





ordinarily Life

eat to adventure

Travis

Raward























P



















W











































V

















































V







































































V











V



M













































More fluid flow More game process

Designer's Point of View

- Because a standard story might be more familiar to a player, it creates the momentum discussed previously
- Makes the game feel natural





Designer's Point of View

More fluid flow of game process

- Because a standard story might be more familiar to a player, it creates the momentum discussed previously
- Makes the game feel natural

Developer's Point of View

Higher efficiency in set loading

Rather than putting all the features and trials in one scene, **higher efficiency** will be achieved if different elements are organized in **different scenes** and loaded separately

