

# Storyteller

## Description:

Storytellers create compelling narratives and rich worlds that breathe life into games. They build collages out of their own experiences with humans and places to design characters and settings.

## Tasks:

- Create and maintain a story document
- Design the story, setting, and characters,
- Research as needed for story setting e.g., naming conventions in 17th century Japan vs naming conventions in 3rd century Rome
- Write dialog and narration
- Work with team members to determine win/lose conditions
- Determine text alternatives for images/other non-text content
- Check text content for accessibility and understandability

## Resources:

- Sample Storyteller Document - an example of how you can set up your storytelling document
- OU Libraries - Reserve study rooms at Bizzell Memorial Library to meet in person with your team
- Writing, Roleplaying, & Worldbuilding website - a website that has a myriad of resources for storytelling through writing, character- and world-building
- *The Ultimate RPG Character Backstory Guide* and *The Ultimate RPG Game Master's Worldbuilding Guide* by James D'Amato - a fun new guide that teaches beginner and experienced gamers alike how to build and create their own game elements for customizing existing adventures or creating new stories from scratch
- Twine - Imports into most modern dialogue/story/quest engines
- Celtx - Imports into most modern dialogue/story/quest engines

## Weekly Goals:

1. Create a story document. Include at minimum the genre, title, and summary of the story
2. Define win/lose conditions and what happens next
3. Outline the world/setting
4. Outline the story
5. Outline characters
6. Outline and define storyteller tasks for MVP