Team Echo

Dynamic Narrative

Introduction

DyNaMo (Dynamic Narrative Modelling)

We've built:

- A graph editor to edit the narrative structure.
- Simple Text and HTML based previewers.
- A runtime library to build games with.

Idea!

Directed Acyclic Graphs

Use DAG to represent a narrative, with arcs representing short sections of story.

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- Synchronization Nodes

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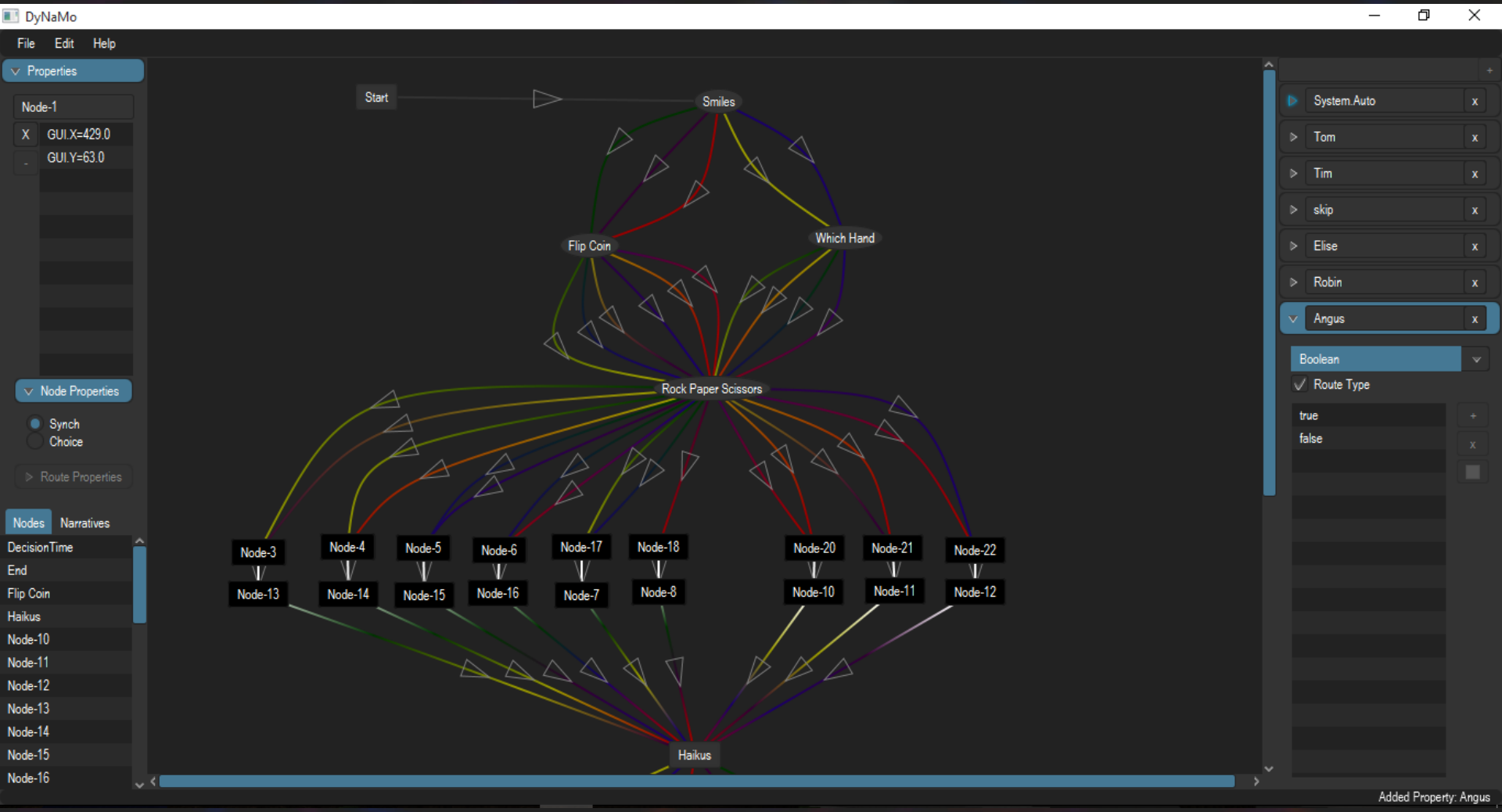
Directed Acyclic Graphs

Use DAG to represent a narrative, with arcs representing short sections of story.

- Synchronization Nodes
- Choice Nodes


DyNaMo
File
Edit
Help
Properties
Node-1
X
GUI.X=429.0
GUI.Y=63.0
Node Properties
Synch
Choice
Route Properties
Nodes
Narratives
DecisionTime
End
Flip Coin
Haikus
Node-10
Node-11
Node-12
Node-13
Node-14
Node-15
Node-16
Start
Smiles
Flip Coin
Which Hand
Rock Paper Scissors
Node-3
Node-4
Node-5
Node-6
Node-17
Node-18
Node-20
Node-21
Node-22
Node-13
Node-14
Node-15
Node-16
Node-7
Node-8
Node-10
Node-11
Node-12
Haikus
System.Auto
Tom
Tim
skip
Elise
Robin
Angus
Boolean
Route Type
true
false
Added Property: Angus

Design Choices

Flexible and Powerful

Design choices were designed to allow:

- Easy extension.
- Ability for functionality in the graph itself, or on top of, depending on designers decision.
- Easy addition to a game engine.

Conclusion

DyNaMo can:

- Handle complex decision trees as found in lots of games.
- Handle multiple "simultaneous" story arcs, played in any order.
- Handle complexity in the graph, if required.

Thanks for listening!

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