

## COMP 3218: Coursework 2 Storytelling in Games

Wicked Conflict (inspired by the Wolf and the Crane)	Syed Muhamamd Baqar Zaidi, smbz1g16 William Dadey, wljd1g18
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### Game Overview

In Wicked Conflict, you have a gun at your disposal and a predicament placed in your hands. In a post-apocalyptic setting, two rival factions, the Skeletons and the Imps, are at each other's throats. You are free to talk to anyone you want to, to provide narrative context to their power struggle. Or if you so wish, you may shoot anyone you wish to. Consequence is only a gunshot away!

Characters may compel you to help them out and it is your choice whether to take them up on their offer. Depending on the faction you gain reputation with as well as the choices you make, you may achieve one of five game endings.

The main mechanics of the game involves: player movement and jumping, shooting, and talking to NPCs. These mechanics combined provide the player with an interesting experience with many different playstyles available.

### How does your Story Engine work?

The narrative is drawn by interacting with the members of the Skeleton and Imp factions. Each of them has something to say that will add to the story. As such, the narrative element of the game is completely optional, at the whim of the player themselves. The narrative can impact the game world, for example, If the player gets too low reputation with a faction, they will attack the player. Another example of this would be if the player talks to the bronze imp, enemy imps will appear inside his home.

The key to changing the narrative lies in gaining reputation with the respective factions. This reputation can be gained by killing imps/skeletons or helping out specific characters. Which faction you choose to help with will determine the outcome of this story. How you approach one of the side quests may also result in other alternate endings. My favourite ending is naturally achieved by killing both the Imp Leader and Skeleton King.

### Feedback and Response

After sharing our initial game idea, we received the following feedback to improve our game.

- **Portray the Core Dynamic clearly**

The core dynamic for this game is destruction. This is highlighted by the requirement to destroy some physical barriers that are blocking progression and the first NPC threatening the player not to shoot them. Many NPCs urge the player to kill the other faction. The player has the freedom and choice to kill any NPC at any point, which will naturally have consequences on the story.

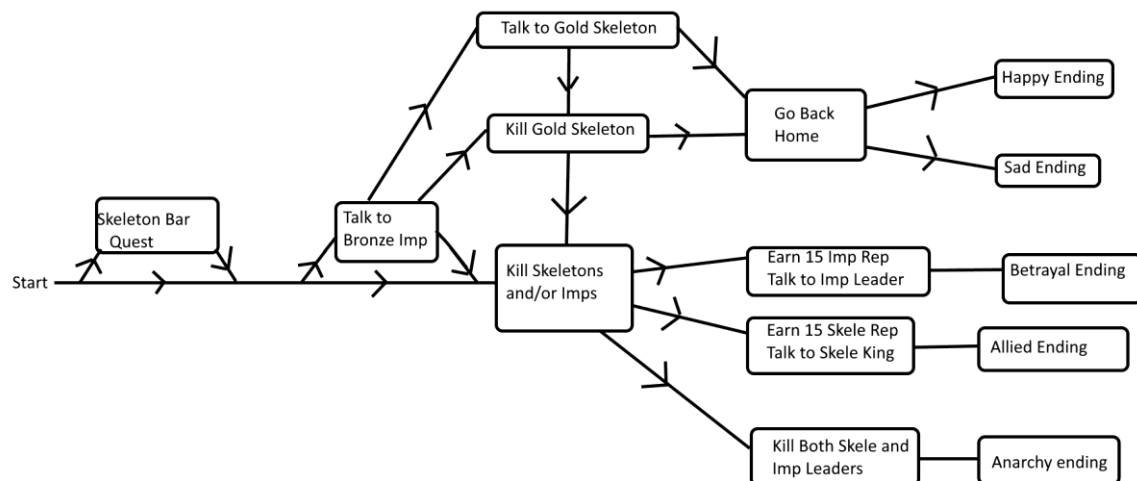
- **Make sure decisions impact the story clearly**

Each NPC killed tips the scale that is the player's reputation with each faction. As does the player's decided outcome of the side quests. The player can visually see they are affecting the narrative as the reputation is shown to them in the bottom left of the screen. The player will achieve one of several story endings depending on these factors.

- **Clearly reflect the moral of the story**

The fable that has inspired us for this game narrative is The Wolf and the Crane. The Imps are portrayed as the 'wicked' in this game and if the player serves the wicked, they are not rewarded with a good ending. The character's dialogue often gives hints towards the imp's wicked role. The moral is reflected in the ending the player experiences.

## Narrative Structure



The narrative structure is based entirely on optional interactions between the player and NPCs. The player may talk to any Imp or Skeleton they wish to and hear what they have to say, or not at all. This can be done in any order whatsoever.

Completing quests or killing NPCs will earn reputation with either the Imps or the Skeletons. When enough reputation has been gained with one faction, you will gain their leader's trust and unlock an ending. There is a secret ending to be unlocked as well as 2 different endings as a result of an optional side quest.