How to Write Dialogue

* Not a conversation – purpose is to move the story forward as characters use language to move towards their goal;
* Character wants something – needs to talk to someone to get it;
* No difference between dialogue/using actions – both move story forward;
* Depends on context and type of story to determine what a character would do to move the story on;
* CONTEXT – **why is the scene here in the first place?**
  + What do the characters want?
  + What do they believe?
  + How does the scene’s existence move the story forward?
* **FIRST you need to build the characters – build their beliefs and what they want**
* Dialogue alone won’t make a great scene
* **Should focus on three questions**
  + Who wants what from whom?
  + What happens if they don’t get it?
  + And why now?
* **What is the intention and obstacle??**
* Characters pursue what they want – what they get/learn makes the story move forward
* Can have an emotional impact behind each line e.g. attack, punish, pursue
* Simplicity!!

Good source of information for writing/choosing dialogue in visual novel style games – replacing the fight or flight options with negotiation is a good one

<https://www.youtube.com/watch?v=l9TzqNQBmr0>

* I think it's more interesting when each of the options are viable for a different reason and lead to a different outcome that you might want to choose, rather than just having right and wrong answers