# COMP 3218: Coursework 2 Storytelling in Games

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How does your Story Engine work?

As the player progresses through encounters, the environment and enemies behave and respond differently depending on how the player completed the aforementioned encounters. If the player is following a more violent path, defeating any enemy they come across then later enemies will be less trusting or tougher.

Whenever the player choses how to resolve an encounter, by diplomacy or violence, the narrative adapts and changes to reflect their actions, presenting a more peaceful, trusting atmosphere if the player is not violent, and vice versa if the player does attack.

# Feedback and Response

When we explained the premise of our game, the immediate feedback we got was that the narrative didn’t appear to affect the game world in any significant way until the conclusion. This has been rectified by fully adopting a branching narrative, and having every encounter affected by how the player acted towards the previous one.

This was at the expense of the prototype’s length and mechanical complexity due to time constraints, however the feedback we received suggested that these were not as important as ensuring proper interactions with the narrative and game world.

# Narrative Structure

Every encounter is a decision point for the player, and while defeating both starting enemies (the wolf and the goblin) might be easier than befriending them, that path makes the conclusion more challenging. Using diplomacy to befriend enemies will lead to a simple, peaceful conclusion.

Below is a diagram of the narrative structure.

A line of black circles

Description automatically generated

**Key:**

**Enemy defeated**

**Enemy befriended**

**Wizard + conclusion**

**Goblin encounter**

**Wolf encounter**

**Start**