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DevLUp FSU

GBM #9

November 7, 2024

Welcome!

Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	(No Meeting)	Hurricane	
3 Oct	6	Intro to 3D Modelling in Blender		Jake, Parker, Emma
10 Oct	7	Blender Animations		Ares
17 Oct	8	Blender Materials		Parker, Jake
24 Oct	9	Pixel Art		Ares, Emma
31 Oct	10	Tile Maps	Game Jam!	Jake, Ares
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

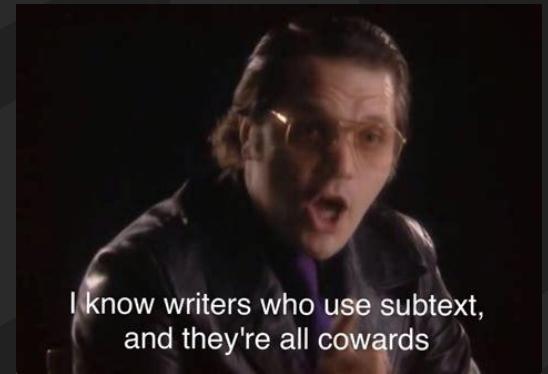
#00 showoff recap

MAIN TAKEAWAY

- Games are an interactive medium! You **cannot** make a narrative like a book or a movie and expect to be particularly successful.

So you wanna be a narrative designer...

- Unfortunate!
 - Writers mostly found internally womp womp
 - Get ready to be bullied by producers nerd
- You can't *just* be a writer, narrative design is design



How is writing design??

Example: Nemesis system (Middle Earth)

- Procedurally generated, named enemies
- Persistent
- Reactive
- Emergent narrative!



This is a very “design skewed” example, but a narrative designer might:

- Have input on pacing/ story structure
- Work on dialogue to sell the system’s impact

This system creates a unique narrative experience for each player (to some extent) that is based on their actions

Narrative and game design should reinforce each other

- One might be more dominant, that's ok
- Narrative can
 - Contextualise mechanics and systems
 - Be used as a design tool to lead the player
- Systems/ Mechanics can:
 - Reinforce narrative themes through gameplay

How can we think of different types of narrative?

- Linear vs Non-linear
- Interactive vs Non-interactive/ static
- This is really a spectrum not fixed categories

Examples of game narratives:



How can we use these?

- Linear + Non-Interactive: IMO don't, if you must it's going to be more similar to writing a film i'm not talking about it.
- Linear + Interactive: Branching paths, character decisions.
- Non-Linear + Non-Interactive: Events don't happen in fixed order, but besides order are minimally impacted by player ("modular narrative")
- Non-Linear + Interactive: Hard! Lots of options though:
 - Strong reactive characters/ factions
 - Emergent narrative, proc gen
 - Environmental storytelling!



Side-note: who is the player character?

Static, Dynamic, or Blank Canvas

- **Static:**
 - A static player character is written with traits and an arc that will **not** change based on player behaviour
- **Dynamic:**
 - A dynamic player character responds to the actions of the player: decisions might change their arc, traits, etc.
- **Blank Canvas:**
 - A blank canvas player character has no real traits or arc, and is just a vessel for the player to experience a story happening around the character (think Pokemon)



Environmental Storytelling

What is environmental storytelling?

- using the game world to convey story elements

For example:

- Objects, settings, hidden messages that all hint at the history and lore

This type of storytelling has an impact on immersion and peaks player curiosity

- Fallout :0000 great example of this
- Don't starve



Activity: YOU are a narrative designer!

- Build a narrative/ world based on game mechanics
 - Split into groups
 - Get assigned a “game”
 - Make story outline, world, protagonist and antagonist (if needed) that showcase the game design based on the mechanics!
 - Decide: Narrative or Design dominant? Linear? Interactive? What kind of Player character?
 - Try to contextualize mechanics, build themes etc!
 - Think about environments!
 - Maybe assign different group members to different tasks. Or don’t.

Game Jam Showcase!

OrcAttack

<https://jake0822.itch.io/orcattack>

Made by:

- Jake Younan
- Dion Tryban
- David Berger
- LJ Dunphy
- Ares Gregory
- Cassidy



Dr. Stacy and Dr. Rex and their Interdimensional Adventures

<https://jdevo.itch.io/drstacydrrex>

Made by:

- jdevo
- ballerbajan
- teplo255
- CaninBlue
- PixitDragon
- AstralEmerald
- Jacksondev131



Kime Loop Traveler

<https://maybewhalen.itch.io/kime-loop-traveler>

Made by:

- Whalen
- David Marsh

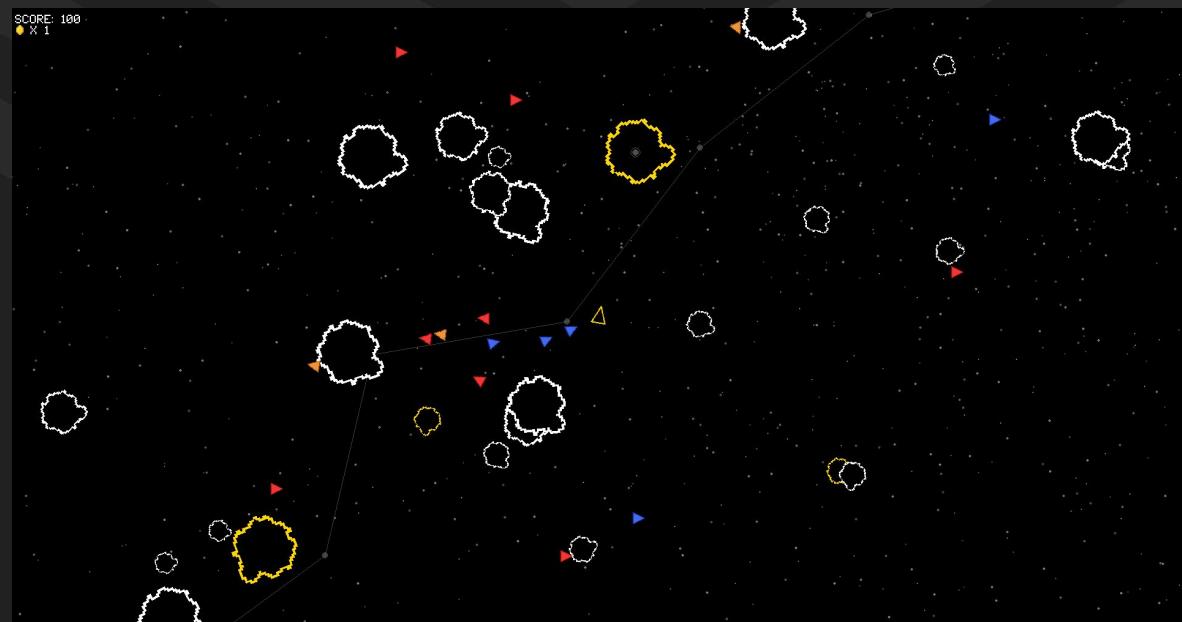


Masteroids

<https://7limes.itch.io/masteroids>

Made by:

- Miles Burkart



Exit Survey:



Fig. 1: Homer dislikes exit surveys.

