

School of Design & Media

DM1374

Game Story Creation

Assignment 2

Assignment 2 “**Characters in Conflict**”

Develop **2** characters that are **against each other**,
based on the theme: **Weather**

Assignment Brief

OBJECTIVE

Create characters and personalities.

Create dialogue.

(Refer to the template provided)

Assignment Brief

GRADING CRITERIA

- **Synopsis (150-250 words)**
 - Creativity
 - Establishment of conflict
 - Fitting to theme
- **Character Traits & Temperaments**
 - Character line up
 - Character profile
 - Distinct difference between characters
- **Dialogue**
 - At least **15 lines of dialogue for each character**
 - Consistency between character traits and dialogue

Deliverables

WHAT TO SUBMIT?

1. Presentation Slides(.pdf)

* *Naming convention = AdminNo_Name_GSTORY_A2.pdf*
(example: 180000X_JohnDoe_GSTORY_A2.pdf)

Your presentation slides must include the following topics:

1. Synopsis (150-250 words)
2. Character Traits & Temperaments
3. Dialogue

Deadline & Submission

DEADLINE

Lab 01

Week 15 Mon 1pm, 22 Jul 2024

Lab 02

Week 15 Tue 2pm, 23 Jul 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.

General Q&A

Q: The brief says 2 characters with the theme based on weather. Do they have to be human characters? Or can be just inanimate objects come to life.

A: They do not need to be human, but they need to be personified as humans i.e. they need to conduct dialogue with each other and have personalities according to what you filled out in the character profile sheet. E.g. many Disney and pixar characters are personified like Wall-E, Marlin in Finding Nemo etc

Q: What kind of images can we use for the characters?

A: You do not need to draw your own characters, you can borrow images online of what you think your imagined characters look like. However, (i) attribute the artist and source (ii) do not use well-known, popular characters as they are less likely to be from your imagination.

Rubric

Assignment 2 (50%)

	Distinguished	Proficient	Competent	Emerging	Poor
Individual Component					
Story (20%)	<ul style="list-style-type: none"> The story idea is interesting, refreshing, attractive, 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
Character Traits & Temperaments (40%)	<ul style="list-style-type: none"> Character traits are detailed and clearly described, fitting splendidly with character temperaments Characters show distinct differences 	<ul style="list-style-type: none"> Character traits are clearly described, fitting well with character temperaments Characters show distinct differences 	<ul style="list-style-type: none"> Character traits are briefly described, with some inconsistencies with character temperaments Characters shows some differences 	<ul style="list-style-type: none"> Character traits are briefly described, with some inconsistencies with character temperaments Characters shows little differences 	<ul style="list-style-type: none"> Character traits are briefly and poorly described, with inconsistencies with character temperaments Characters shows little to no differences
Dialogue (40%)	<ul style="list-style-type: none"> Dialogue is rich, intriguing and complements well with action Dialogue fits splendidly with characters 	<ul style="list-style-type: none"> Dialogue complements well with action Dialogue fits well with characters 	<ul style="list-style-type: none"> Dialogue is generic, and most parts complement well with action Dialogue is slightly inconsistent with characters 	<ul style="list-style-type: none"> Dialogue is dull, and most parts do not complement the action Dialogue is mostly inconsistent with characters 	<ul style="list-style-type: none"> Dialogue is dull, and do not complement the action Dialogue is inconsistent with characters