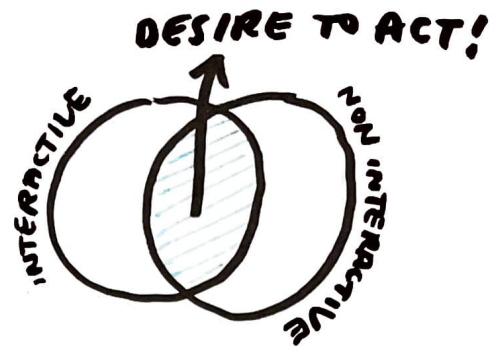


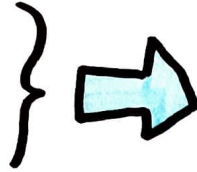
THE ART OF GAME DESIGN

STORY

by CYNTHIA



STORIES?
GAMES?



We just want to make an

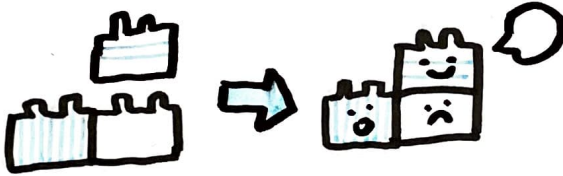
EXPERIENCE

METHODS:

STRING OF PEARLS



STORY MACHINE



PROBLEMS:

NEED UNITY



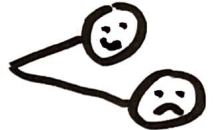
EXPONENTIAL OUTCOMES



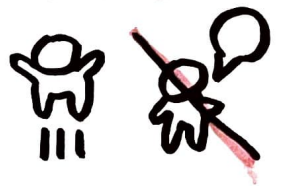
TRAGEDY CAN BE UNDOING



MULT. ENDINGS
DISAPPOINT



LIMITED VERBS



TIPS:

GOALS, OBSTACLES, CONFLICT



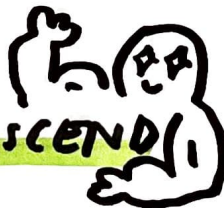
KEEP IT CONSISTENT



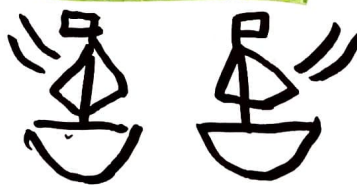
MAKE IT REAL



SIMPLICITY + TRANSCEND



MAKE IT ACCESSIBLE



USE CLICHE WISELY



MOLD STORY TO GAME



USE A MAP TO DRIVE IT

