Diary 7

04/12/20

Character story arc

# Introduction:

This assignment gave the task of creating a character with a varied appearance, different skills and a role within the plot. There was then the task of creating a story arc around this character which was chosen to be based off the 14-part screen writer’s master chart.

# Character:

The characters name is Kai Regis, a small athletically built guy who is often dressed scruffy. He can be rather childish but is still rather competent as an individual who prefers to keep himself and his friends away from confrontation whenever possible, using his impeccable language skills in order to sway his enemies away rather than confronting them.

# Story arc:

Kai is an orphan who created a strong bond with someone at the orphanage who he considers to be his brother. When the pair grow older, they decide to head off on an adventure with each other to see the world as they have been stuck in the same village their whole lives.

Upon beginning their journey, they come across a small girl who claims she is lost and cannot find her way home. They decide this is the call to adventure they were looking for and agree to take the little girl home. Upon realising their city has been captured they take the little girl to their and village and keep her and her family safe.

This was written using the 14-part screen writers master chart which allowed a well-structured story to be thought out step by step based on each part.

The reason this was chosen was because it was the most in-depth story arc that allowed the most information to be implemented into each step. It also structured the best and meant that the story could flow freely from act to act without any awkward transitions.

# Gameplay mechanics:

The best use of gameplay mechanics for a game adaption would be to incorporate a sense of skill within the game, such as a skill tree where the player can upgrade their skills with skill points that are earnt as the game progresses and the player kills more enemies. This ties in with the character progression as the upgrades in his skill are symbolic of his character development within the story.

# Dynamics:

A rewarding game dynamic would be very useful as the player would be compelled to complete each part of the story in order to max out their equipment and companion’s skill level. Rewarding the player at certain intervals of the game would ensure the player knows that they are progressing well.

Trophies can give the player a sense of accomplishment like with the Xbox achievements that are unlocked by completing certain tasks within the game. These have no baring upon the game but can give the player a sense of accomplishment throughout the game and they also add a sense of replayability as some more serious gamers strive to collect all these achievements.