1. Generate a video game concept. Create a simple, linear story for the game concept. Next create a simple, non-linear story.

**Linear-**

You are Eddie. In this 2D Scroller, you have been sent to hell, but it’s not your time yet. Fight through the levels of demons, using your guitar, and the power of METAL to defeat Satan and return to earth to keep rocking!

**Non-linear-**

You are Eddie. In this RPG Adventure, you have been sent to hell, but it’s not your time yet. Fight through the open world of demons, using your guitar, power-ups, and the power of METAL to defeat Satan and return to earth to keep rocking!

1. What did you notice was different with the two

-linear=much more basic; simple because predetermined

-non-linear=more ideas; harder to orginze but makes for more possible outcomes

1. What specific story elements and features were debated for non-linear vs. linear?

-what types of things happen after choices are made for non-linear

-what the basic plot was for linear

1. For the two stories, design some rudimentary core mechanics.

Linear- This is a 2D scrolling game with left, right, jump, attack, special attack controls.

Non-linear- You must complete a series of miniquests, along with the main storyline. The decisions you make will help you level up, and potentially change the outcome of your character. Different quests will give you special upgrades to develop your characters playing style.

1. Briefly describe how different

-Linear is a simple game geared towards nostalgic gamers. It would be very simple to produce comparatively.

-Non-linear allows for the game to become more complex, opening up to a more modern style of RPG gameplay. The game will be significantly more difficult to produce in almost all aspects.