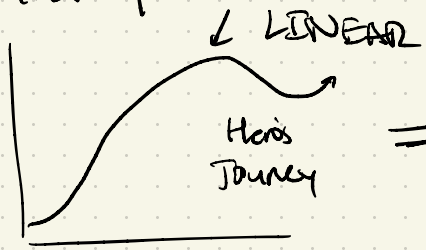
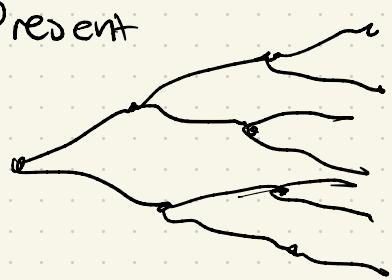
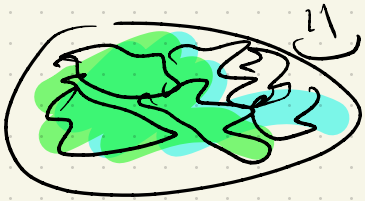
History

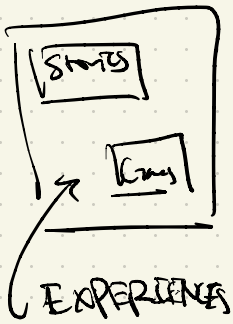


Present

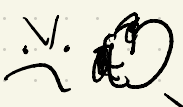


SHAK





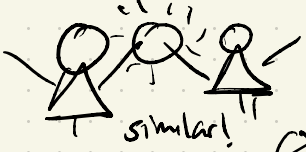
Interactive



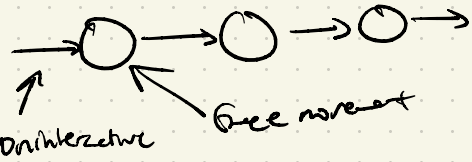
vs

traditional

Wrong

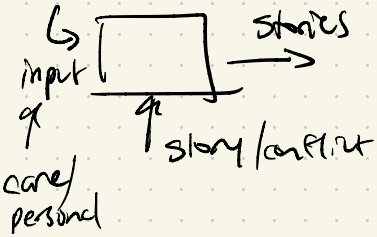


The string Model



These are aligned!

Story Machine



The Problems

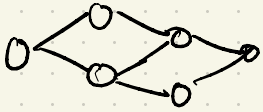
1. Good Stories Have Unity

Problem carries

crafted as a unit

through

2. The Combinatorial Explosion



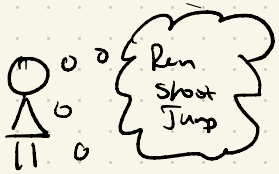
↳ fusing outcomes leads to loss of meaningful choices

3. Multiple Endings Disappoint

"Real Endings" ← → Multiple Playthroughs

Repeated content feels tedious!

4. Not Enough Verbs



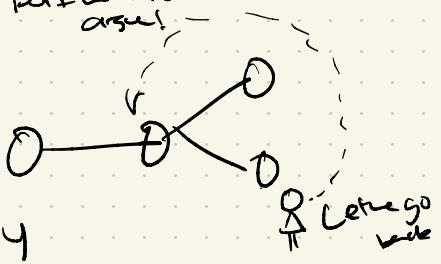
But I want to argue!

5. Time Travel Makes Tragedy Obsolete

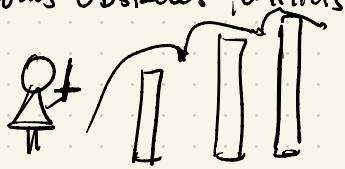
Games give → FREEDOM

→ CONTROL

but then why → INEVITABILITY



Goals Obstacles & Conflicts



Make it REAL

← hostile as real as real world

Simplicity & Transcendence

↓ Games simpler than real world

↓ Player is more powerful than in real world

Hero's Journey

FLEXIBLE accessible!

CONSISTENT

→ through