

Roundtable presentation

Interactive game

User interactive game with different levels

When player die in the game the game will reset to the first level

Scoreboard to keep track on the amount of points you need to advance

Stage 1: make the game

Stage 2: add levels to increase the intensity

EX:

Super mario bros, temple run, air hockey

<https://supermario-game.com>

A story

No interaction needed from users

Simply just sit and watch

Stage 1: come up with a good story that is entertaining or educational

Stage 2: using pictures to help represent the story

Ex. a historic event, life story of a person, a current event

Interactive narrative game

User pick different choices in the game to achieve different outcome of the game

Will be given scenarios to let user think and choose the best answers

All outcome will be very much different from each other

Stage 1: come up with a story

Stage 2: add choices that will alter the outcome

Stage 3: using graphic that matches the story to make it more entertaining

Ex. until dawn, episode

<https://www.supermassivegames.com/games/until-dawn>