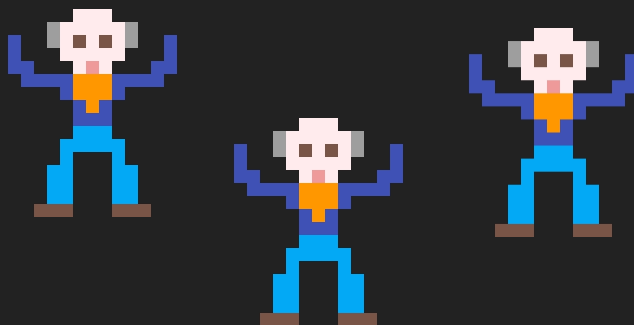


Be Ready to Present Your Progress!



Narrative Mechanics

3 Minute Chat

Talk amongst the people around you:

What are some games where the story
is told/experienced through the mechanics.

Game Examples

Missile Command

Missile Command

No win state - There is no winning in a global nuclear war.

Limited counter missiles - Have to make difficult choices of who to save and who to sacrifice.

Small number of cities - **personal connection** with what you are defending (author based it on the California coastline)

<https://www.youtube.com/watch?v=noklGklnBGY&t=33s>

(should jump to 33 seconds into video)



Papers, Please

Papers, Please

Money earned based on number of people processed - tension between accuracy and speed.

Money is an important resource - Tempted to risk taking bribes, want to do a good job.

Bribing entrants can be terrorists - Taking bribes is risky to you and your family.

New processing rules are added throughout the game - Authoritarian bureaucracy of a police state.



<https://www.youtube.com/watch?v=QP5X6fcukM>

The Witness

The Witness



“One of Jonathan Blow’s goals for The Witness was to explore the types of non-verbal communication that can be achieved by the medium of video games, an exploration he felt to be important to understanding them as an art form.”

[https://en.wikipedia.org/wiki/The_Witness_\(2016_video_game\)](https://en.wikipedia.org/wiki/The_Witness_(2016_video_game))

Access to puzzles you don’t know how to solve. You can explore and try other puzzles and come back to previous ones. Story is also told through audio log books that can be found in any order.

Game Play (turn speakers down)

<https://www.youtube.com/watch?v=vWG9Dobt4Wo>

Cart Life

Cart Life

Black and white - Bleakness of existence.

Repetitive mini games - Rote everyday routine.

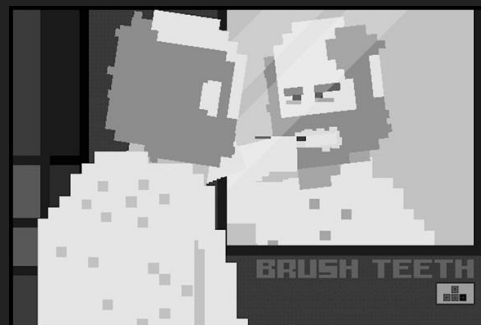
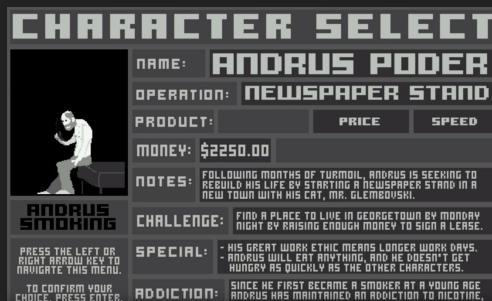
Manage food/sleep resources - Struggle with self care.

Manage time - Work takes time from being with loved ones.

<https://docubase.mit.edu/project/cart-life/>

<https://archive.org/details/cart-life-v1.6>

<https://www.youtube.com/channel/UCMLwWul9BvQPvHmvuwJj6zA>



Braid

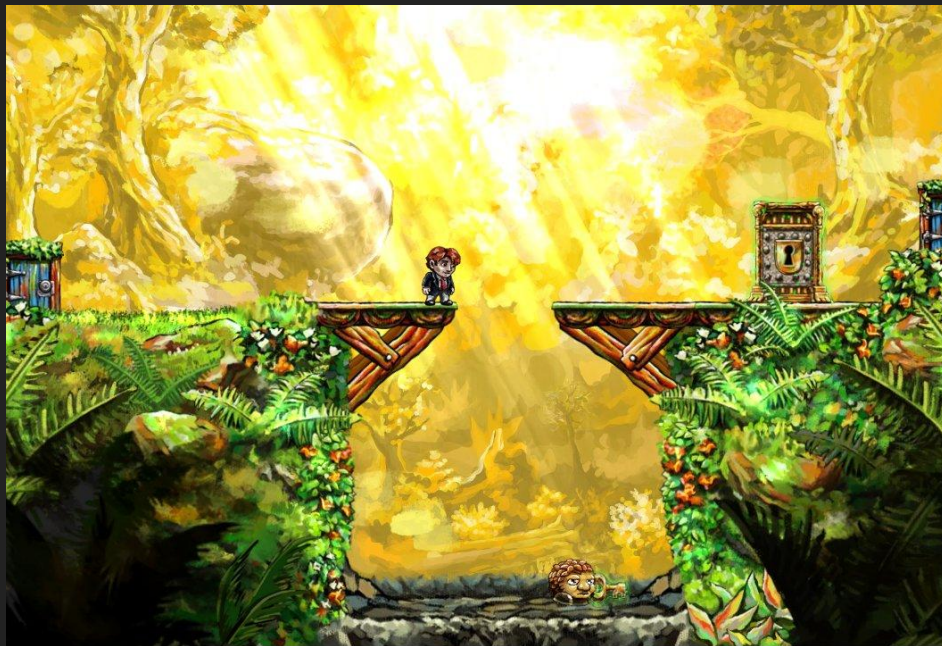
Braid

Primary mechanic is rewinding time.

The desire to undo mistakes of the past.

<https://www.youtube.com/watch?v=QxXkcg-stLE>

(jump to 4:25 to see time reversal)



Games with Narrators

Thomas Was Alone

Thomas Was Alone

"The initial concept of the game was created during a personal 24-hour game jam while Mike Bithell was working at Blitz Games in October 2010. Bithell based the game on the concept of friendship, and came upon the mechanics of using multiple blocks with different abilities as a means of representing this."

https://en.wikipedia.org/wiki/Thomas_Was_Alone

<https://www.youtube.com/watch?v=LKa75JB0PoE>

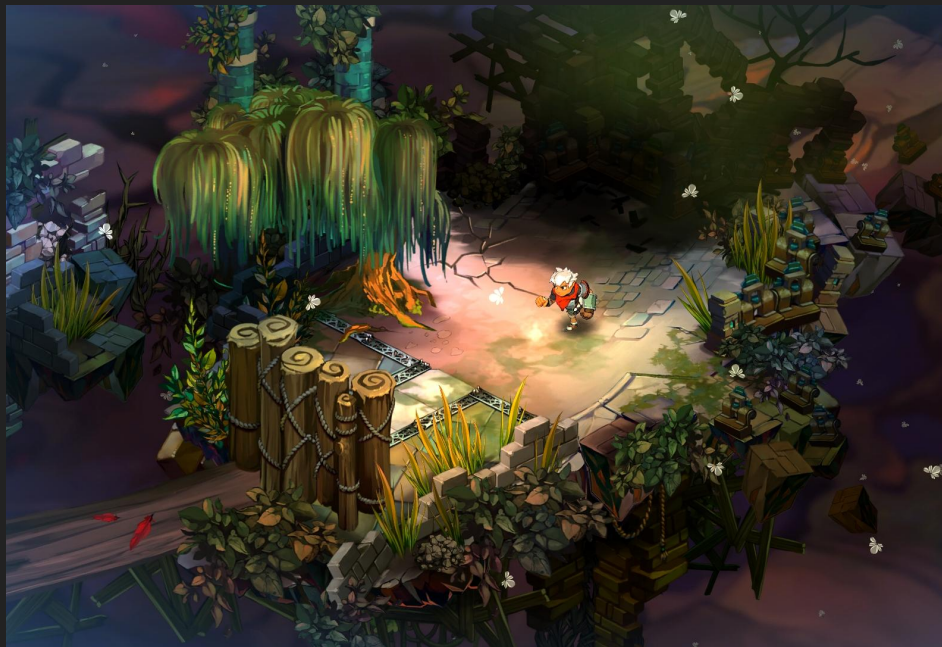


Bastion

Bastion

Narrator that hints at what to do and adjusts at run-time to player taking damage, defeating enemies, or just breaking stuff etc.

<https://www.youtube.com/watch?v=VZAuKkv4eZE>



Getting Started

Start with an emotion/feeling or “take away”

What kind of themes evoke that emotion?

Pick a few core elements iconic to that theme.

Define their relationships.

Define the player’s role in these relationships.

What decisions does the player have to make?

A good theme can take place in any setting!

(should not matter if it’s a space station or the wild west!)

Be prepared to cut back on because of limitations such as artwork needed.

Mechanics! Mechanics! Mechanics!

What mechanics can give the player the experience you want them to have.

Focus on your main mechanic!

Keep Going!

Continue working on your group project!

