

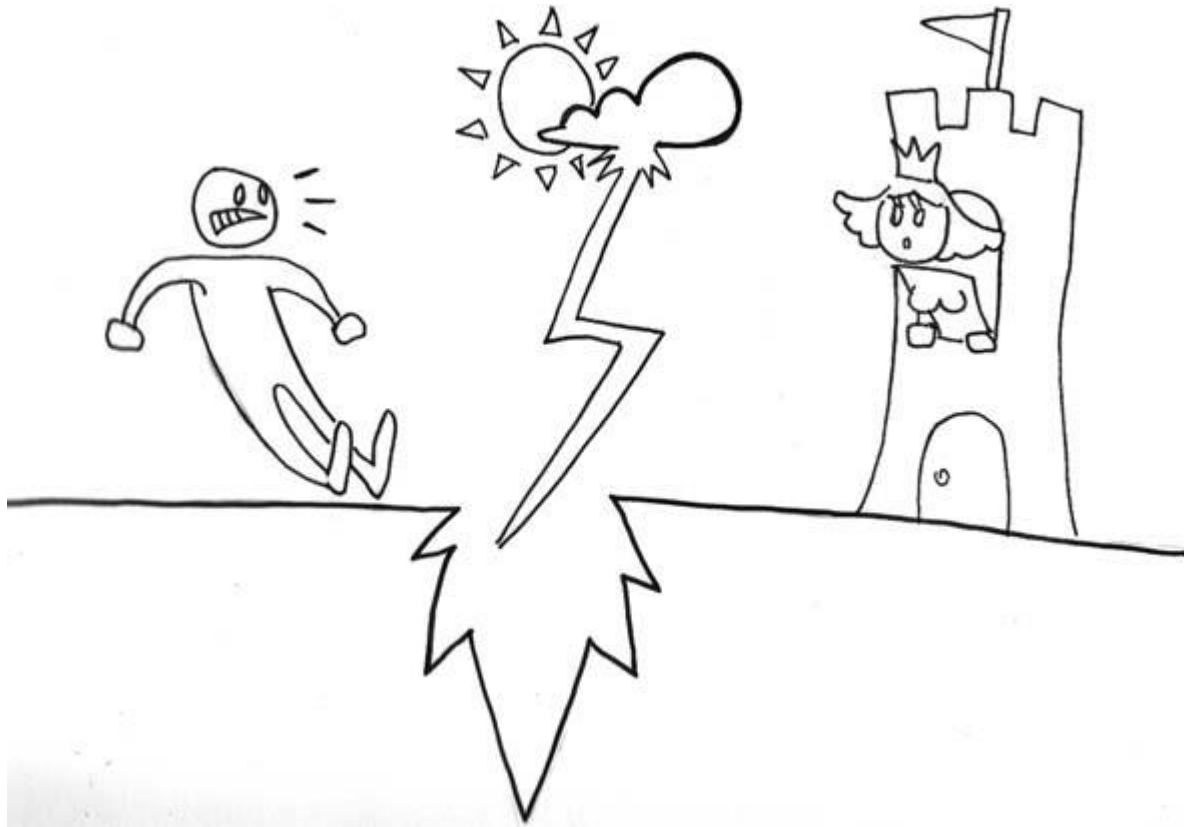
Writing a story

Game story

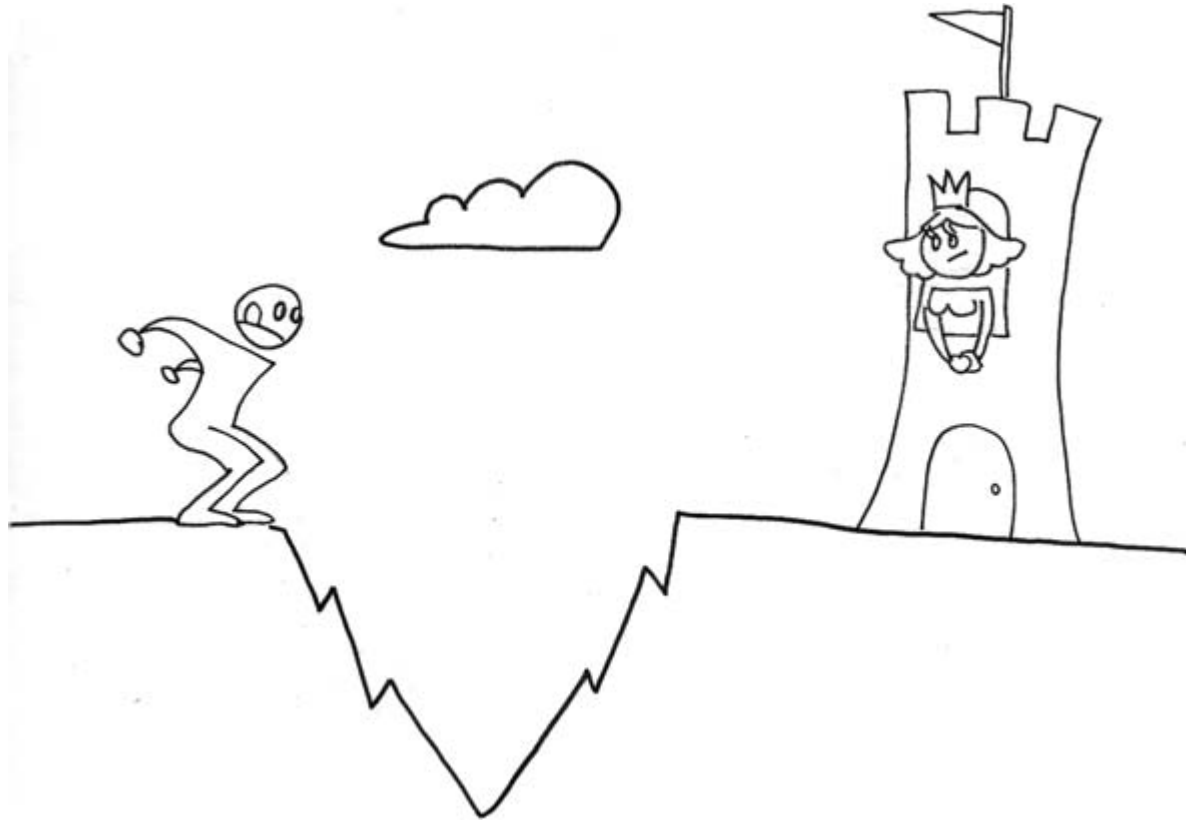
- ▶ Every game may have “a story”
- ▶ Let's check one example



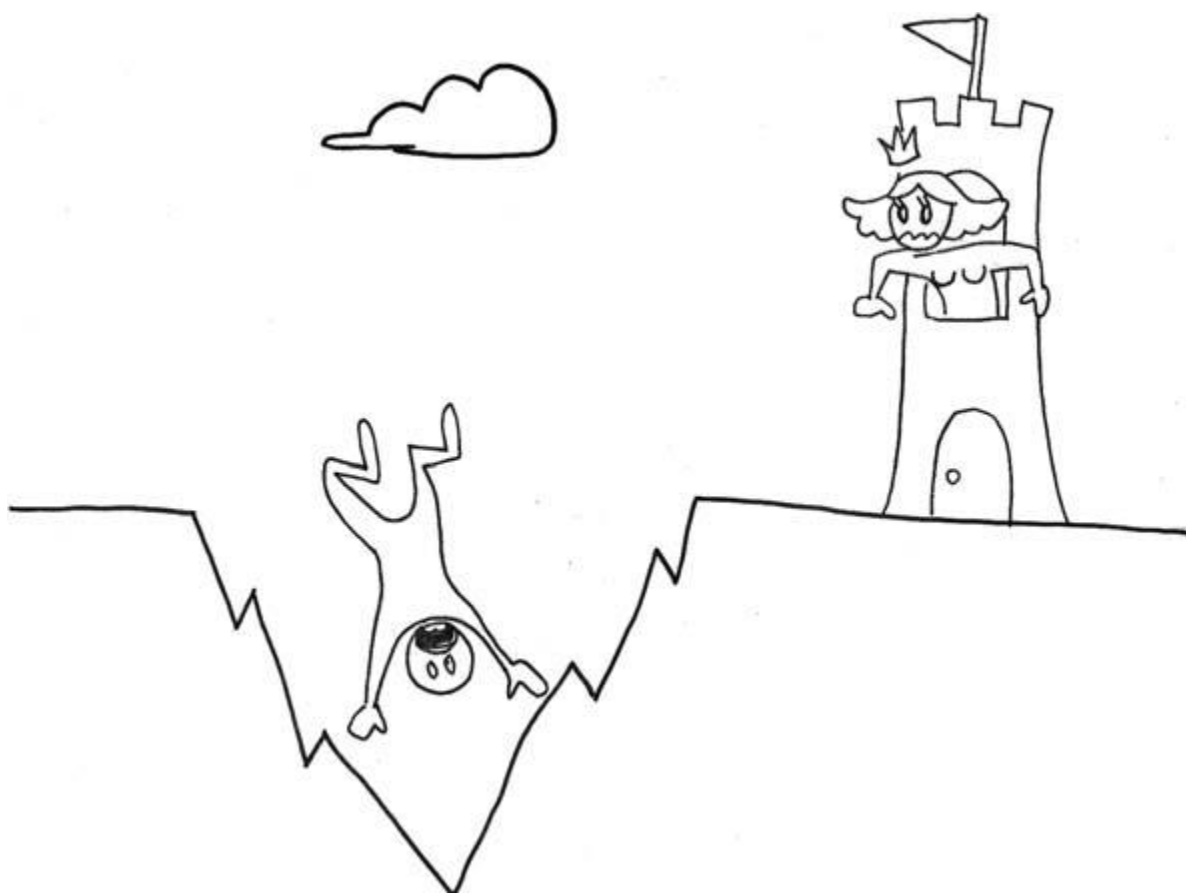
First, there is a hero who has a desire



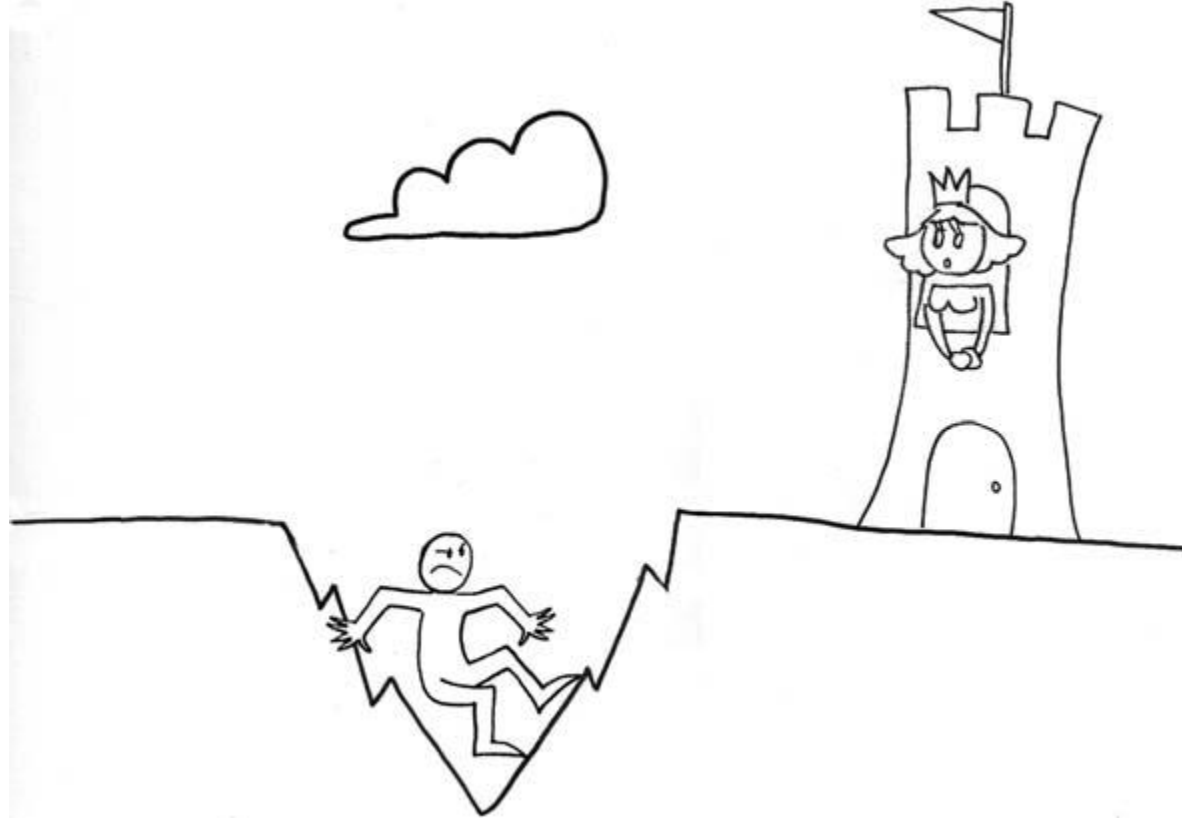
Our hero encounters an event that throws his life into disarray and interferes with obtaining the desire. This event causes a problem for the hero.



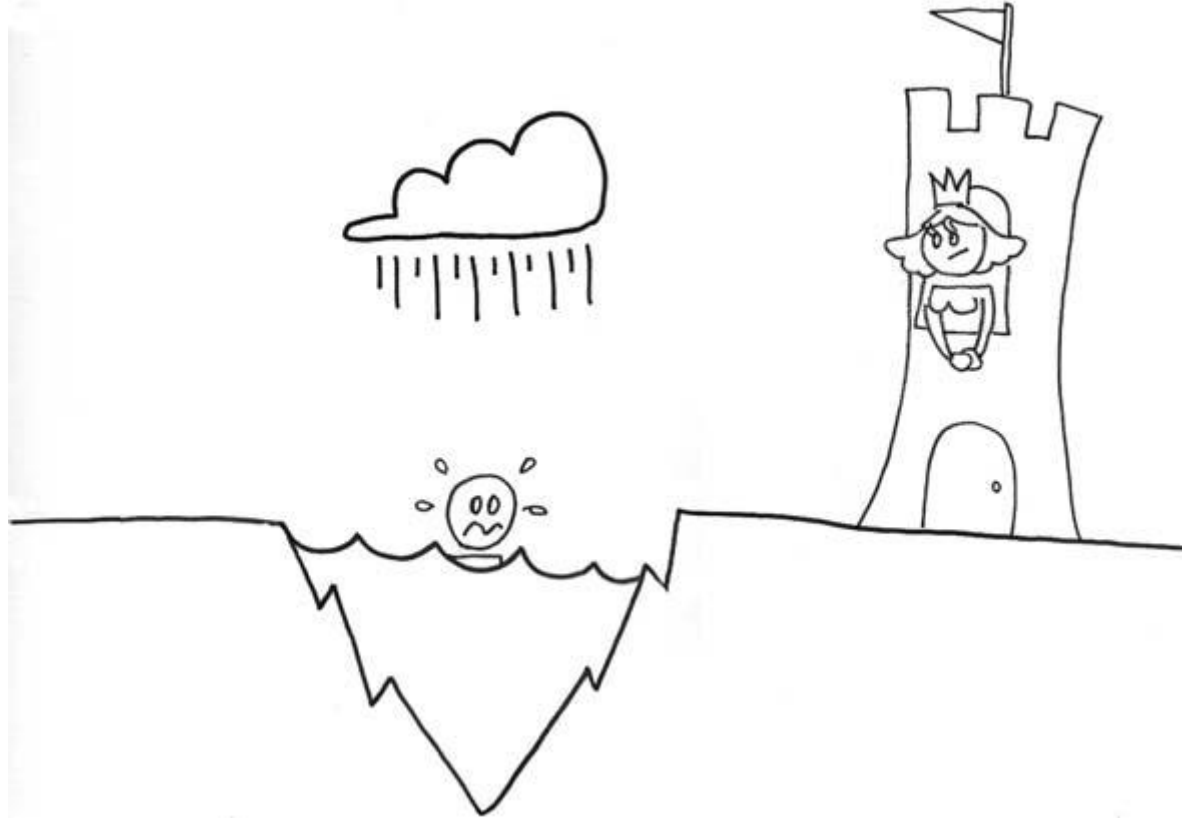
The hero **tries to overcome** the problem.



... but his method fails.



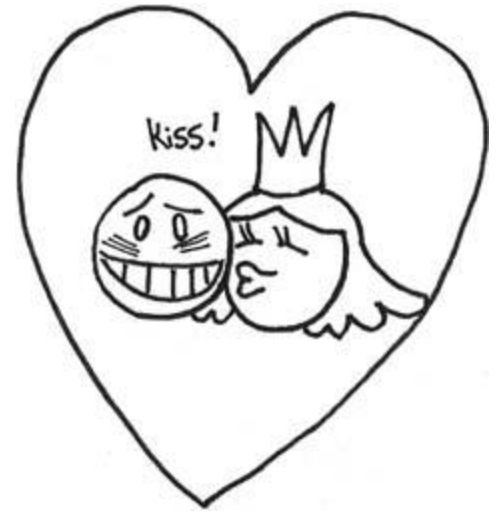
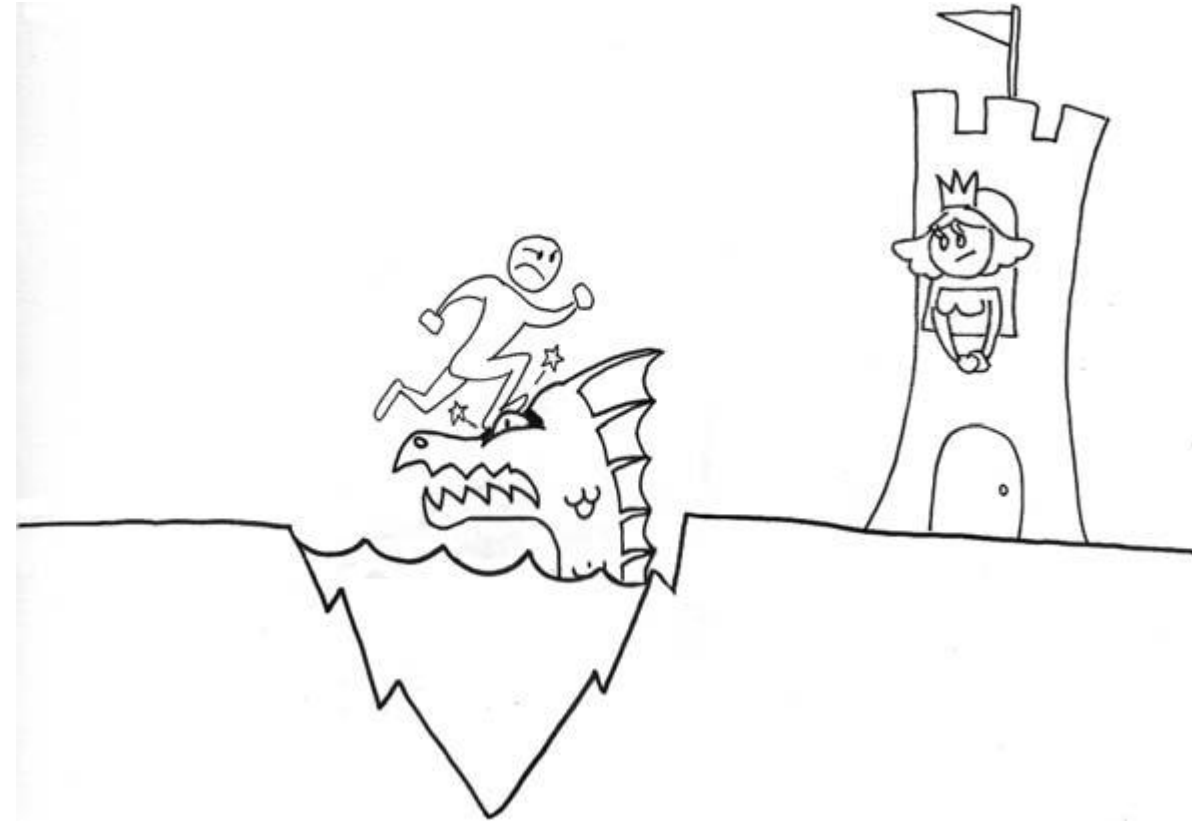
There is a reversal of fortune, which causes more trouble for the hero.



An even greater problem is created for the hero that puts the hero at greater risk..



Finally, there is one last problem that threatens the hero with the most risk of all.



The hero must resolve the final problem

Story

- ▶ The story ALWAYS has a **beginning, middle, and end**.
- ▶ Some games don't even have stories.
 - ▶ Games like *Tetris* or *Bejeweled* or even *Pac-Man* don't need them to be engaging for the player
 - ▶ However, They still generate “a **narrative**”, which literally means “an order of events.”
- ▶ The player create a series of narrative.
 - ▶ There are an **infinite number of narratives** that the player can create.
 - ▶ As a designer, you need to **look at all of the narratives possible** and find out how to make **them ALL fun**.
 - ▶ The designer needs to look at the game **from the player's perspective** and be aware of the **ordering of the events and experiences** that will eventually help the play create the narrative.

Narratives

- ▶ **Plot** and **narrative** are often used **interchangeably**, but they don't necessarily operate as such.
- ▶ Plot refers to a particular *pattern* of events in a narrative; the sequence of events: The causal chain of “*what* happened and *why*.”
 - ▶ Princess was kidnapped.-> Hero finds out. -> Hero must rescue the princess by completing these tasks. -> If hero completes task, princess is saved
- ▶ Narrative is **the larger narrated story**. This can exist **without a plot** or as a larger system in which plot exists.
 - ▶ Narrative **does not necessarily require a causal chain**. Could be a history of events or sequence, technically the level progression in Tetris could be a narrative.

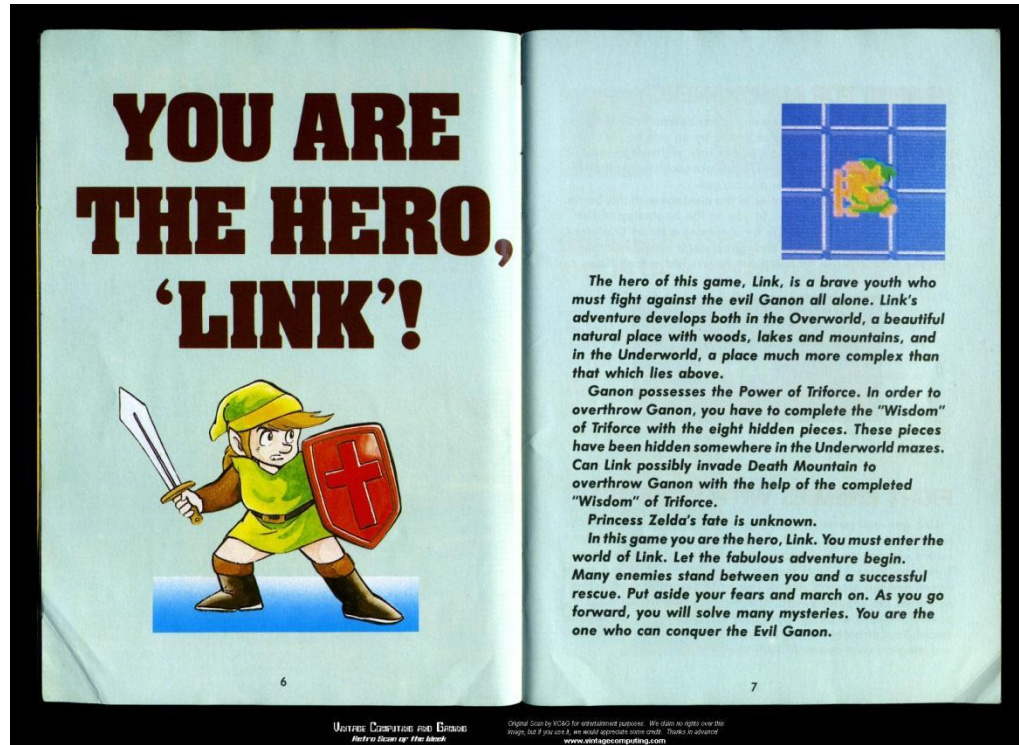
Games tell stories

- ▶ A game's narrative is the aspects of a game that contributes to it telling a story
- ▶ Narrative is also used to describe the story itself
- ▶ Computer games stretch the notion of narrative
 - ▶ The interactivity of computer games, like the interactivity of hypertext, pushes hard against existing theories of linear narrative
 - ▶ No longer just one privileged story being told; many possible ways to experience a non-linear narrative (computer game, hypertext fiction)

Narrative descriptors

- ▶ A narrative descriptor is an element of a game that communicates aspects of its story to the player
 - ▶ Broad concept, which encompasses most visual elements of a game and its surrounding context
 - ▶ Instructional text (Tutorial text)
 - ▶ Cut scenes
 - ▶ Interface elements (joystick, buttons, controller, and how they're used)
 - ▶ Visual elements comprising the field of view of the player

Instructional text



Interface elements



You are tell a story about an outer space (Interface itself tells a story)

Cutscenes



Story building

- ▶ Do not spend too much time on making the original story. You can give the game players **some sort of “prediction”**. **They are willing to accept** them.
- ▶ They knew the WHO, the WHAT and the WHY, but they didn't know the **HOW**. (Good guy will survive and bad guys will be killed at the end, **how the good guy kills the bad guy?**)

Almost ANYTHING can be made into gameplay.



- ▶ Little Red Riding Hood story
 - ▶ Quite simple story



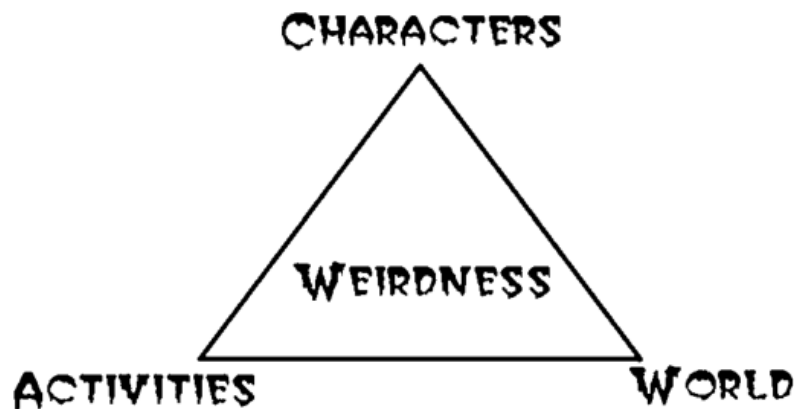
<https://youtu.be/RT-EwqgHqCk>

Narratives

- ▶ 1. Little Red Riding Hood walks through the forest to Grandma's house = classic player **exploration**. Give Red some **goodies to collect** to fill up her picnic basket (**inventory system**) and have **her jump over a fallen log** or two on her way.
- ▶ 2. Red meets the **Big Bad Wolf** = the player has her first **enemy** encounter.
- ▶ 3. Carrying a full basic set of goodies. Red reaches **Grandma's house (next level)**, where she finds "Grandma" waiting in bed.
- ▶ 4. Red questions "Grandma's" true identity ("what big eyes you have"). This can take the form of **a quiz, a puzzle, or even a rhythm game**.
- ▶ 5. "Grandma" is revealed as the **Big Bad Wolf** and Red and the wolf **battle to the death** = **boss fight**

Use your imagination!

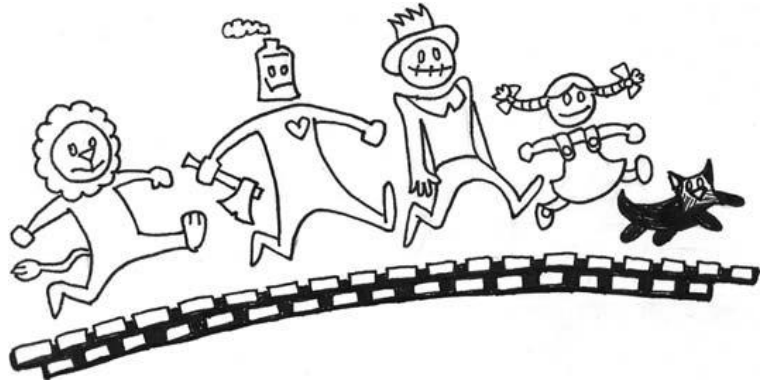
- ▶ One of the best things about video games is that, technical restraints of your chosen platform aside, you are limited only by your imagination.



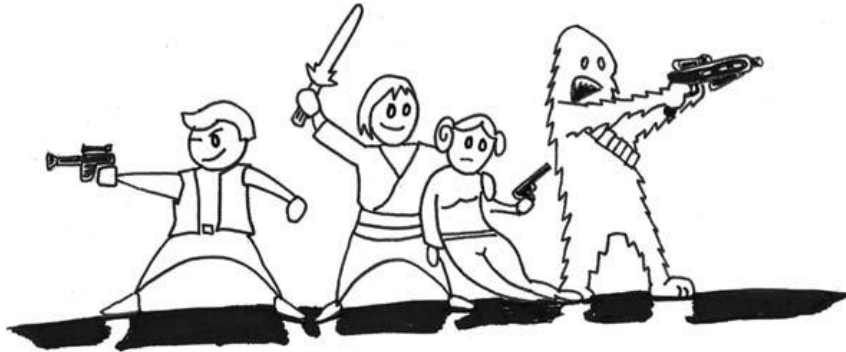
You can choose **one corner** to focus on for making a story

If you **choose more than one of these points**, then you risk “alienating” your audience

Law of Triangle of weirdness



Wizard of Oz : character (They choose **character**)



Star wars : Worlds (They choose **worlds**)

Creating characters

- ▶ When games are created from **some movies**, it starts from the **specific act**, not from the **starting act**.
 - ▶ **Pick the most interesting act** from the movie
- ▶ Making the character is important to the player. They can provide information on how to play the game
 - ▶ **Some character creates humors or sadness**
- ▶ If your game character is defined by a **profession or activity**, then make sure that the **majority of the activities they do are related to that profession** or activity.
 - ▶ **Medical doctors do medical checkup on the patients**
 - ▶ **Soldiers kill enemies**

Writing a GDD(Game Design Document)

This is important because each team has to write this document.

GDD

- ▶ Making games is like making *chili*, Like making *chili*, you first need a recipe and that recipe is the game's documentation.



- ▶ The GDD is about how to make a game, not only what the game is.

GDD

- ▶ To make a game, you need to start with a game design document. There are actually four documents that will guide you through preproduction:

1. The one sheet (overview)
2. The ten+ pager (Summary)
3. The beat chart
 1. provides a “ map ” of the structure of your game
4. The game design document.
 1. Actual GDD



Your team must submit them!

Length of GDD

- ▶ Length of GDD
 - ▶ Some are much shorter, some are much longer. The GDD for *Grand Theft Auto* would be significantly longer than the GDD for *Tetris*.
- ▶ There is a movement within the game development community to **keep the game design document as short as possible**
 - ▶ However, GDD should be just long enough to accurately describe what is going on in the game

Format of GDD

- ▶ There is no official format of GDD.
 - ▶ Note that the goal of great game design documentation is **communication** : communication to the player, to your team members, and to your publishing partner.
- ▶ The clearer the communication, the easier it is going to be to get your coworkers excited about your ideas

Step1 : single-page GDD

- ▶ one - sheet is a simple overview of your game
 - ▶ Game title
 - ▶ Intended game systems
 - ▶ PC, Mobile, XBOX, Nintendo
 - ▶ Target age of players
 - ▶ Intended Entertainment Software Rating Board (ESRB) rating
 - ▶ G, PG, PG-13, R, X
 - ▶ G:General Audience , PG:Parent-Guidance (Parental Guidance, as some material may not be suitable for children)
 - ▶ PG-13(Parental Guidance-13, with parents strongly cautioned, as some material may not be suitable for children under 13)
 - ▶ R(Restricted, with no one under 17 admitted without an accompanying parent or guardian)
 - ▶ X (Adult only)
 - ▶ A summary of the game' s story, focusing on gameplay
 - ▶ Distinct modes of gameplay
 - ▶ Unique selling points
 - ▶ Competitive products.
 - ▶ games that are similar to your game design idea that have already been released

Unique selling points (or USPs)

- ▶ “ Bullet points ” found on the back of the box cover.
- ▶ Must be very specific...
 - ▶ “amazing graphics”, “awesome story” are not good.
- ▶ Unique features that make **your game stand out from the crowd**.
 - ▶ Multiple gameplay modes, including 256 - player cooperative gameplay.
 - ▶ Over 1000 tunes from popular bands.
 - ▶ Explore an open world and 200 levels that allows the player to go anywhere

**Your game will be judged by its creativity!!
Do not duplicate existing games!**