**How does your story engine work? (how does it interact with the mechanics of your gameworld and the player?)**

In the game, *Conversations* are like linked lists. They have nodes, which contain a message that an NPC in the game would say to the player, and each node has a set of replies, with each reply containing an index of the next node for the next step of conversation. Special negative indexes indicate that a segment of the game’s story has passed and the next conversation start point should change, simulating the effect of a different conversation. Conversations are managed by *Talkable* objects, which wait for the player’s response selection – continuing or cancelling the current conversation – and then pass this onto the *StoryState* object. The story of the game is managed by *StoryState*, which holds all the conversations. It tells the *Talkables* the entry point of conversation, and updates the story state dependant on the special indices; for example, if a player chooses a reply in conversation with an index of -2, the story state will set the NPC’s conversation level to 2, tell the NPC’s *Talkable* a new index which will be the conversation start point, and then check to see if this has any effect on other conversations such as the character opening with a different line, and update these NPC’s T*alkables* as well.

**How have you managed the narrative paradox in your game? (where does it appear, and what techniques - for example, narrative patterns - have you used to mitigate it?)**

**How well does you story match the dramatic pacing graph? (what decisions you have made to manage this?)**

**Why did you use the narrative tools and techniques that appear in your game? (e.g. cutscenes, dialogue, in-medias-res, lepsis, etc.)**

The story we chose lended itself well to the use of dialog, as there is a large amount of interaction between the main character and the side characters he meets along the way. We also wanted to give the player agency over the outcome of the game by letting them make choices about who they brought along,