# COMP 3218: Coursework 2 Storytelling in Games

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How does your Story Engine work?

<How does the narrative impact the game world?>

<How does the game world impact the narrative?>

# Feedback and Response

<What feedback did you receive at the lab? How did you change the narrative impact the game world the game to respond?>

# Narrative Structure

<On this page please provide a figure outlining the structure of the narrative, and decision points for the player>

## The Bear and the Two Travelers

TWO MEN were traveling together, when a Bear suddenly met them on their path. One of them climbed up quickly into a tree and concealed himself in the branches. The other, seeing that he must be attacked, fell flat on the ground, and when the Bear came up and felt him with his snout, and smelt him all over, he held his breath, and feigned the appearance of death as much as he could. The Bear soon left him, for it is said he will not touch a dead body. When he was quite gone, the other Traveler descended from the tree, and jocularly inquired of his friend what it was the Bear had whispered in his ear. “He gave me this advice,” his companion replied. “Never travel with a friend who deserts you at the approach of danger.”

Misfortune tests the sincerity of friends.

Ideas:

* Adventuring game with a fellow friend, beating enemies.
* Choice between characters, same dialogue with different characters
* FPS with two friends
* Friends argue
* Choose one to partner up with, betray the other
* Eventually we go to a different final area depending on the person we betray
* We fight the one we betray as the final boss
  + One of them is melee focused, the other one uses guns

Feedback:

* Make sure the small branches still make a difference to the world
  + Getting different weapons, affecting mechanics at the end fight
* Make stories for getting different weapons
* Consider the start of the story – Why do they start adventuring together?
* Consider flipping the decision, make them betray you themselves – This will fit the original fable better

The small branches still make a difference to the world

Such as getting different weapons, affecting mechanics at the end fight

Making stories for getting different weapons

Have a start where they all adventure together

Making choices that they don’t favour, eventually making them betray you themselves

Consider making separate distinct endings depending on who is fought

* Eg given was:
  + Defeat the final boss, and then become the final boss
  + Defeat the final boss, go back to village as the hero

Maybe have the other one betray you at the final fight (after thought)