

Storytelling Through Gameplay*

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Research Question: How does *Night in the Woods* use gameplay mechanics as a method of storytelling?

Topic Sentence: *Night in the Woods* uses gameplay mechanics as a method of conveying the story and make the player feel more involved in the story being told.

Thesis Statement: *Night in the Woods* uses gameplay mechanics as a way of effectively telling a story in a way that cannot be done in any other medium.

*GAME 471