

Genre:

Script Writing, specifically in a game engine like RPGMVXA

Question 1:

1. Why has script writing become such a structured form of writing/development that there are definitive taboos for script writers?

Question 2:

1. Why did script writing evolve in such a way that there is a near universal set-up and layout for each script?

Question 3:

2. How does script writing become translingual? How is it popular outside of the original developer area?

Examples (For myself):

1. Hime's Large Troops Script
2. My Poise System Script
3. 星渦 Detailed Descriptions Script