School of Design & Media DM1374

Game Story Creation

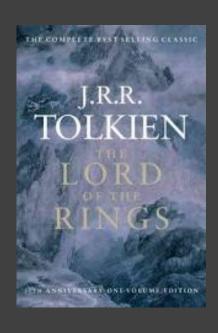
Week 02



Have you...







Have you ever watched a movie?

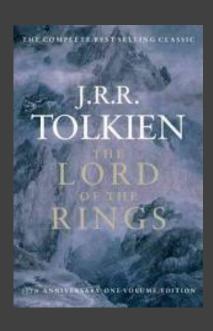
Attended a theatrical play?

Read a book?

Have you...







Have you thought about what makes the story intriguing and engaging?



Story (Narrative) Basics

Plot

\talq\

 Events that make up a story, particularly as they relate to one another in a pattern or sequence, through cause & effect



Story (Narrative) Basics Synopsis

/si'nppsis/

- 1. a brief **summary**
- 2. an **outline** of the **plot** of a play, film, or book etc.

Once upon a time, three little pigs lived with their mother in a pretty stone house. The little pigs loves to build things. One day, the oldest pig said "I'm going to build a house of my own!"

"What fun! Me too!" said his brothers. So they packed their tools and kissed their mother goodbye. "Don't worry, mother. We'll be careful," the oldest pig said.

The youngest pig was very lazy, he build his house out of the straws.

- "Look! I'm already finished!" he said.
- "It doesn't look very strong" the oldest brother said.
- "What if the wolf comes?"
- "I'm not worried!" said the youngest pig.

The middle pig built his house out of sticks.

"Look! I'm nearly finished!" he said.

"Those sticks don't look very strong," the oldest pig said.

"What if the wolf comes?"

"You worry too much," his brother said.

The oldest pig built his house out of bricks.

He worked all day and the next day too.

"When are you going to finish?" his brothers asked. "We want to play!"

"I want my house to be strong, because the wolf might come," said the oldest pig.

"Don't be silly! The wolf is not going to come!" his brothers said.

But the wolf did come. He poked his nose through the window of the straw house and said to the youngest pig, "Little pig, little pig, let me in!"

The youngest pig squealed, "Not by the hair of my chinny chin chin!"

"Then I'll huff and I'll puff and I'll blow your house down!"

And in no time at all, the straw house blew away! "Oh dear!" said the little pig, and he ran as fast as he could to the stick house where his brother lived.

"Help! The wolf is after me!" the youngest pig said to his brother.
"And he looks hungry!" They closed the door and shut the windows
to the stick house.

But soon they heard a loud voice say, "Little pig, little pig, let me in!" The middle pig squeaked, "Not by the hair of my chinny chin!"

"Then I'll huff and I'll puff and I'll blow your house down!"
And in no time at all, the stick house blew away!
"Oh dear!" said the little pigs, and they ran as fast as he could to the brick house where their brother lived.

"Help! The wolf is after us!" the little pigs said to his brother. "And he looks hungry!"

"Hurry," said the oldest pig.

"You'll be safe here."

A loud voice laughed and said, "Little pig, little pig, let me in!" The oldest pig said, "Not by the hair of my chinny chin chin!"

"Then I'll huff and I'll puff and I'll blow your house down!"
The wolf started huffing and puffing, but nothing happened.
Then he huffed and puffed some more.

"This house is too strong!" the wolf decided, and he went away.

The next day, the oldest pig showed his brothers how to build strong houses out of brick.

"No wolf is going to huff and puff and blow our houses down!" the little pigs said.

And the oldest pig said, "When we're done we can go play!"

Story (Narrative) Basics

3 Little Pigs (Outline Example)

Once upon a time, three little pigs lived with their mother in a pretty stone house. One day, the 3 pigs were going to build a house of their own.

The youngest pig was very lazy, he built his house out of the straws. The middle pig built his house out of sticks. The oldest pig built his house out of bricks. He worked all day and the next day too.

So the wolf came. He poked his nose through the window of the straw house and demanded that the youngest pig let him in. When the youngest pig refused, the wolf huffed and puffed and blew his house down. The little pig ran as fast as he could to the stick house.

But soon the wolf arrived at the stick house. The wolf threatened the two pigs to blow the house down again if they did not let the wolf in. When they refused, the wolf blew the stick house down, and both pigs ran to the brick house.

The wolf chased them to brick house. The same threat was issued, and the wolf started huffing and puffing again, but nothing happened.

The big bad wolf very, very angry. He went up on the roof and tried to get into the house through the chimney. He climbed into the chimney and slid down into a pot of boiling water. He ran out of the house and never came back!

The next day, the oldest pig showed his brothers how to build strong houses out of brick.

Story (Narrative) Basics Story outline writing tips

- Compile description of each critical event of the story
- Use the 3-Act Structure Template provided
- Or follow Building Stories with 7 Sentences

Story Spine

Building Stories with 7 Sentences

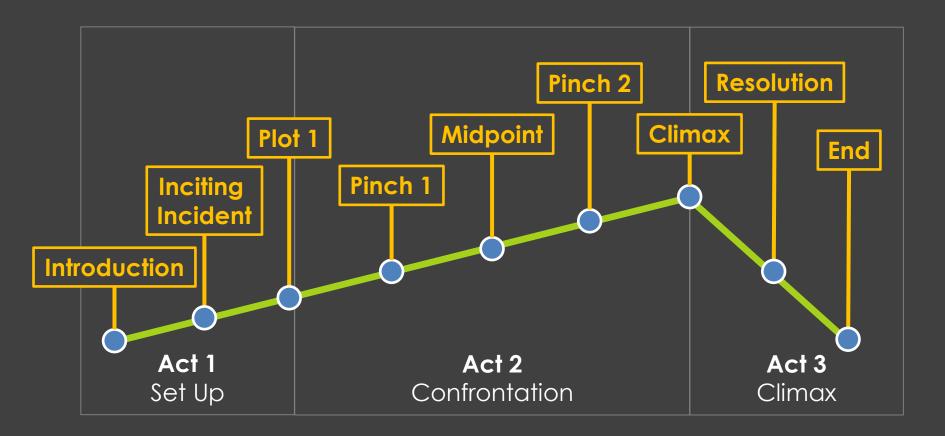


- 1. Once upon a time...
- 2. And every day...
- 3. Until one day...
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- 5. And because of this...
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- 7. And ever since that day...

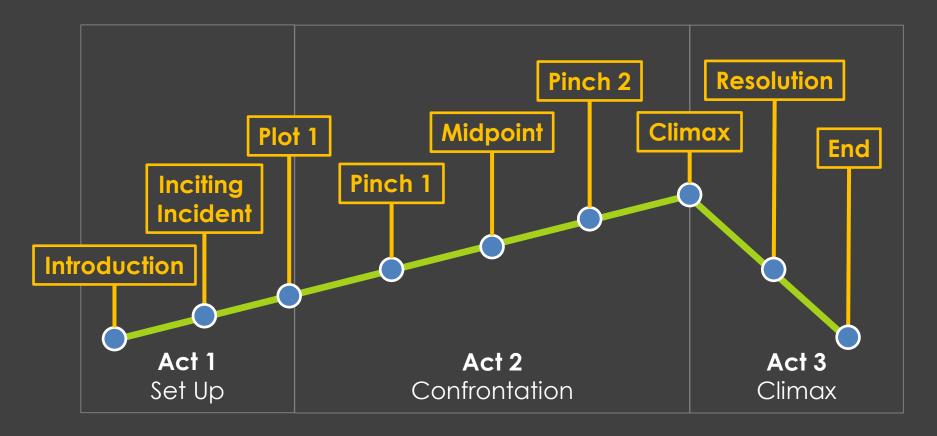


- Writer / Director / Teacher, Brian Mcdonald

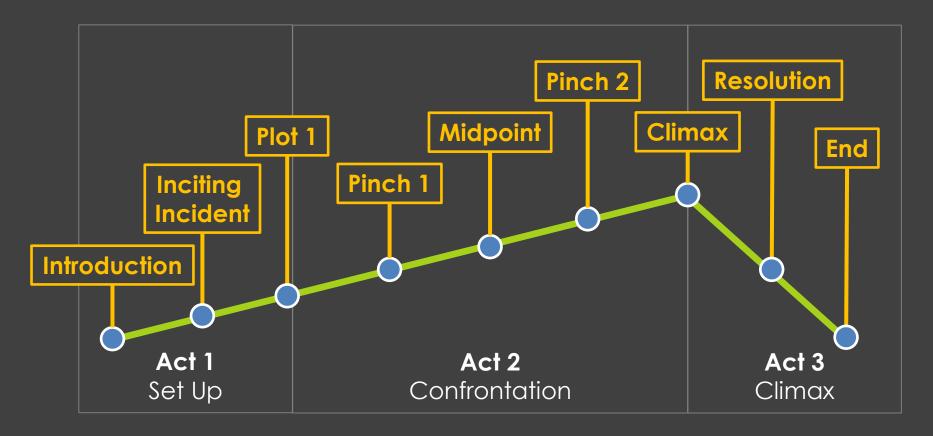




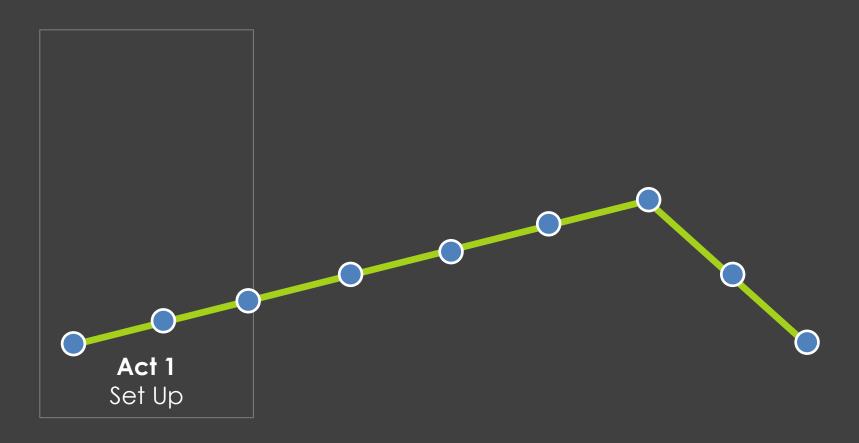
The **3-Act Structure** is an old principle widely adhered to in storytelling today.



It can be found in plays, poetry, novels, comic books, short stories, video games, and the movies.



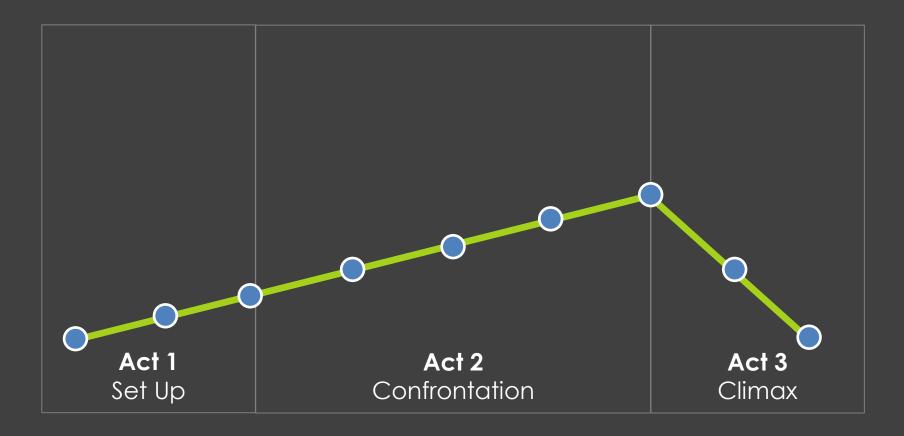
It is a model used in narrative fiction that divides a story into **3** parts, often called the Setup, the Confrontation and the Resolution.



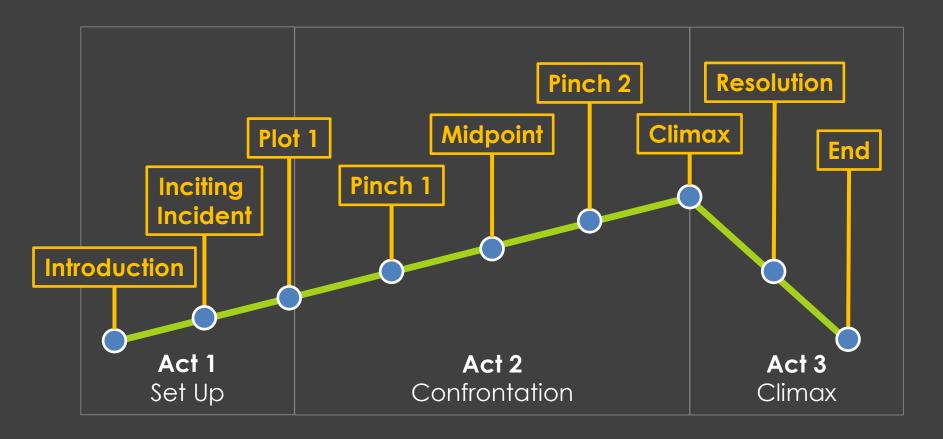
Act 1, the Setup, constitutes the first 1/4 of the story.



Act 2, the Confrontation, constitutes the middle ½ of the story.



The final act, Act 3, the Climax, constitutes the last 1/4 of the story.



With these 3 acts, there are different sections to the story.

Act One (SETUP)

- 1. Opening, Exposition / mtraduction
 - Background information about character's history, settings and theme
- 2. Inciting Incident (Something out of ordinary happened)
- 3. Plot point 1:
 - A <u>significant turning point</u> → Sets up the base of the confrontation.
 - Introduce the 'problem'.
 - Establish the STORY QUESTION e.g. Will Harry Potter find a family? Will Frodo be able to return the One Ring to Mount Doom?

Three-act Structure VILLIANS PAWER CONFRONTATIONS

Act Two (CONFRONTATION)

Confrontation

- 1) Pinch point 1: an e.g., or a reminder, of the nature and implications of the antagonistic force
- 2) Midpoint:

Protagonist is very close to solve the problem BUT...

Often the context of the story changes at the midpoint

In classic stories the protagonist has been empowered in some way and is able to "attack" the problem better.

- 3) Pinch point 2: an e.g., or a reminder, of the nature and implications of the antagonistic force
- 4) Plot point 2: Protagonist is given final piece of information that allows him to start the final confrontation (Beginning of Act 3)

Pinchpoint: an e.g., or a reminder, of the nature and implications of the antagonistic force

Act Three (RESOLUTION)

Climax

- Many times Act three contains a fake resolution.
 - Looks like final outcome but actually a twist in the last min.



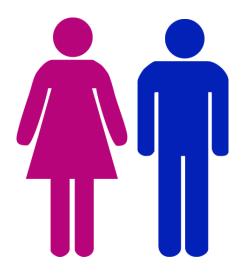


On a nice sunny day, your friend met up with you for lunch.

Act 1: Introduction

Background information about character's history, settings and theme

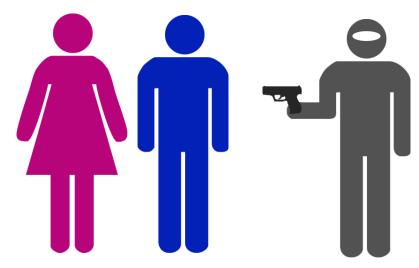




As both of you are walking along in an alleyway, a suspicious character sneak up on both of you.

Act 1: Inciting Incident
Something out of ordinary happens





The suspicious character points a gun at you. You are being robbed!

Act 1: Plot 1

A significant turning point Introduce the problem / goal



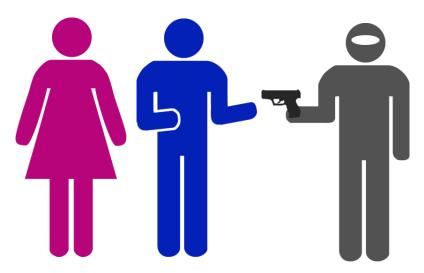


You're not letting the robber take your hard-earned money! Especially in front of your girlfriend! You look defiant, but Robber whacks you on the head with the gun and tells you to hurry up and give your wallet to him

Act 2: Pinch 1

an e.g., or a reminder, of the nature and implications of the antagonistic force



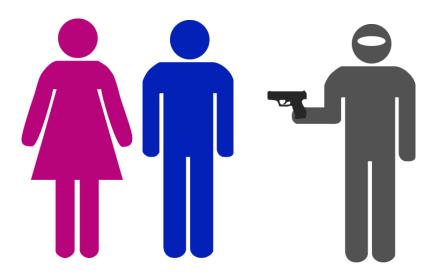


A police car siren wails for a short time in the background and the robber looks worried. Maybe if you buy some time there will be an opportunity!

Act 2: Midpoint

Context changes – You scored mostly As and Bs in Secondary School, you know you can outsmart the robber!



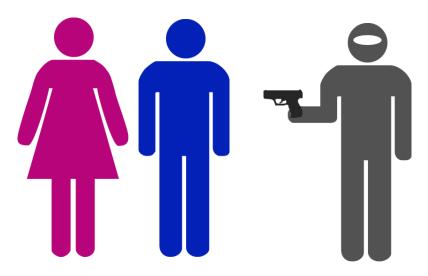


Robber is getting desperate! He sees that you are playing for time, and points the gun at your girlfriend and tells you to hand over the wallet NOW!

Act 2: Pinch 2

an e.g., or a reminder, of the nature and implications of the antagonistic force



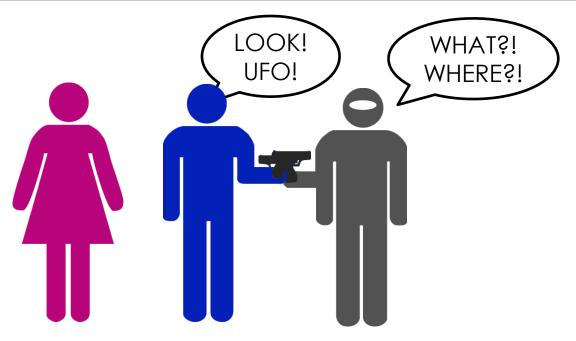


You see an aeroplane overhead and get information that will help your situation!

Act 1: Plot 2

A significant turning point Introduce the problem / goal



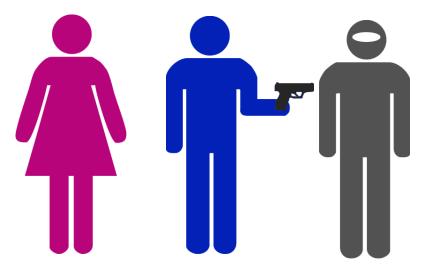


You snatch the gun away successfully and is now in control of the situation!

Act 3: Climax

The final moments of the conflict





The robber runs away in fear! The streets are safe again!

Act 3: Resolution

Wrapping up your story





Act 3: End
The End

Story Spine

Building Stories with 7 Sentences

- 44
- 1. Once upon a time...
- 2. And every day...
- 3. Until one day...
- 4. And because of this...
- 5. And because of this...
- 6. Until finally...
- 7. And ever since that day...



Story Spine

Building Stories with 7 Sentences

Rules

- #1 Use cause and effect
- #2 protagonist has to be consistent
- #3 Be Logical e.g. no sudden new elements that does not make sense (low dramatic probability)
- #4 use elements introduced by the initial contributors especially in the set up



References:

https://www.youtube.com/watch?v=BIGYtzR-Ylw

Iron Man Movie

The movie in 4 minutes:

https://www.youtube.com/watch?v=Uy6U051gNrU

The movie in story structure:

 https://www.helpingwritersbecomeauthors.com/m ovie-storystructure/iron-man/

References:

https://www.youtube.com/watch?v=BIGYtzR-Ylw

Iron Man Movie

Main Theme – Peace

Story question – Will Tony Stark be able to usher Stark Industries into a new era of peace?

<u>Inciting Incident</u> – Tony captured by terrorists

1st Plot Point – Yinser sacrifices his life, challenges Tony to use his life meaningfully, Tony uses the Mach 1 Iron Man Suit

<u>1st Pinch Point</u> – Tony announces Stark Industries will not longer produces weapons, Obadiah Stane disagrees

Midpoint – Tony finishes Mach II suit, now he is Iron Man

2nd Pinch Point – Tony learns Stark weapons are being used to destroy another Afghan village, Obadiah locks Tony out of the board

2nd Plot Point – Final piece of info – Tony recovers old arc reactor to power his suit (Obadiah had stolen Tony's arc reactor)

Climax – Final confrontation with Obadiah and his Iron Monger suit



Story (Narrative) Basics

Make interesting stories

 Story should revolve around tackling problem(s) or achieving goal(s)

Reference:

https://www.youtube.com/watch?v=ba7blaTYNdw

 Create suspense and drama. Problem should be challenging with notable effort spent on solving it

Story (Narrative) Basics Make interesting stories

- Avoid convenient solutions
- Show, don't tell
- Develop your protagonist
- Write good dialogue
- Include subtext when possible

Story (Narrative) Basics Subtext examples

She smiled when she heard someone else had won. (the smile was a façade which covered her true disappointment at having lost the election)

A student goes to turn in his paper. After looking through two pages, his teacher asks, "Are you sure you want to turn this in?"

"This mint is really delicious. It's got a very unique flavor. Do you want one?"



Weekly exercise submission

Week 02 Exercise: 3-Act Structure

Instructions

Go through week 02's lecture material before attempting this exercise.

- 1. Please download the 3-Act Structure Template (DM1374_GSTORY_3-ActTemplate.pptx) from Blackboard. This template should also be used for your Assignment 1.
- 2. Create your own story based on the theme "Overcoming the Monster" in 3-Act Structure format. You can refer to the references in the notes for inspiration.

 You can come up with any kind of characters and scenarios based on the theme.
- 3. Fill in all the white boxes in the 3-Act Structure Template using information from your story.
- 4. Submit your completed 3-Act Structure Template file with the naming convention: Admin_Name_GSTORY_3-ActEx.pptx
- 5. Completion of the exercise will be considered as the week's attendance.

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Complete by the end of class

Thank you