4/12/2020

CMP4271 Professional Practice for Games Development

Task 7 – Storytelling

7.0 Introduction

The premise was to create a story using characteristics of the characters created by everybody in the class excluding our own group. Everybody had to create a character, describing its appearance, personality, ability, about the character and the relation of the character to their companions if any.

7.1 Characteristics

The characteristics our group chose were:

* "Pink hair, rainbow unicorn horn. Part unicorn in case it wasn't clear"
* "Enthusiastic and stubborn, very twisted"
* "Attacks with dad jokes. The less cringey the dad joke, the more damage dealt and more alliances made"
* "The one who thinks they're doing the most DPS but is actually useless and is replaced the \*second\* their "friends" find a more powerful character"
* "the devil on your shoulder, basically instigates all conflict trains his underlings"

7.2 Stella

A close up of a tent

Description automatically generated

Figure 1: Drawing of Stella using MS Paint.

Stella is on an adventure to save the world alongside her team of three others. She has no previous friends or family and was always looked down for being a unicorn-human hybrid. Before she went on her adventure to save the world, she caused mischief to others for attention as she was lonely.

7.3 Story

Start of her Journey:

* Teammates kick Stella off the team after too much trouble is caused and is replaced.
* Challenges team to prove she is the strongest. Gets knocked out immediately and left alone.
* Decides she wants revenge and becomes the villain, creating conflict everywhere.

Continuation of her Journey:

* She trains her dad jokes to the point she has created the most powerful ability in the world.
* Everybody succumbs to the dad jokes and is defeated.
* Stella creates her own empire full of people, causing lots more conflict between nations.
* She defeats the villain she was supposed to battle with her team and takes his place.

End of her Journey:

* Her old team sees what Stella has become and realises their mistake of replacing her.
* Her old team travels to the empire to stop her and save the people.
* Stella watches her old team try save her captives. Gets upset and goes down to challenge them.
* Stella tries to use her dad joke ability, but everybody had become immune due to the number of times they had heard them.
* Team knocks out Stella in one hit (again) and arrests her.

Story Epilogue:

* Stella is tried for her crimes and publicly executed
* Her final words were "I left the treasure-"
* Adventurers searched for the treasure for generations, but there was never any treasure to begin with.
* Her death caused the fall of society. No more dad jokes made everybody depressed.

7.3 Discussion

From creating this story, I realised that writing a story is more fun when you are able to write whatever you want and make it as fun as possible instead of writing a serious story, which may start to become boring to write in the middle. Writing a fun story gives motivation to continue it.

7.4 Reflection

The team I worked with was Jamie Soden and Brennon Franklin. What I would do differently is I would make sure my team is more involved instead of having to be the leader and come up with most of the ideas to write.