

School of Interactive & Digital Media

DM1374

Game Story Creation

Assignment 1

Today is your **1st day of work**.

Your company just released its 51st console game title.

The game sold more than **5 million copies** on release date,
and became very popular.

Unfortunately, your company is in the brim of *closing* down after making 49 unsuccessful game titles...

The whole development team left...

Your immediate job is to save your company from shutting down by releasing a sequel very soon.

You are immediately assigned by the Director of the company to make the sequel of **Arbitrium** Or **Gravidia** into a branching narrative adventure game

Assignment 1

“Choose Your Adventure”

Develop a game story with branching narratives

Assignment 1

PROBLEM

The Development Team deleted the whole server and only the trailers are left:

Arbitrium:

https://www.youtube.com/watch?v=fUYM_GUyq_k

Gravidia:

<https://www.youtube.com/watch?v=7BPFRHI0xfE>

Assignment Brief

OBJECTIVE

- Develop a game story with **branching narratives**
- Using Arbitrium OR Gravidia
- With only the information that you can gather from watching the trailers (eg. you can give your own name to the characters or introduce new ones that fit the theme)

Note:

Game design concepts are NOT required

Assignment Brief

CRITERIA

- **3-Act structure with synopsis**
 - Applying 3-ACT Structure
 - Story should fit the theme of chosen game
- **Flowchart of events**
 - At least 20 events
 - At least 2 sets of parallel paths
 - At least 2 different endings
 - Story must flow when read in sequence of each possible path

Deliverables

WHAT TO SUBMIT?

1. Presentation Slides (.ppt)

* *Naming convention = AdminNo_Name_GSTORY_A1.ppt (example:
180000X_JohnDoe_GSTORY_A1.ppt*

Your document must include the following:

1. Formal Email proposal to your company's Director convincing him of the innovative and story potential of your upcoming game's (i) plot (ii) branching structure (max 400 words)

e.g.

'Dear Mr Director,

I would like to propose using 'Arbitrium/Gravidia' as the basis of our upcoming sequel to create a branching adventure game. Here is an outline of how I plan for our game to stand apart from the existing genre and re-vitalize our game franchise...')

2. 3-ACT Structure chart with synopsis

3. Flowchart of events

Other Guidelines

Q: How do I write down the 3-act structure in my template?

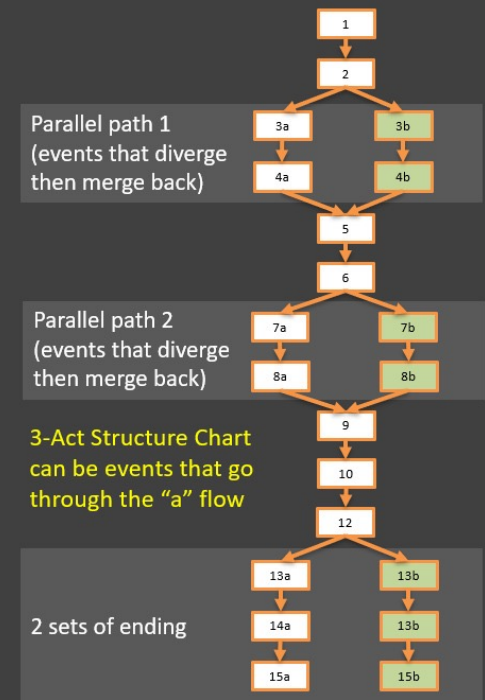
A: Just use one set of events along your story pathway

Q: Are 3a and 3b counted as one event or two separate events if written this way?

A: 3a and 3b are one event, not separate events - you have to see it from the user's perspective, not the number of events you write in. e.g. you can have multiple branches 3a, 3b, 3c, etc to 3z. but the user will only choose one path and experience one event

Q: For the email part of the assignment of the upcoming game's (i) plot (ii) branching structure, is the branching structure is just the 3 act structure?

A: You should convince your Director of the innovative and story potential of your upcoming game'. So for (i) plot, this refers to a shorter synopsis which can excite the reader about your story. The (ii) branching structure is similar, if your branching structure has an innovative approach e.g. conditional pathways/endings which can encourage replay, you can mention this.



Deadline & Submission

DEADLINE

Lab 01

Week 8 Mon 1pm, 3 Jun 2024

Lab 02

Week 8 Tue 2pm, 4 Jun 2024

Submission: via PoliteMall BEFORE class

- * **NO** extension of deadline.
- * It is your responsibility to inform us if you have valid reasons or you are on MC.
- * If you are MC on the deadline, you **MUST** still submit your progress on BB on the deadline.
- * Late submission will be penalized.

Rubric

Assignment 1 (50%)

	Excellent (A) Pass: 80 and above	Very Good (B) Pass: 70-79	Good(C) Pass: 50-59	Satisfactory (D) Pass: 50-59	Unsatisfactory (F) Fail: Below 50
Individual Component					
Story (40%)	<ul style="list-style-type: none"> The story idea is interesting, refreshing, innovative and logical. The story fits the theme splendidly 	<ul style="list-style-type: none"> The story idea is interesting and logical. The story fits the theme splendidly 	<ul style="list-style-type: none"> The story idea is generic and slightly illogical. The story is slightly inconsistent with the theme 	<ul style="list-style-type: none"> The story idea is dull and slightly illogical. The story is mostly inconsistent with the theme 	<ul style="list-style-type: none"> The story idea is dull and illogical. The story does not fit the theme
3-Act Structure (30%)	<ul style="list-style-type: none"> 3 Act Structure is strongly established, with clear use of key structural points connected with theme 	<ul style="list-style-type: none"> 3 Act Structure is well established, with use of key structural points and theme 	<ul style="list-style-type: none"> 3 Act Structure is adequately established, structural points and some connection with theme 	<ul style="list-style-type: none"> 3 Act Structure is more or less established, structural points are used but not connected with theme 	<ul style="list-style-type: none"> Little understanding of 3 Act Structure and structure points, structure is unconnected with theme
Branching planning (30%)	<ul style="list-style-type: none"> Branching choices are interesting, logical and meaningful 	<ul style="list-style-type: none"> Branching choices are logical and provide interesting paths for the player 	<ul style="list-style-type: none"> Branching choices are mostly logical and interesting 	<ul style="list-style-type: none"> Branching choices are sometimes logical and interesting 	<ul style="list-style-type: none"> Branching choices make little sense and not meaningful

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<https://www.nyp.edu.sg/current-students/academic-matters/nyp-academic-integrity.html>