

CI410 Week 3 Lab (23/10/2020)

This week you are asked to create narrative elements for your game - either adding to your previous game or creating a new one. These elements should add to your player's experience by affecting their progress through your game, the visuals of your game, the gameplay, or any other ways you might devise.

Step-By-Step exercise instruction

Take the previous iteration of your game from Week 2 and build a story into it, or create a new game based around a story that inspires you. The goal of this exercise is to incorporate narrative elements into your game to make the gameplay more compelling and enjoyable. You will be evaluated on your understanding of the various strategies of incorporating narrative into your game through an accompanying statement.

As before, you must keep the following limitations in mind:

1. The game should all fit on one piece of paper, ideally letter-sized or A4 so people can print it out, if they wish.
2. The game should be a one-player game.
3. A short description and instructions for your game should be at the top of the page.
4. The only extra thing anyone should need to play are two six-sided dice, which are an optional element you may include in your game. If you don't have dice, there are websites that can simulate dice rolls, such as <https://www.random.org/dice>.

You can draw your game by hand or create it on your computer. Scan it / take a photo of it and save it as a PDF. Be sure the image is legible for your classmates to review. Don't forget to include a title for your game.

Additionally, to give your classmates some context, please include two statements that respond to the following questions:

1. From the previous exercise, what peer feedback did you find the most useful, and how did you incorporate it into your new game, if at all?
2. Describe the narrative elements you have added to this version of your game. Is your game *writer-driven*, *writer-led*, or *player-led*? What elements in the game support the approach you have used?

Tips for Peer Review

Just like play testing, *peer feedback* can greatly improve the design of a game. Likewise, looking at and providing feedback on your peers' games will help tremendously in your own work as a game designer. When you're reviewing someone's project, here are some steps you can follow:

1. Examine the project.

2. Think about it and try to figure out how you feel about it.
3. Try to figure out why you feel that way.
4. Share your thoughts and reasoning.

And, finally, since these are paper-based games, it is highly recommended you print out the exercise to review it (playing it too!)