

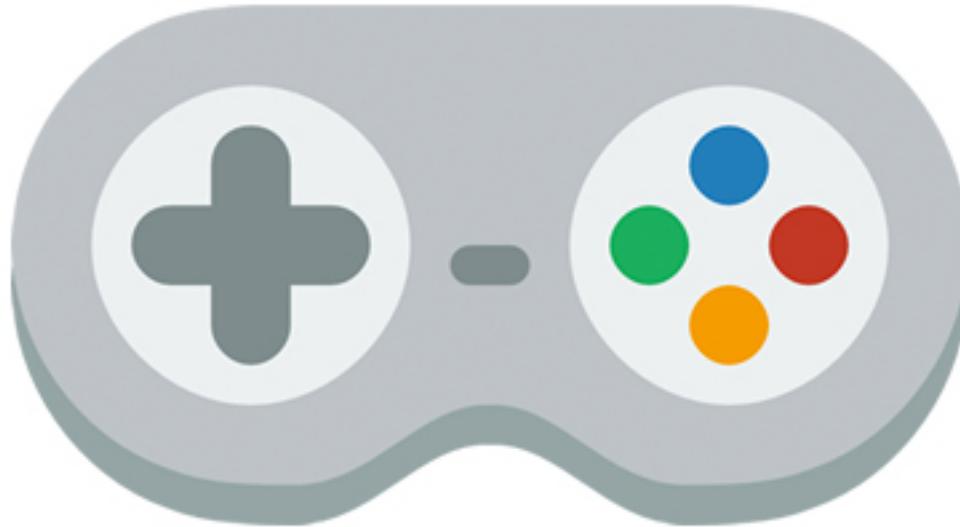


GameDev: Лекція 7

Game Story

ДІАНА СІРЕНКО
АНДРІЙ ЧАЙКА

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Ринок

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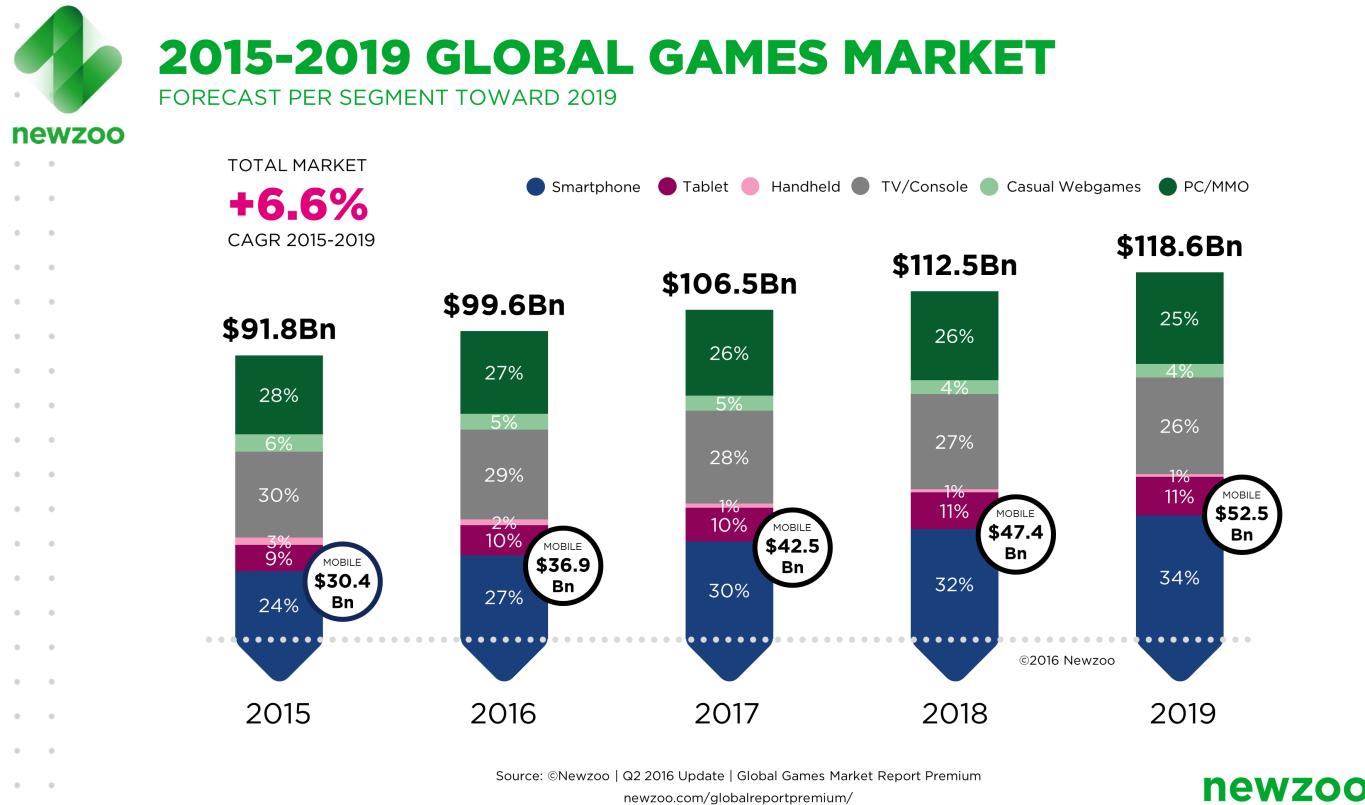


Приставки



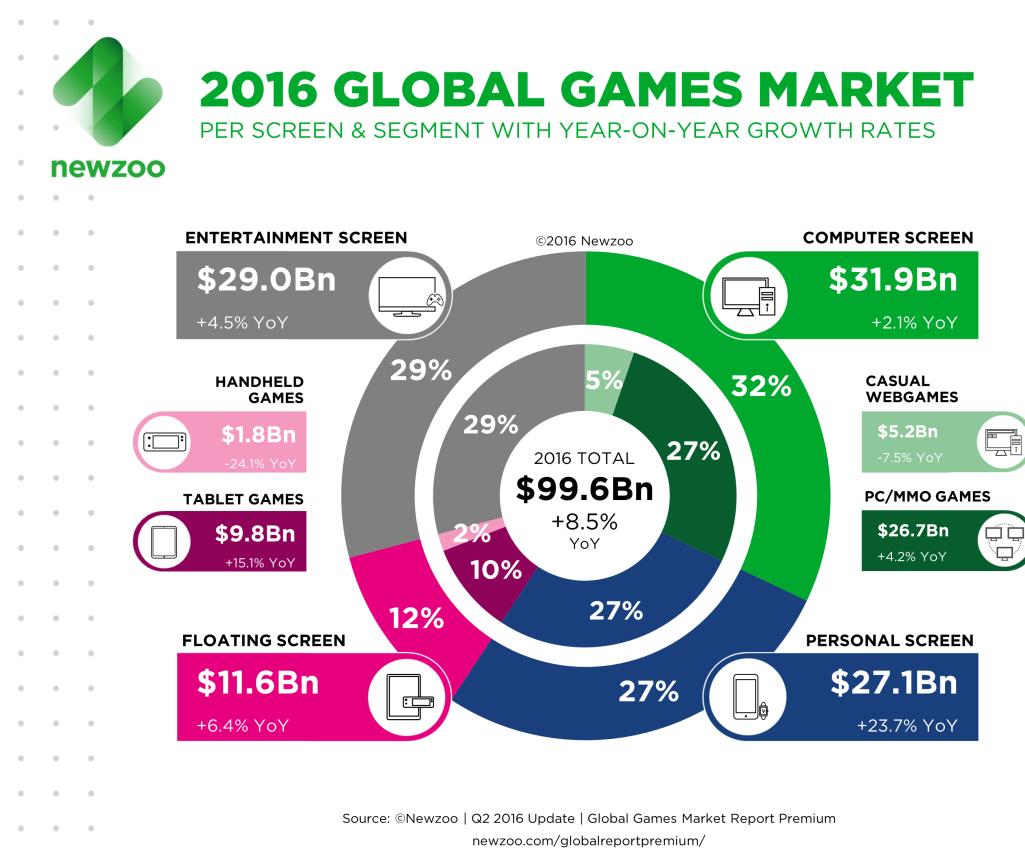


Зростання ринку



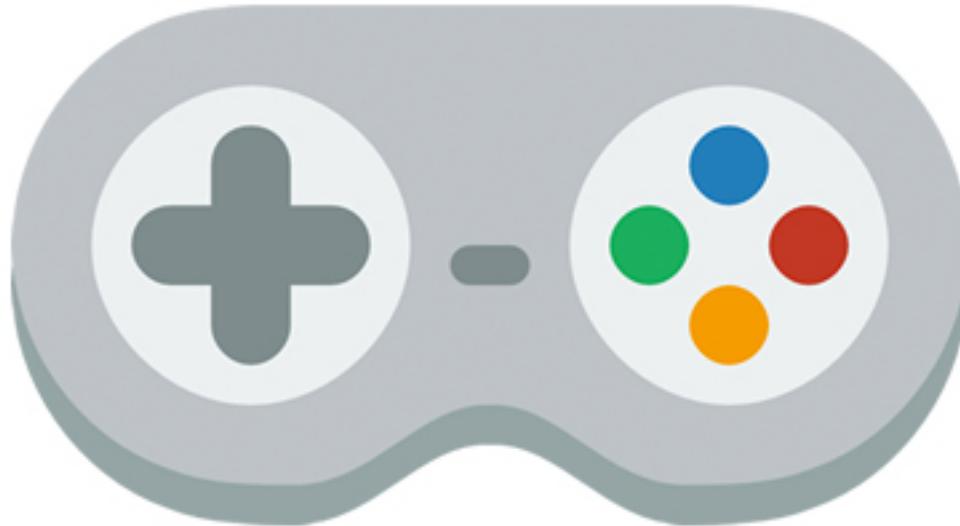


Сегменти ринку



In 2016, mobile games will generate **\$36.9Bn** or **37%** of the global market.

newzoo



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Best Game Stories





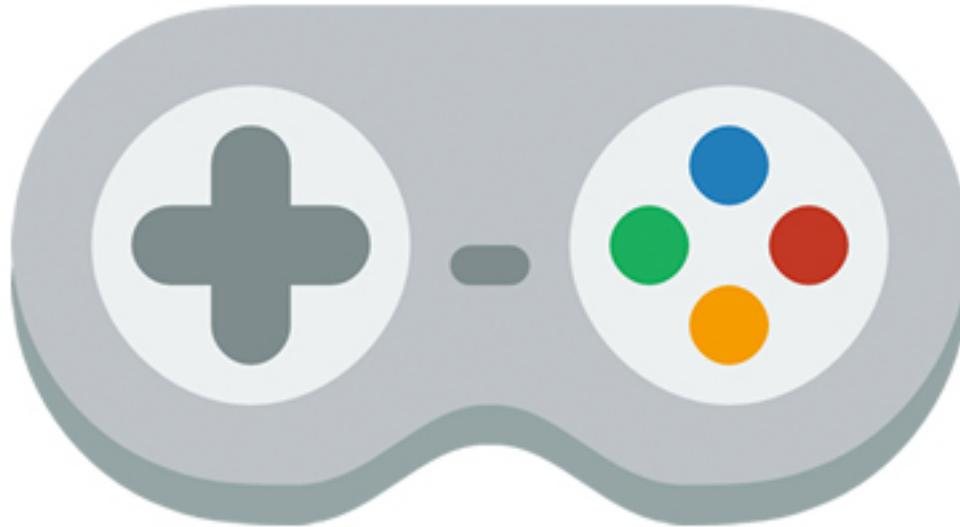
Game story main issue

WHY?



Game story

- 1. The Characters (Negative, Positive)**
2. The World
3. The Main Conflict



Characters

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Characters

Protagonist



Antagonist





Here's features

- 1. Use the associations**
- 2. Make the Characters Charismatic**
- 3. Make the Characters Likeable**
- 4. Make the Characters Interesting**

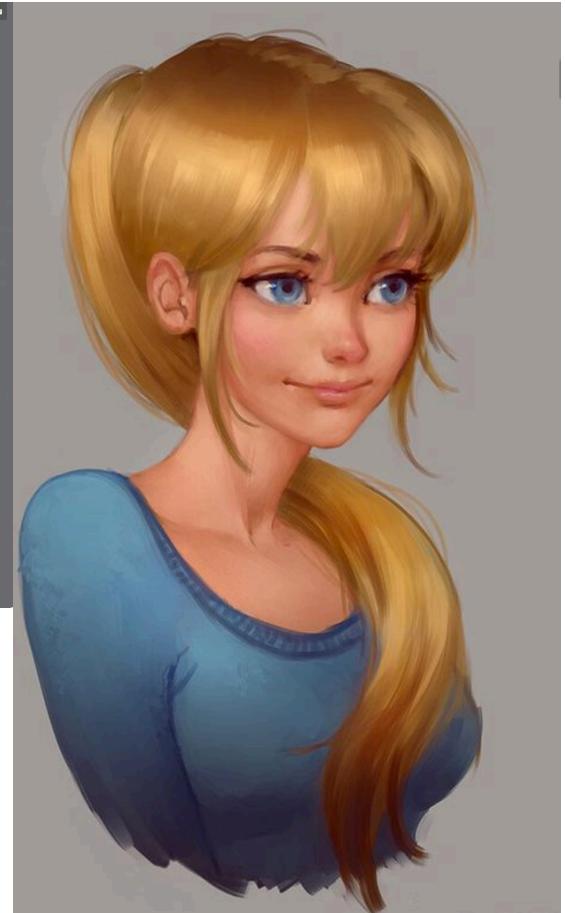
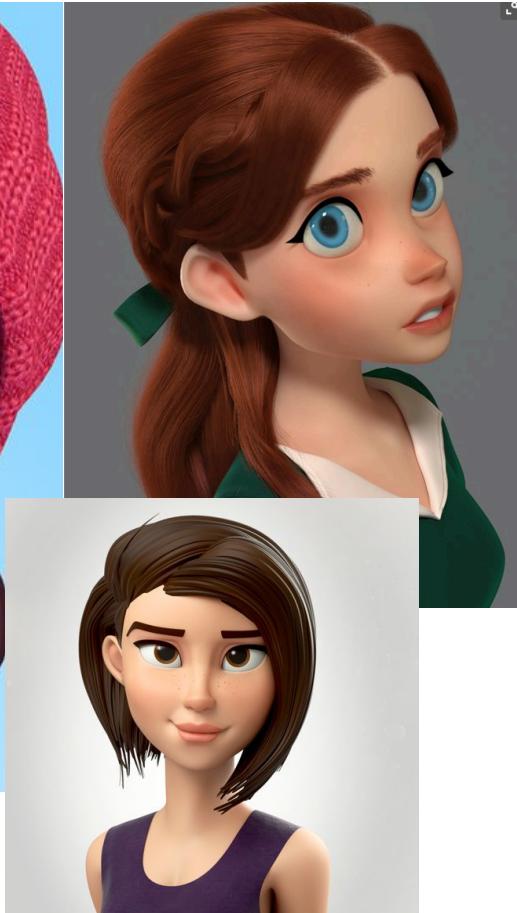
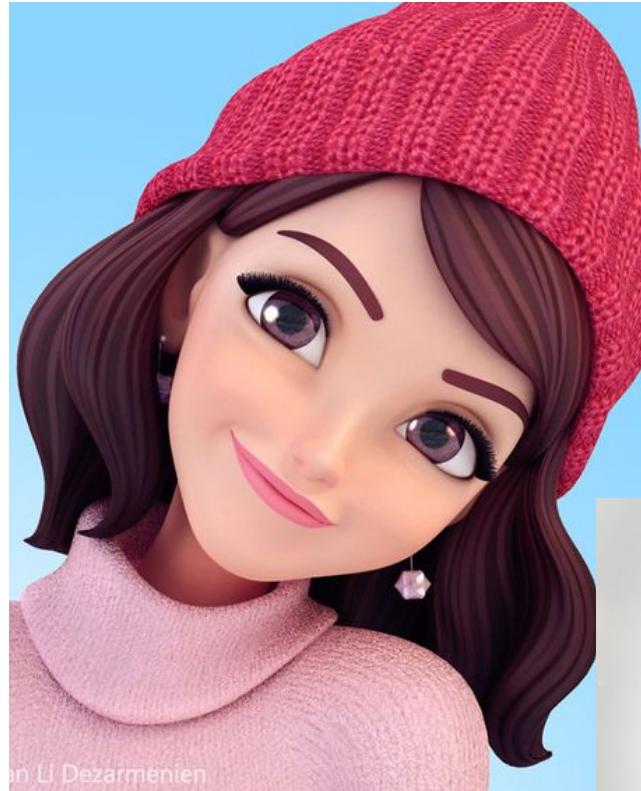


Charismatic





Common





Heroes





Good or Bad

Ticket office worker



Scientist





Game story

1. The Characters (Negative, Positive)
2. **The World**
3. The Main Conflict



The World





The World





The World





Game story

1. The Characters (Negative, Positive)
2. The World
- 3. The Main Conflict**



Сюжетна гра

Conflict ==
Opponents + Obstacles + Dilemmas



Classical Conflict

1. Setup

2. Conflict

- rising conflict
- final conflict

3. Resolution

(Resolve the conflict in a satisfying way)



Не сюжетна гра

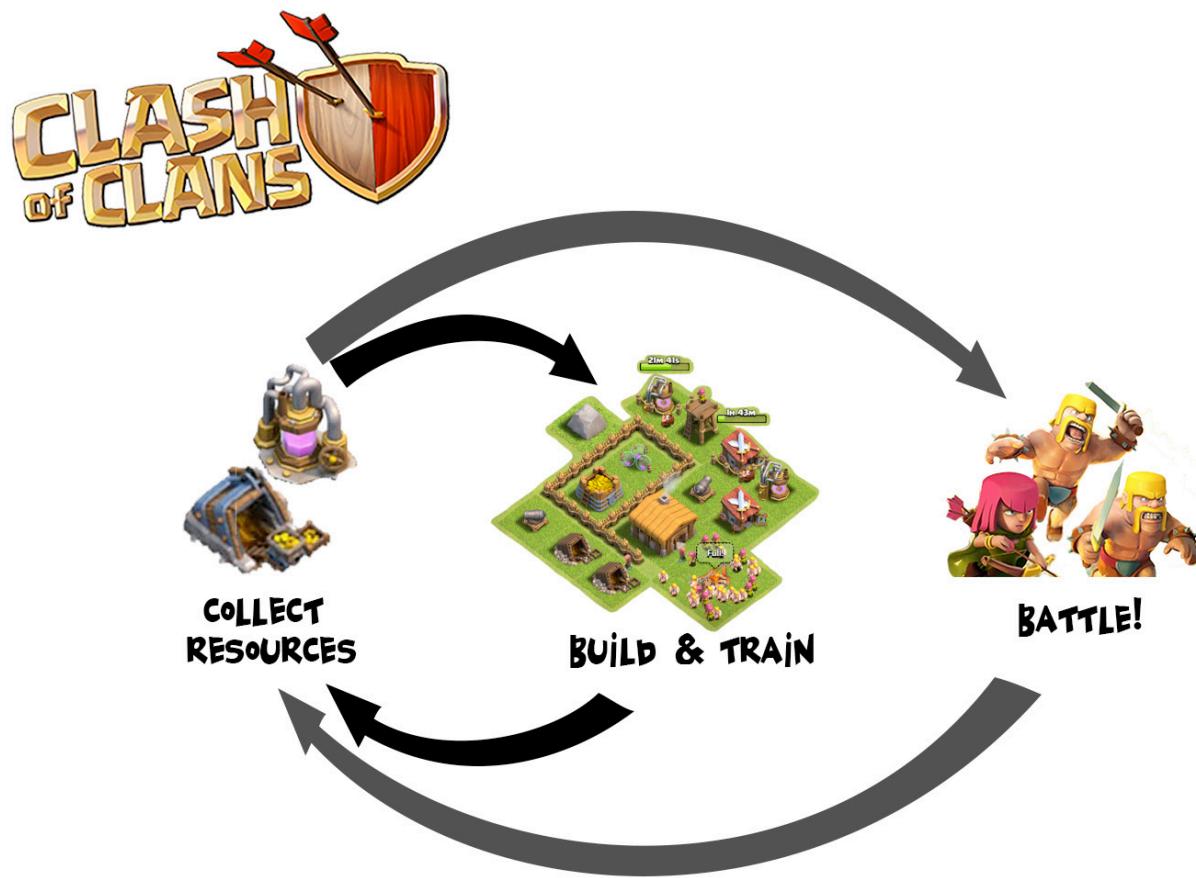
Long term goal

Middle term goal

Core loop

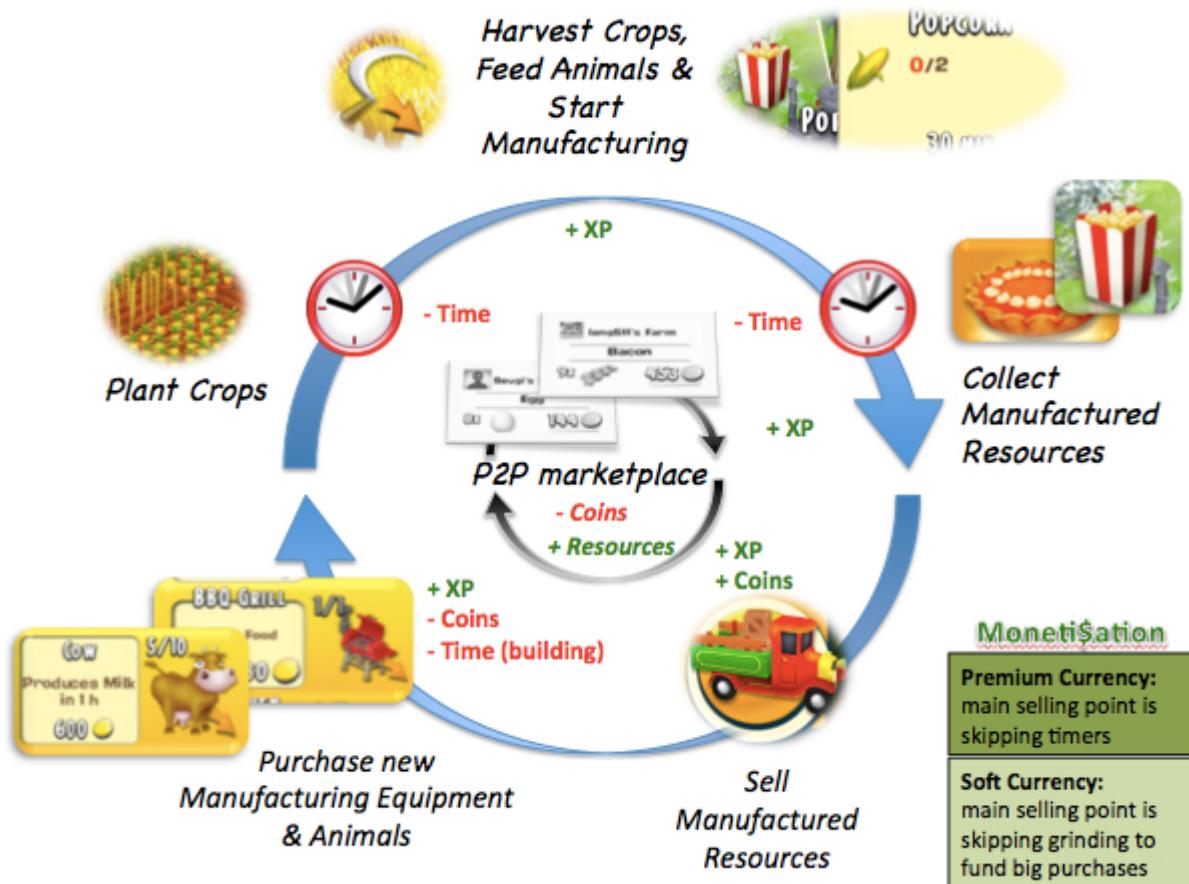


Core loop (Clash of Clans)





Core loop (Hay Day)





Core loop (Match-3)





Middle Term Goal 1/2





Middle Term Goal 2/2

MAP OF DIANA VILLAGE

ORDER DETAILS

252 458

	2/1
	1/1
	0/1
	0/1

SEND

IF A FIREFIGHTER CAN PUT ON ONE PAIR OF PANTS IN FIVE SECONDS, HOW MANY CAN HE PUT ON IN THREE MINUTES? I'LL DO THE MATH WHILE YOU FILL MY ORDER.



Long Term Goal 1/2





Long Term Goal 2/2





Game story examples





Як донести мету гри

