Lecture3 Story in Games

1. What is a Story

- A game's story forms a background for gameplay and gives context to players that helps motivate them to continue to play
- Each game has a story.
- Story is the foundation that gives context to the players' actions.

2. Story in Games

In a video game, stories serve several purposes:

1. Stories give context for players, grounding them in the game's fiction and world.

   - tell players what the game is about
   - what part they play in the story
   - what they are supposed to do in the game
   - engage players in the game world

2. Stories motivate players to continue by intriguing them with what's around the next corner.

   - lead players on with mysteries, subplots, and engaging characters
   - games with more complex stories will have a rolling collection of subplots, with new ones opening up as old ones are resolved, to enliven the game's main story

3. Stories can keep players playing even when gameplay gets stale.

   - there are a limited number of mechanics and unique areas that can be added to a game
   - adding story elements is much faster and cheaper

3. Who Creates a Game's Story

The game's story is the narrative designer's responsibility, but the project's creative director (CD) and game design lead usually determine the overall direction of the story, which needs to complement the intended game play experience.

- **CD**: supply the overarching vision
- **Narrative Designer**: transform the vision into concrete design documents and a written script

4. Plot vs. Story

- **Plot**: the skeleton of the story, the series of events that unfolds from the game's start to its finish

- **Story**: created from that plot when you add characters to the mix; how the plot's events affect the characters and how they react to those events are the truly compelling aspects of a story

  - characters makes a story

5. Telling Stories Without Writing

- Visual storytelling

  - a joint effort between narrative designers, artists, and level designers
  - build an **environment** that tells the story to the player
  - allows the player to piece together the story and leaves room for them to make up their own version of events
  - gets the player more engaged with your game and its world
  - also contain audio cues