

STRING OF PEARLS



(cutscene, test, etc)
→ : non-interactive story

⊙ : free movement w/ control & goal

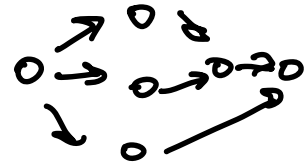
STORY MACHINE



no goal in mind but enables and provide platform for users to generate their own story



COMBINATION EXPLOSION
(too many combos)



PROBLEMS

✓
~~MULTIPLE ENDINGS~~
↓ ONLY WANT BEST END ↓ HAVE TO REPLAY

↓ NOT ENOUGH VERBS

↓ NO SUPPORT FOR CHARACTER CHOICES

↓ TIME TRAVEL

TIPS

- 1) Goals, obstacles, conflicts
- 2) Make it real
- 3) Simplicity & Transcendence
- 4) Consider Hero's Journey
- 5) Put story to work
- 6) Keep world consistent
- 7) Make story Accessible
- 8) Use Cliche's judiciously
- 9) Map Bring story to life