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| **Game Production**  Diploma in IT  Year 2 (2023/24) Semester 3 | Week **12** |
| **1** hour |
| **Writing Compelling Game Stories and Characters** | |

A good story for a game should be interesting, internally consistent and contain well-developed characters who experience growth over the course of the game.

Part 1

Writing a game story often involves research, creativity and some ingenuity. Write a 1-paragraph summary of a game that involves both:

* A person with a secret, and
* A catastrophic event

In the mysterious city called ‘Despair of the Realm’, our protagonist, a seemingly ordinary mechanic named Holmes, harbors a secret - he possesses the ability to manipulate time. This power, however, is more of a curse than a blessing, as it's tied to his life force, draining him with each use. When a catastrophic event strikes, a mysterious energy surge that causes machinery to come alive and wreak havoc, Holmes is thrust into the epicenter of chaos. As the city descends into anarchy, Holmes must navigate through the mechanical monstrosities, unravel the truth behind the energy surge, and confront his own fears. Along the way, he grapples with the moral implications of his power, the lives he can save versus the toll it takes on him. The game's narrative unfolds as a thrilling journey of self-discovery, sacrifice, and the desperate fight for survival in a world teetering on the brink of destruction.

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Part 2

Develop the character design for the person (with the secret) you created in Part 1.

You may include relevant visuals to support the visual character development. You may also suggest other characters to support the sociology and psychology of the character.

Holmes is a young mechanic in his mid-20s, with a lean and agile build. His appearance reflects his humble origins, wearing worn-out overalls and a grease-stained shirt, symbolizing his dedication to his craft. His messy, unkempt hair and a five o'clock shadow give him a rugged and slightly rebellious look.

To visually represent his secret power, Holmes has a distinct feature - his eyes. They possess a subtle, otherworldly glow, hinting at the time manipulation abilities lying dormant within him. The colour of his eyes could be a striking shade of electric blue, representing the energy and power he possesses.

As for **supporting characters**, there are a few key individuals who play significant roles in Holmes's journey:

**Maya** - A brilliant scientist who becomes Holmes's ally and mentor. Maya is a middle-aged woman with a no-nonsense attitude, sporting a lab coat and glasses. Her expertise in understanding the energy surge and its connection to Holmes's powers is crucial in unravelling the game's mysteries.

**Olivia** - A childhood friend of Holmes, who works as a journalist. Olivia is a compassionate and resourceful character, always seeking the truth. Her role is to provide emotional support to Holmes and help him navigate the complex web of secrets and lies within the city.

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