

Real World Method 1: String of Pearls



fixed goal
in mind
with free movement
and control

[Dominant in video games] vs

Real World Method 2: Story Machine

↳ Generating sequence

→ Game producing them instead of
having a story in mind

eg. The Sims

Ask yourself these questions

Art of Game Design

① When players have different choices about how to achieve goals, new and different stories can arise. How can I add more of these choices

② Different conflicts lead to different stories. How can I allow more types of conflict to arise from my game.

③ When players can personalize the characters and setting, they will care more about story outcomes, and similar stories can start to feel very different. How can I let players personalize the story?

④ Good stories have good interest curves. Do my rules lead to stories with good interest curves?

⑤ A story is only good if you can tell it. Who can your players tell the story to that will actually care?

“Story & Gameplay are like oil & vinegar.
Theoretically, they don't mix, ...
shake them good ... a pretty good
salad”

Story Tip

#1: Goals, obstacles and conflict

#2: Make it real.

#3: Avoid simplicity and transcendence

#4: Consider the Hero's Journey

#5: Put your story to work

#6: Keep your story world consistent

#7: Make your story world accessible

#8: Use clichés judiciously

#9: Sometimes a map brings a story to life

Problems:

① Good stories have unity

↳ branching path ending up feeling kind of watery (with too many endings)

② Combinatorial explosion

↳ how meaningful can these choices have been if they all lead to the same conclusion

③ Multiple endings disappoint

↳ “Is this the real ending?”

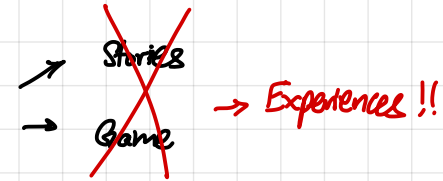
↳ “Do I have to play this whole thing again to see another ending?”

④ Not enough verbs

↳ videogame verbs (run, shoot, jump)

vs movie verbs (talk, ask, negotiate)

⑤ Time travel makes tragedy obsolete.



Non-interactive = passive



Interactive = active, involved

