

# M.I.C.E. Writing Guide



## GROUP ONE

Jonas Pickerill, Aikam Singh,  
Kevin Ge, Peter Yu



When you're done: **File > Make a Copy > Selected Slides**

Select your slides, save them, submit them to the "Rotation 2: Writing Workshop" assignment, and refer to them while you work on your M.I.C.E!

## What's your M.I.C.E. argument?

Our project is centered on the core message, trains are better than cars because metros more efficiently suites the transportation demand of a large population, more environmentally friendly, and uniquely leads to the development of new communities. The goal is to convert a vast city where cars are the main method of transportation to a walkable city with a robust metro system. Through this simple idea, we intend to hint at other underlying themes such as the conflict between community and individual interests, (specifically to which extent we ought to expect individuals to sacrifice their own interest), the relationship between the government and transportation investment, and the impact of transportation on both the human and natural environment. We want to show that trains are more efficient for large populations, more cost effective for cities, more robust and urban friendly than cars, more environmentally friendly, and more beneficial for the wellbeing of their passengers.

# How do the individual elements of your M.I.C.E. relate to your argument?

**Plot/Choices:** The player takes the place of a city train company owner, who works to beat out the car company as the choice of transportation in the city.

**Engineering/Gameplay:** Most functions are in the form of transactions, making purchases and improvements for the company. The player also develops the metro network over time, which simulates the gradual expansion of a metro in real life.

## **Visual Elements:**

- Overall Style: Minimalist, Modern
- Character/assets design:
- Environment design: (Maybe have an environmental setting for the city: in the forest, by the sea, across a bunch of islands, etc.)

**Audio Elements:** The sound of the train, car, and sound effect. Also, a Lofi background music. Perhaps adopt layering techniques to make the transitions more smooth.

**Narration/Dialogue:** The narration will document the cause and effects of player's actions through the form of news announcements.

## MICE Argument Development Workshop

- Is the argument clear? Does it feel realistic/reasonable?
- Is the argument specific enough to be addressed in a short Construct 3 game, not a book, dissertation, or commercial studio-made game? Can you make this argument in the amount of time allotted and with the resources at your disposal?
- Is the argument reasonably complex and surprising? Does it reflect the complexity of your own experiences? Does it resist clichés and platitudes to get at something more truthful?
- Do the individual elements of the M.I.C.E. make sense re: the argument? What elements could be improved? Simplified/clarified? Added? Cut?

## What kind of writing do you want to feature in your M.I.C.E?

1. Is there a **narrator** in your game? How will you tell the story?

Our narration comes in the form of news updates the player will receive, telling them about events going on in the world of the game, grounding them in the setting

2. Will there be **instructions** that the player needs to follow? Will the narrator deliver these instructions, or will there be a separate voice that gives instructions?

The core game loop consists of building tracks to connect stations, managing currency, and generating popularity to monopolize public transportation. There will be news announcements as mentioned in the “narrator” section above.

3. Will the characters in your M.I.C.E. speak? If so, how many **dialogue** characters will there be? List them below.

The characters in the M.I.C.E will not speak, but instead there will be updates.

## Dialogue Exercise: Read some comics!

Choose a comic from the stack on the front table. (It doesn't matter what comic!)  
Read a few pages – you can start at the beginning, or open it up in the middle. The idea here isn't to follow the story, but to pay attention to the dialogue.

For each of the speaking characters, consider:

- What can you tell about the character through their appearance?
- What can you tell about them through dialogue? Do they remind you of anyone, real or fictional?
- How is this character's voice different from the other characters? How does the way their voice is written affect how you feel about them?

# Narration

1. What functions does the narration serve?

The narration gives feedback to the player and ground themselves in the world of our game.

1. What are the desired qualities of your narration? How do you want the narrator's voice to sound? Consider: is the narrator someone in the story (i.e., first person point of view, "It was a dark and stormy night when I entered the castle..." versus third person point of view, "It was a dark and stormy night when Princess Penelope entered the castle...")

The narration will take an informative tone, presented in the form of news headlines.

2. Are there any references or models you'd like to base your narrator's voice on? (Perhaps you want more of a Jeeves quality, or a storyteller-esque quality like the narrator in the Lord of the Rings.)

We are modeling the narration off of news articles and/or news tickers on TV news stations

1. Write a few lines of narration in your narrator's voice.

"The metro derailed...causing setbacks to the metro company. Popularity declined to 65%."

"Increased traffic in the city is causing more citizens to shift towards relying on the new public transportation system."

# Instructions

1. When you give instructions in the game, should this be in a different voice than your narrator's? Why?

We are using the narrator to give instructions.

1. What are the desired qualities of your instructions?
  - a. Consider: Do you want your directions to be easy to follow? If so, choose a clear, neutral tone. Do you want your instructions to be purposefully difficult to follow? If so, choose your wording and syntax based on what you have difficulty understanding.

We want to teach the player how to play the game and push them towards the decisions they need to make to win.

1. Write a few lines of instructions below.

“The car company just developed better engines for their vehicles. How will you respond?

- a. Build more track
- b. Invest in tech tree
- c. Ignore it

“



# Character Dialogue

Character name:

1. How should this character sound? What speech patterns do they use? What kind of vocabulary? What tone?
1. Do you have any models for this character's voice?
1. Write a few lines of this character's dialogue below.

**\*\*Please copy-paste this slide for as many speaking characters as you have!\*\***