

# RESEARCH FOR STORY CREATION

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# CONVENTIONS FOR GAME STORIES

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A game's story revolves around a few main characters

### Player and allies

- **Player character**
  - Leader of the group
- **Serious character**
  - Specializing in some skill that helps out the group
- **Comic relief character**
  - Wisecracking, crazy brave character
- **Chief character**
  - In charge of group
  - Usually at “the base” or “coordinating” stuff in the background

# CONVENTIONS FOR GAME STORIES

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A game's story revolves around a few main characters

### Enemies

- **Main enemy character**
  - A polar opposite to the player character
  - Has characteristics similar to the player character, but evil!
- **Second-in-commands**
  - Boss type characters who do the heavy lifting
- **Comic relief character**
  - Gets beaten or derided by the enemies
  - May defect to player side or betray the enemy in some stories
- **Mysterious enemy character**
  - The “Big Boss” who calls all the shots from a distance
  - Main enemy character takes orders from this guy
  - The player may never see this character

# FACTIONS - WHO'S ON WHO'S SIDE?

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Games often have more than just 2 factions fighting

- **Player faction**
  - The “good guys”
- **Enemy faction**
  - The “bad guys”
- **Rogue faction**
  - Broke away from player faction
  - May be aggressive towards player
  - May join another faction against the player faction
- **Enemy rogue faction**
  - Broke away from enemy faction
  - May be friendly towards player due to common enemy
- **Mystery faction**
  - Revealed later in game
  - Often deadliest faction

# CREATING YOUR OWN FACTION

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1. Go to Wikipedia
2. Lookup:
  - a. Empires
  - b. Famous battles

Also

1. Go to Youtube
2. Lookup some documentaries on:
  - a. Empires
  - b. Famous historical battles

# RESEARCH

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Some empires to start with

- Roman Empire
- Mongol Empire

Find notable characters that fit your factions needs

- Roman Empire
  - Julius Caesar
    - War Hero
    - Great leader
  - Caligula
    - Truly awful human being
    - Qualifies as a full blown psychopath by today's standards

# CHARACTER PROFILES

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- Main characters in a game need a personality profile
- The player character often is the most detailed
- Next is the player support characters
- Then enemy leaders
- Then enemy lieutenants



# CHARACTER PROFILE

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### Name

- Full name of the character

### Age

- When the game starts

### Gender

### Appearance & Similar Personalities

- References images from other media

### Personality

- What kind of personality does the character have?



# CHARACTER PROFILE CONTINUED

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### Backstory

- How did the character end up where they are at the start of the game?
- Any interesting childhood stories that explain their personality?

### Goals

- What does the character aim to achieve?

### Weaknesses

- What physical/mental weakness does the character have?

### Fears

- What does the character fear the most?