad; The grapes og Wrath. Tom is an ex-convict who tries to help his family after they lose their farm. Same on movies we have characters and their special powers that we identify them from. Some famous example is of Rick Blaine, Indiana Jones; Raiders of the Lost ark, An adventurous archaeologist must rescue the Ark of the Covenant from the Nazis. Same like novels and movies, games also have meaningful characters which have stories associated with them. Mario is one of such example in game “Super Mario Brothers”, A cartoon plumber battles enemies to rescue a princess from an evil king.

The common patterns we see are as follows:

Mental -> Physical: The characters in the novels are involved in deep psychic struggles. This makes sense because in this we spend much time in character innermost thought. We cannot hear thoughts of film Game characters are involved in conflicts that are almost entirely physical. Characters are defined by their media.

Reality-> Fantasy: The novels tend to be very reality based; films tend to rooted in reality, but often pushing towards fantasy, the game worlds are almost entirely fantasy situations. And the characters reflects this- they are products of their environment.

Complex->Simple: For a variety of reasons, the complexity of the plots and depth of the characters gradually diminishes as we move from novels to games.

From this, we might conclude that games are doomed to have simple fantasy characters engaging mostly in physical actions. And that certainly is the easy path. There are different methods that storytellers and storylines. Avatars are special for very game and game is made around the main avatar. Even if a player is playing racing game and his car got hit he wont refer this my car got hit but I got hit. This shows strong connection between user and the avatar. This is provided by giving first person perspective on the screen to the user which is one of the arguments. The ideal form is first type of character as an avatar which a player always wanted to be. Characters like this – such as mighty warriors, powerful wizards, attractive princesses, ultra suave secret agents, etc – exert a pull on the psyche, since the force inside us that pushes us towards being our best finds the idea of projecting ourselves into an idealized from very appealing. Although these characters are not much like our real selves at all, they are people we sometimes dream about being.

LENS: THE LENS OF CHARACTER FUNCTION

To make sure your character are doing everything your game needs them to do, as these questions:

* What are the roles I need the characters to fill?
* What characters have I already imagined?
* Which characters map well to which roles?
* Can any characters fill more than one role?
* Do I need to change the characters to better fit the roles?