

School of Design & Media  
DM1374

# Game Story Creation

Week 05

# Lore

## Video Game Lore

**Backstory**, all the elements that complement the principal narrative. These details add **depth** and richness to the universe of a video game, expanding its history outside the main plot.

# Developing Lore

## Steps

1. **Understand** the **game**
2. Create the **world**
3. Create the **characters**
4. Create the **grand storyline**
5. Create **events** that fits into the grand storyline
6. Weave into the game and **iterate**

# Developing Lore

## Understand the game

1. What is the game genre?
2. What are the game mechanics?
3. How can the story be told?
  - Cutscenes
  - Game/Level Objective(s)
  - Narration or Dialogue

# Developing Lore

## Create the world

1. What is the geography/layout of this world?
2. Who exists in this world?
3. What can cause conflict in this world?
4. What technology, in relation to game mechanics, exist in this world?



# Developing Lore

## Create the characters

1. Who exists in this world?
2. What are the personality types of the characters?
3. How are the characters in conflict?
4. What are the ultimate goals of the characters?
5. What is the history behind the characters (and the world)?

# Developing Lore

## Create the grand storyline

1. What is the overarching conflict?
2. Any of the 7 basic plots may be utilised
3. Three-act structure may be utilised

# Developing Lore

## Create events that fits into the grand storyline

1. What are the different events that fit together to form the grand storyline?
  - In games taking place in an open world, some of these events may be inter-changeable in sequence
  - In games with branching paths, some minor events or side quests may not be accessible by players
2. Are these different events moving the story forward?
  - But in games with branching paths, missing some of the minor events or side quests should not cause great hindrance to player

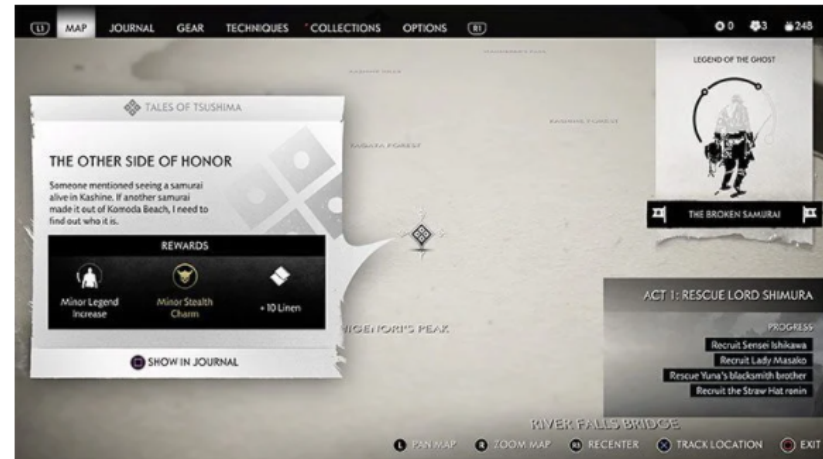


# Developing Lore

## Side Quests



### Side quests - Tales of Tsushima



Quests from this category are marked white on the map. **You don't have to do them to complete the game**, although many of these tasks will reward you with unique pieces of equipment, as well as Legend of the Ghost points (you will level up faster).

There are several ways to unlock new side quests:

- Finding markers when exploring the game world - A marker for Tales of Tsushima can appear on the map after getting close enough to where the quest begins.
  - Progressing the main storyline - New side quests can be given to us by important NPCs met during the main quests.
  - Talking to the inhabitants - Search for every opportunity to speak (R2) with those NPC who have the conversation icon above their heads. Thanks to these conversations, you can find out, e.g. about new side missions.
- 
- [All side missions - An Ishikawa Tale](#)
  - [All side missions - A Masako Tale](#)
  - [All side missions - A Kenji Tale](#)
  - [All side missions - A Norio Tale](#)
  - [All side missions - A Yuna Tale](#)
  - [All side missions - A Yuriko Tale](#)
  - [All side missions - Other tales](#)

# Developing Lore

## Weave into the game and iterate

1. Does your story compliment the game?
2. Make required changes to different areas of story to improve the experience of players

# Developing Lore

## Arkham Asylum (or Batman stories in general)

Case study

[https://www.youtube.com/  
watch?v=T8bu2Y\\_cZb8](https://www.youtube.com/watch?v=T8bu2Y_cZb8)



# Case Study

## Understand the game

1. What is the game genre?

Action-adventure

2. What are the game mechanics?

Combat and stealth mechanics

3. How can the story be told?

- Cutscenes
- Game/Level Objective(s)
- Narration or Dialogue



# Case Study

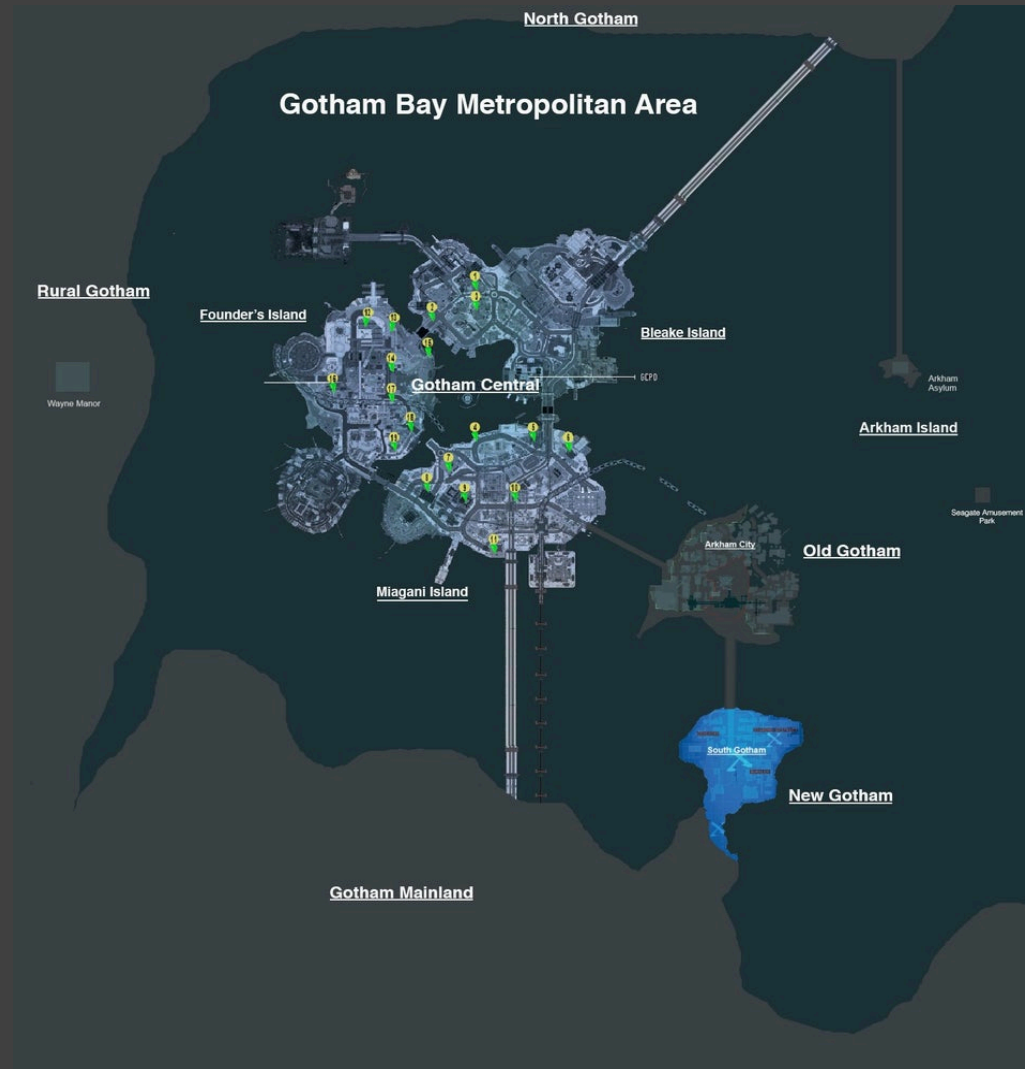
## Understand the world

1. What is the geography/layout of this world?

Gotham City, Modern USA

Prominent locations include:

- Arkham Asylum
- Wayne Manor
- Wayne Enterprise
- Gotham City Police HQ
- Blackgate Penitentiary
- Crime Alley



# Case Study

## Understand the world

### 2. Who exists in this world?

- Batman, Robin, Nightwing, etc. (Heroes)
- Joker, Penguin, Two-Face, Bane, etc. (Villains)
- Other Characters include Alfred Pennyworth, Commissioner Gordon, etc.

### 3. What can cause conflict in this world?

- City is full of crime and corruption
- The battles to protect the innocent



# Case Study

## Understand the world

4. What technology, in relation to game mechanics, exist in this world?

Cutting edge, most advanced technology

- The infrared and x-ray vision capabilities in Batman's helm allows players to enter "Detective Mode", where they can execute their attacks in stealth.



# Case Study

## Understand the characters

1. Who exists in this world?
2. What are the personality types of these characters?

### Batman (Protagonist)

- Choleric personality, strong-willed, adaptive, intelligent, unwavering moral compass, etc.

### Joker (Antagonist)

- Sanguine personality, talkative, unpredictable, lack empathy and conscience, etc.





# Case Study

## Understand the characters

3. How are the characters in conflict?

4. What are the ultimate goals of the characters?

Batman's mission to eliminate crime

VS Joker's desire for chaos



# Case Study

## Understand the characters

5. What is the history behind the characters (and the world)?

- After witnessing the murder of his parents during his childhood, Bruce Wayne swore vengeance against criminals
- Bruce trains himself physically and intellectually and crafts a bat-inspired persona to fight crime.



# Case Study

## Understand the grand storyline

1. What is the overarching conflict?
2. Any of the 7 basic plots may be utilised

### Plot Type: Overcoming the Monster

Batman battles his archenemy, the Joker, who instigates an elaborate plot to seize control of Arkham Asylum, trap Batman inside with many of his incarcerated foes, and threaten Gotham City with hidden bombs.

# Case Study

## Understand events that fits into the grand storyline

1. What are the different events that fit together to form the grand storyline?
  - Batman defeating Scarecrow to overcome his fear
  - Locating Mr. Freeze's stolen goods (Arkham City side quest)



# Case Study

## Reference

Dark Souls Lore (in detail)

<https://www.youtube.com/watch?v=usaJqeL9o4M>

Lore overview of some other game franchises

[https://www.youtube.com/watch?v=UOd6wVMTd\\_w](https://www.youtube.com/watch?v=UOd6wVMTd_w)

# Lore

## Exercise: Analysing the Lore of Selected Video Games

Using the template given

1. Select a video game you have played which is rich in lore  
*(Any suitable games except the ones used in case study and video reference)*
2. **Analyse** the game  
*(Watch gameplay videos and read reviews)*
3. Answer the questions in the next slide

Submit the exercise by the end of class.

# Lore

What is the title of the video game?

## **Understand the game**

What is the game genre?

What are the game mechanics?

How is the story told? (Cutscenes, Game/Level Objective, Narration or Dialogue)

## **Understand the world**

What is the geography/layout of this world?

What can cause conflict in this world?

What technology, in relation to game mechanics, exist in this world?

## **Understand the characters**

Who exists in this world? (List a few)

What are the personality types of these characters?

How are the characters in conflict?

What are the ultimate goals of the characters?

What is the history behind the characters (and the world)?

## **Understand the grand storyline**

What is the overarching conflict? (Synopsis)

## **Understand the grand storyline**

What is the overarching conflict?

Which of the 7 basic plots fit the story (if any)?

## **Understand events that fits into the grand storyline**

What are the different events that fit together to form the grand storyline? (List a few)