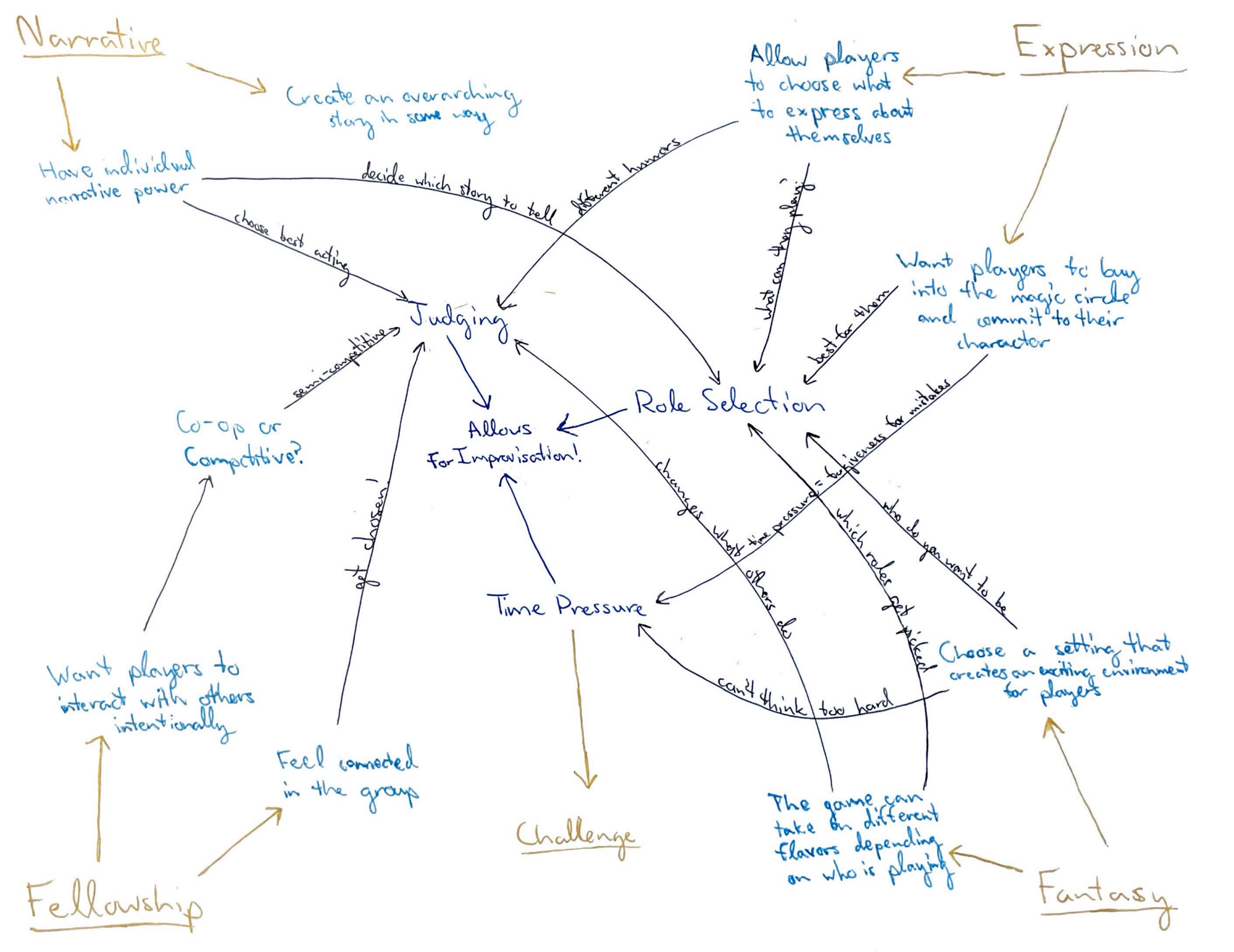
Narrative
Create an overarching story in some way
Have individual narrative power
decide which story to tell
different humans
choose best acting
Judging
Allow players to choose what to express about themselves
Expression
what can they play?
Want players to buy into the magic circle and commit to their character
best for them
Role Selection
semi-competitive
Co-op or Competitive?
Allows For Improvisation!
changes what time pressure = forgiveness for mistakes
who do you want to be
which roles get picked
others do
can't think too hard
get chosen
Time Pressure
Choose a setting that creates an exciting environment for players
Want players to interact with others intentionally
Feel connected in the group
Challenge
The game can take on different flavors depending on who is playing
Fellowship
Fantasy