Narrative and Setting

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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

Movies

ideas over time

sensory experience

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”.

Don't tell me the moon is shining; show me the glint of light on broken glass.

— Anton Chekhov

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

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](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

How the customer explained it
How the Project Leader understood it
How the Analyst designed it
How the Programmer wrote it

How the project was documented
What operations were installed
How the customer was billed
How it was supported

What the customer really needed
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

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 groups!

Following details:
- Title of the game
- Short description about the game
- Main gameplay mechanics
- Setting
- Art choices
- Scope

Prepare to present your game design next lecture: 5 minutes 3-5 slides!
Bonus task in case we have some time left over

Design a character for post-apocalyptic game:

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