# CMP 4271

# Task: Characters and Stories.

## 7.1 Character Premise

The purpose of the task was to create a storyline for the character which was chosen by the team. The team looked through a multitude of characters and, using the method of elimination, decided on the character, made my Stefan-Alexandru Zarnescu. The character was a 6 foot 3, male, protagonist, who has the ability to turn into a humanoid lizard when he loses consciousness. The character’s powers, after turning into a lizard include:

* Super speed
* Enhanced hearing
* Enhanced sight
* Super strength.

## 7.2 Story Arc

The team chose the three-story arc. The reason for this arc was due to the structure of the story line the team created. The story the team had come up with was not an origin story. The backstory of the character involved him getting into various debacles because of things that he wants. The backstory the team decided on made more sense to have the three-story arc. A three-story arc consists of The set-up, the confrontation and the resolution.

According to the structure of the team’s storyline, the set-up was the introduction to conflict, the part of the story that exposed the character to the area where the conflict was going to start. The confrontation was the climax, the part of the story where the conflict happened, this was due to a disagreement between the protagonist and the other characters in the story. The resolution, as the name states, was the part of the story where the issues were resolved using various methods, but in the case of the story, it was violence.

## 7.3 Gameplay Mechanics

For games which have a story mode, non-playable cutscenes would be the best gameplay mechanic. The users would be able to interact with various aspects of the game and with each interaction, a story is revealed. The players would be able to prompt cutscenes by interacting with certain objects that affect the game’s story, sometimes the cutscenes are what help the player know what to do next, what objects to interact with and what goals to accomplish. The story the team made would best be suited for cutscenes. Cutscenes and playable moments would give the player a feeling of control over their game character as it is the player’s interactions with the environment that bring about the cutscene. The cutscenes would also help explain the game’s story to the player in a simplistic way.

## 7.4 Members of the team

The members of the team include: Danyal Mahmood, Muhammed Zulfqar, Ngozi Egonu and Sienna Jenkins.