

# Narrative and Setting

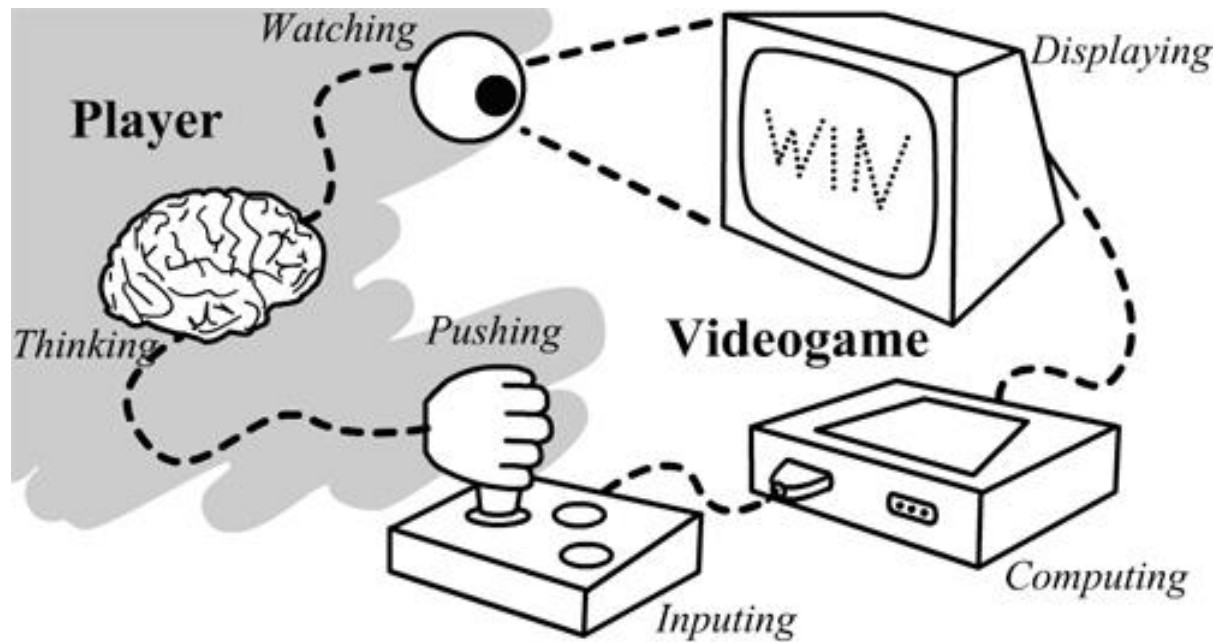
Jaanus Jaggo

# Gameplay

?

# Gameplay

How player interacts with the game world and how game world reacts to the choices player makes.



# Narrative

Books



ideas over time

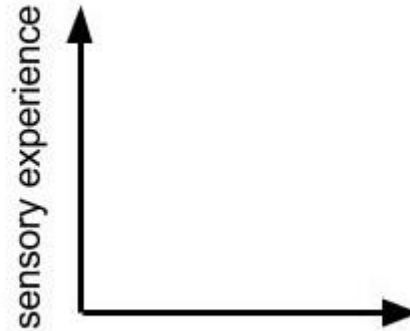
# Narrative

Books



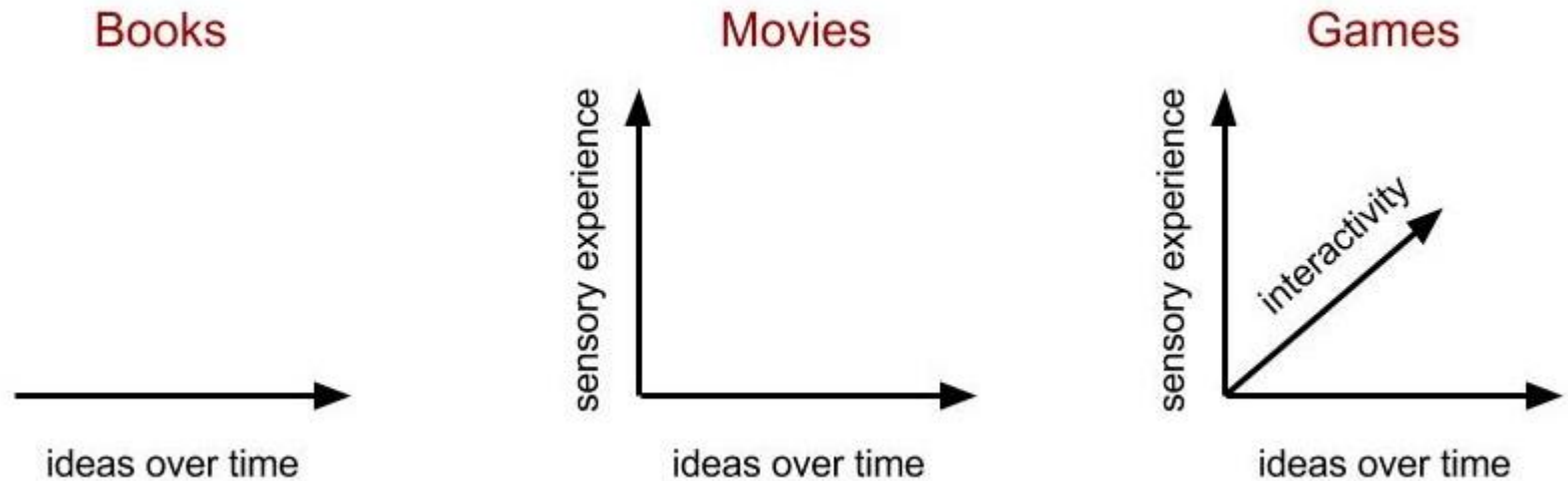
ideas over time

Movies



ideas over time

# Narrative



Game narrative: not just plot and dialogue but the structure of game design

# Explicit story and player story

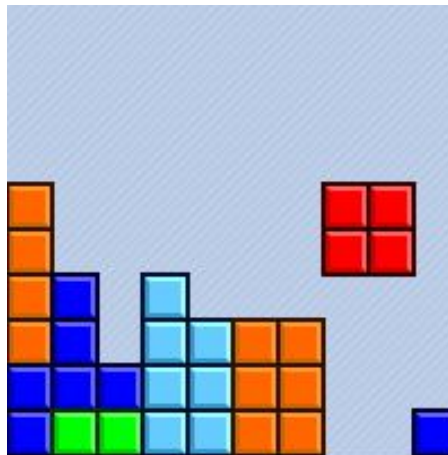
Kinds of narrative in games:

- Traditional narrative (plot, characters, dialogue)
- Player's personal experience

Good player story is the end goal, while the explicit story should support it.

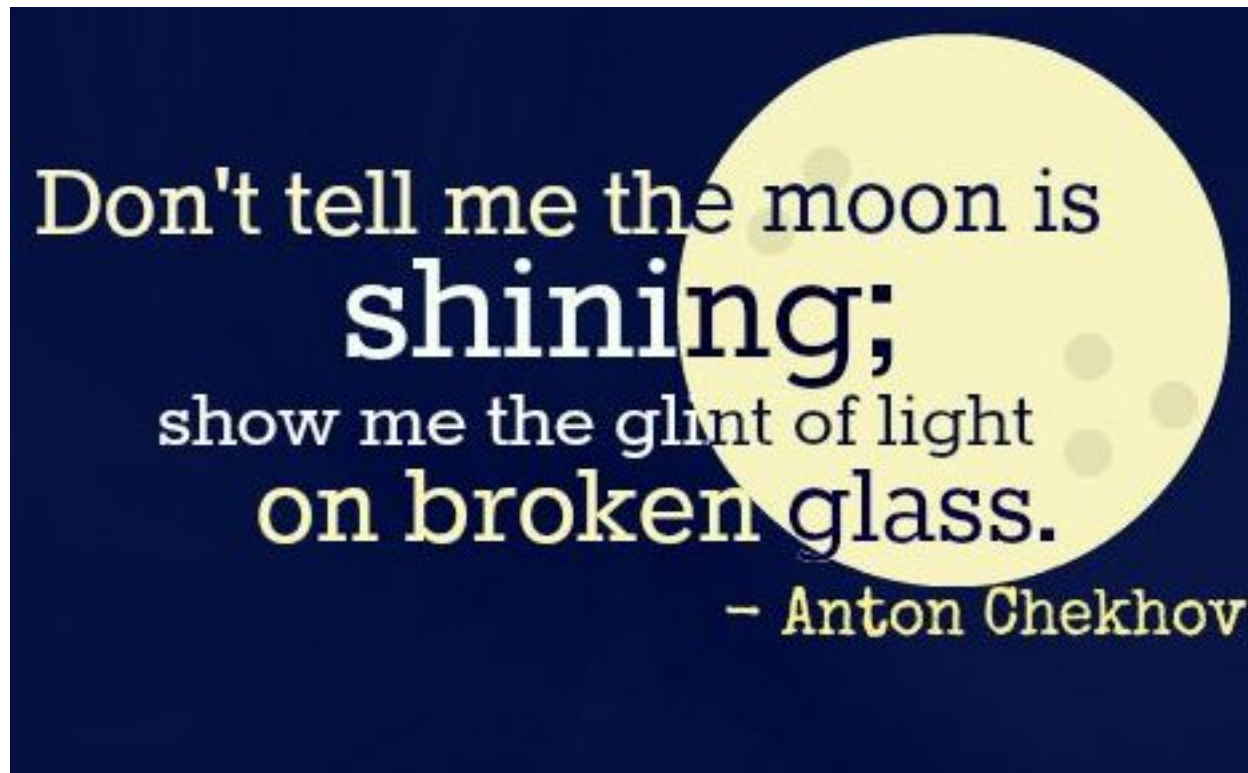
They should be indistinguishable!

## Player story in Tetris game?



# How to express the narrative

One basic principle in writing is to “show, do not tell”.



What about the video game?



# How to express the narrative

In games the principal is: “**do not show but let the player do it himself**”.

Example:

<http://www.youtube.com/watch?v=RJUz2By6SF0&t=3m30s>

<http://www.youtube.com/watch?v=Tvp6mo4H1X0&t=1m0s>

2016 ver 2007 game. Which experience was better?

# Putting the player in control

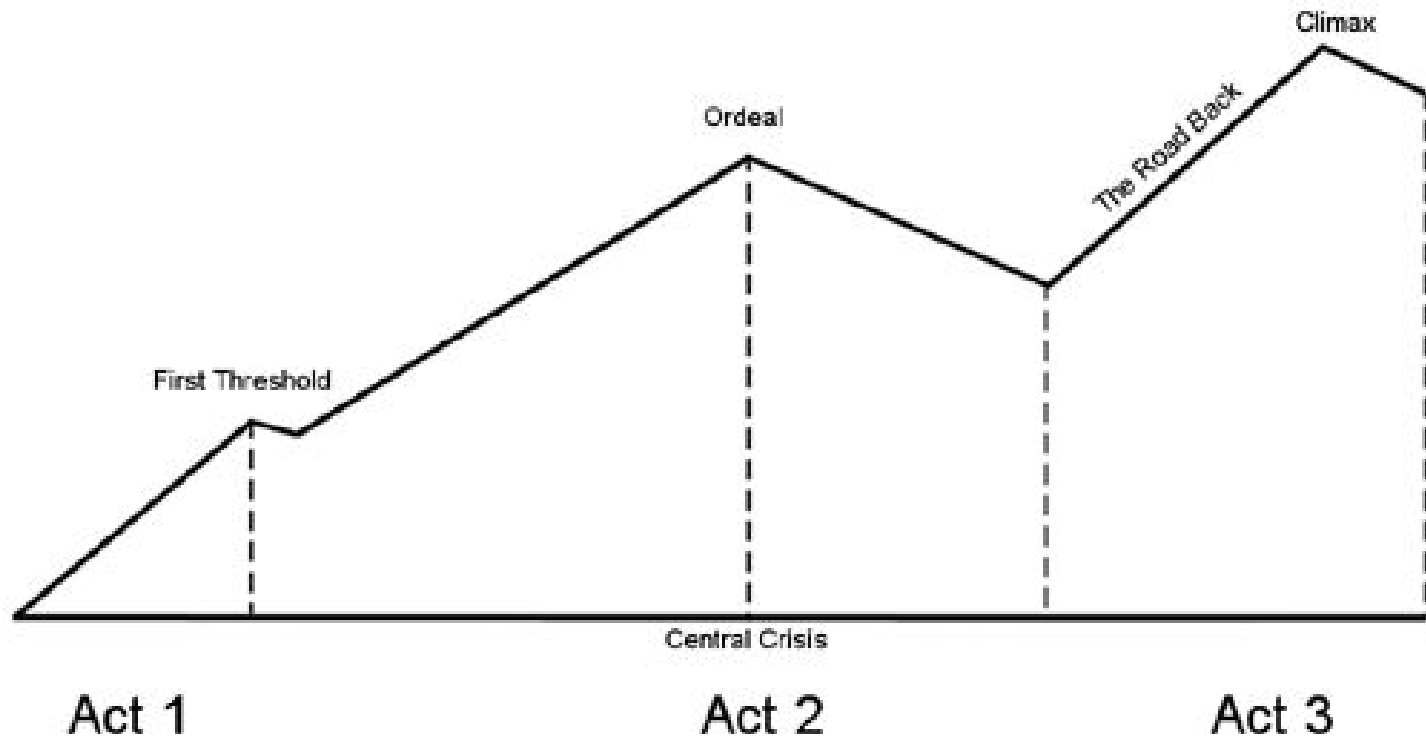
*You don't know the goal but  
you have directions*

In the game [Journey](#) the explicit story appears to be very loose.

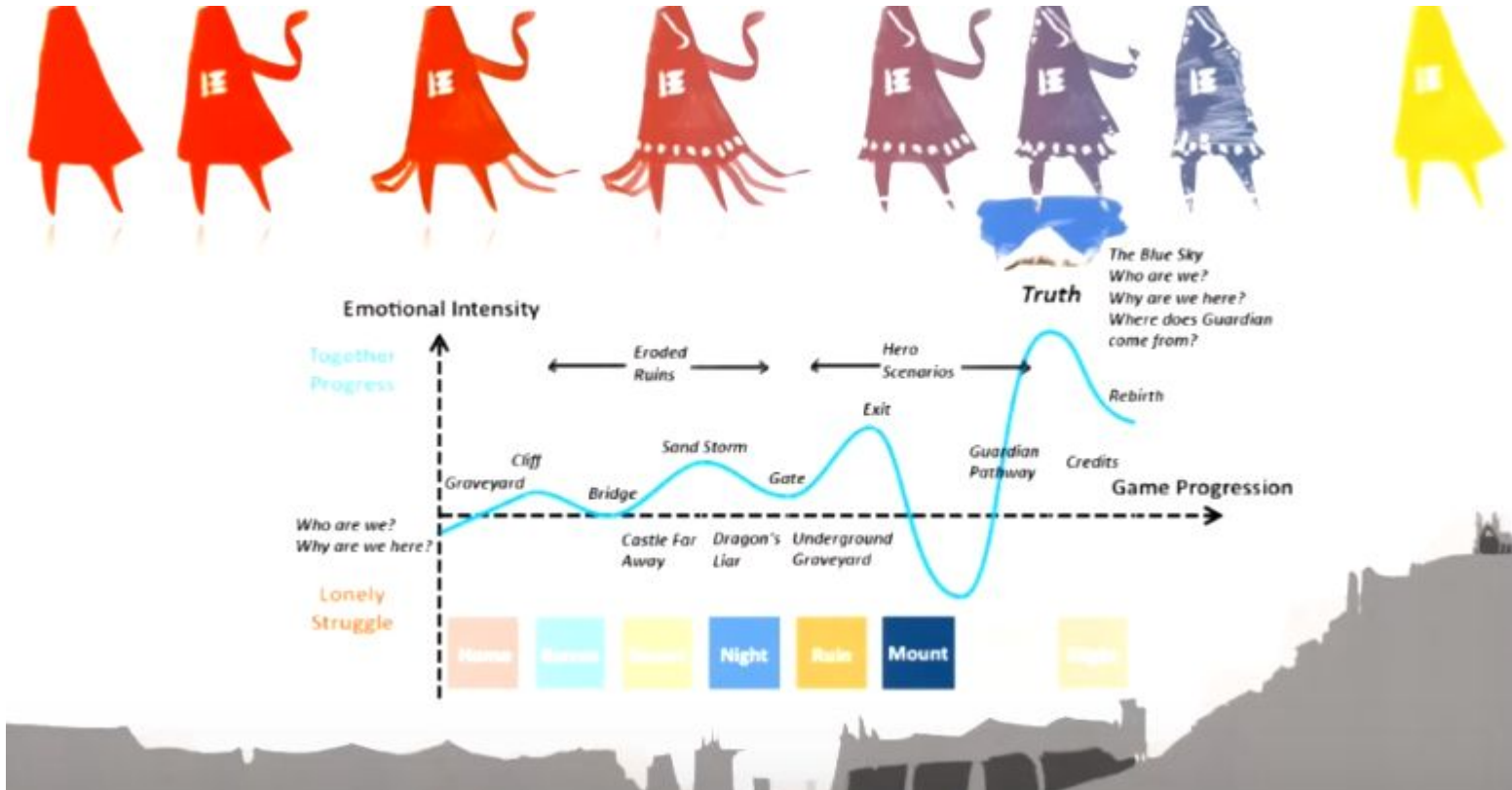


Those things that are missing will eventually emerge through the design of the game! More info: <https://www.youtube.com/watch?v=UGCkVHSvjzM>

# Three act structure



# Three act structure



# Player made stories

## Dwarf Fortress



Simple graphics

<http://dfstories.com/>

Rich gameplay

# Game design document

Guiding vision document created by dev. Team

Used to organize the efforts within the dev. Team

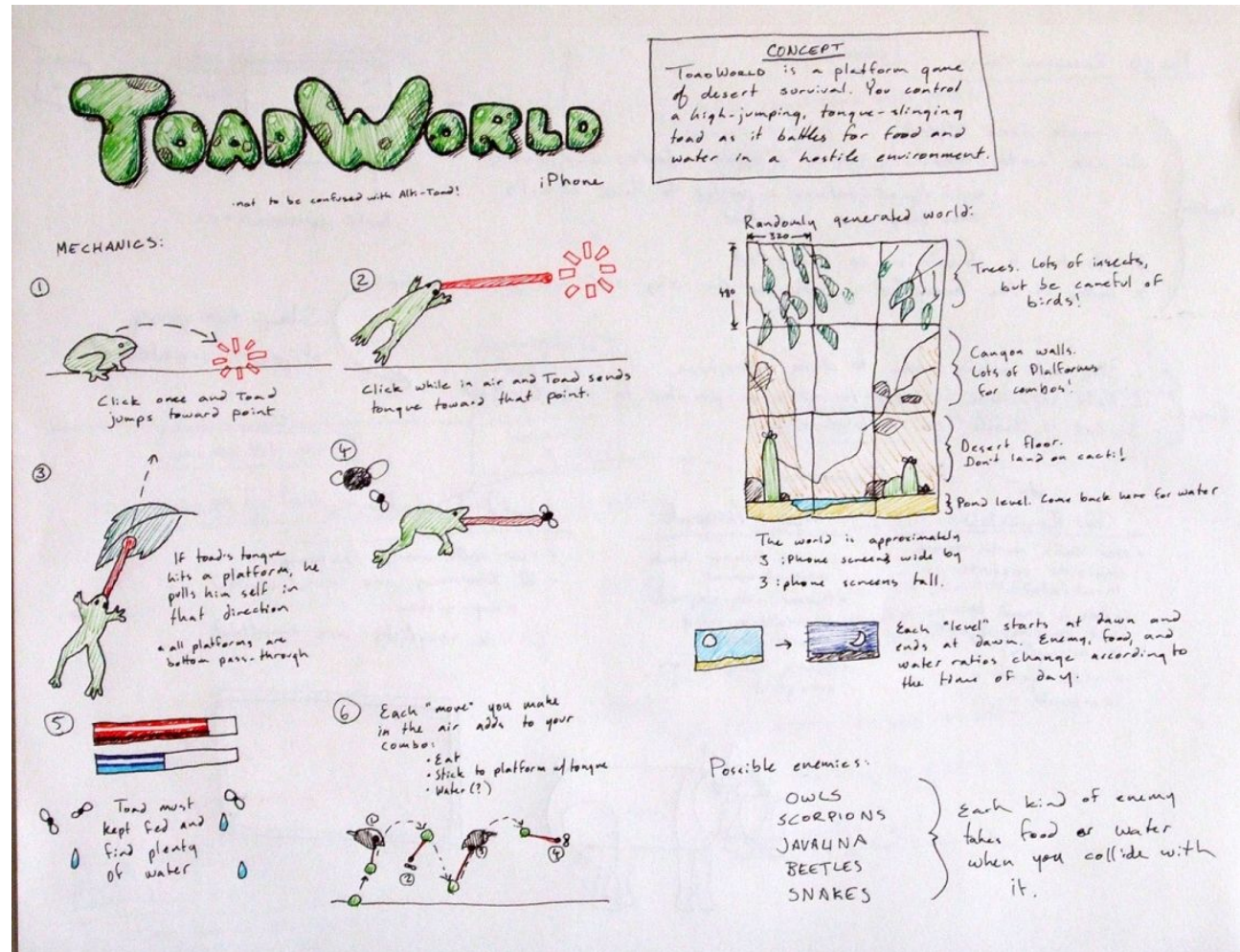
Tips:

1. Describe why you have done such design decisions.
2. Make it readable:
  - a. Plenty of white space
  - b. Paragraphs
  - c. Short lines of text
3. Prioritize - you should draw clear line between things that you intend to do and things that you'd like to do if you have some time left over.
4. Get into the details - readers can understand general things differently.
5. Illustrate your ideas - usually the rough sketches are enough.



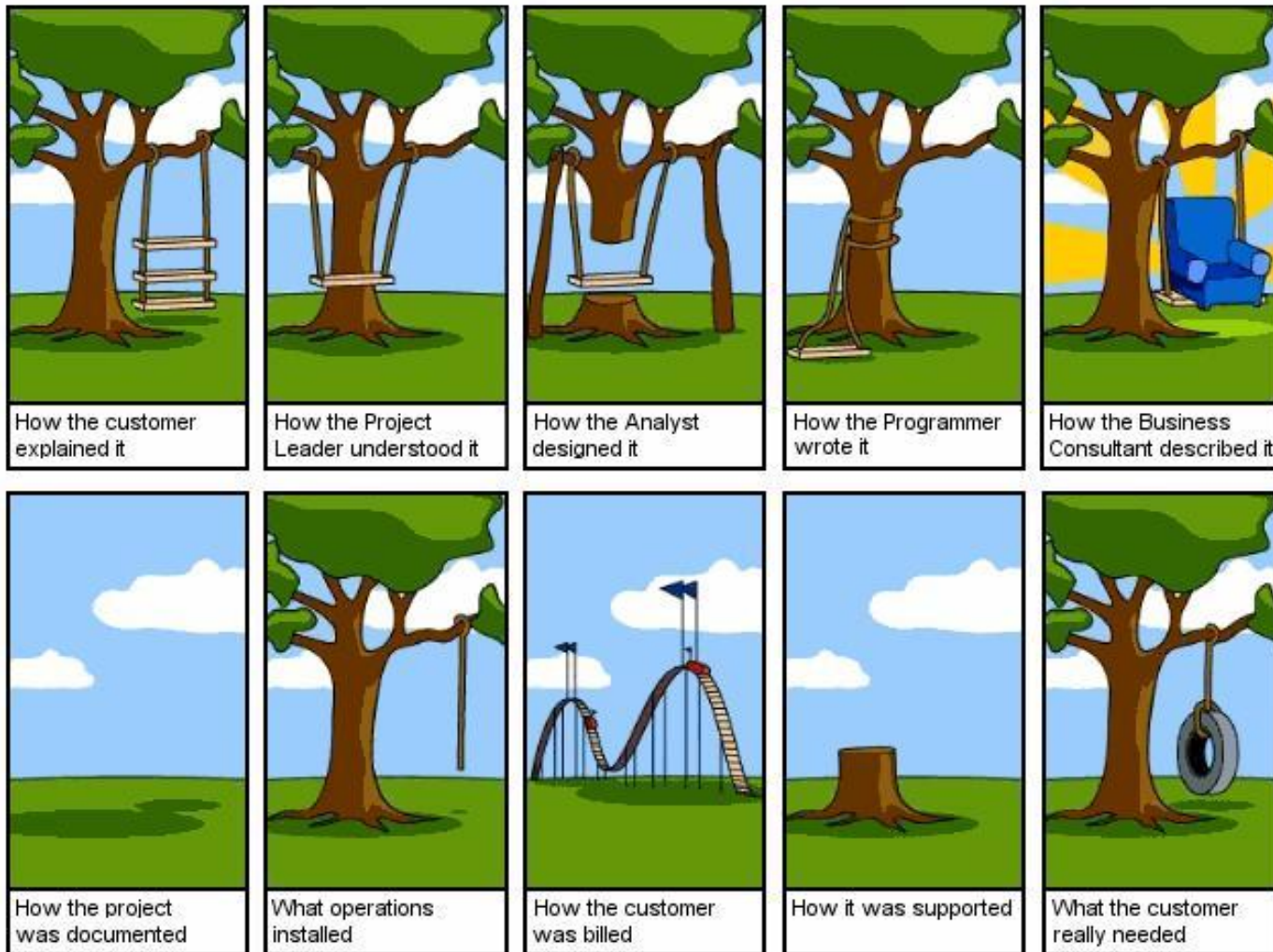
# Examples of game design document

- [Bioshock](#)
- [GTA](#)
- [Mythos](#)
- [PID](#)
- [Desert Blood](#)



Source: [http://www.gamedev.net/page/resources/\\_/business/practical-tips-for-independent-game-development-r2687](http://www.gamedev.net/page/resources/_/business/practical-tips-for-independent-game-development-r2687)

# The common problem in software engineering





# Design document task

Fast paced 3-rd person action shooter game!

Player uses different firearms to kill the monsters.

The player can get upgrades.

The game has procedural generation.

1. Is it 3D or 2D?
2. Where the game takes place?
3. What kind of monsters there are?
4. What resources player collects?
5. How the player gets upgrades?
6. What is procedurally generated?

# The game I meant



# Psychological task

Wolfgang Köhler (1929)

Assign the name for the graphs.

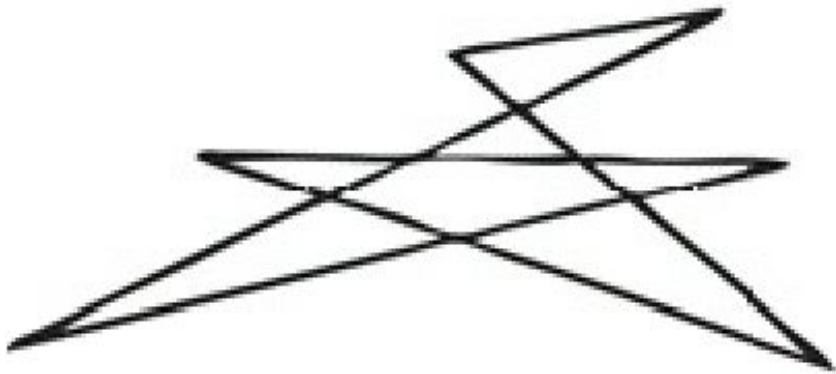
Available names:

- Maluma
- Takete

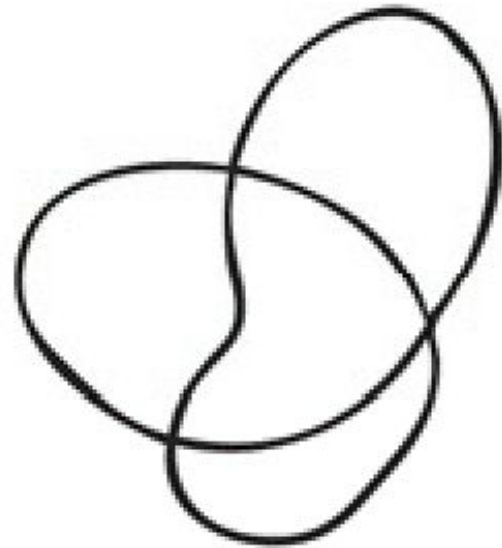
# Psychological task

Wolfgang Köhler (1929)

Assign the name for the graphs.



A



B

# Homework

Watch the presentation: [Designing Journey](#)

**Create a design document about your game (PDF format).  
You can do it in pairs!**

Following details:

- Title of the game
- Short description about the game
- Main gameplay mechanics
- Narrative
- Art choices
- Scope

**Prepare to present your game design next lecture:  
5 minutes 3-5 slides!**

# Bonus task

in case we have time left over

Design a character for post-apocalyptic game:

- Gender
- Origin
- Positive traits
- Negative traits
- Appearance

