



Fantasy
Adventure
Horror
Sci-Fi
War
Tolstoy
Literature

EX: God of War Drawing on Greek Myth
Compelling Spaces
Embracing Spatiality
Share'd Context
Genre Tradition
Themed Attraction Design
Texture
Sound
Structure

EX: Final Fantasy XVI
Tons of micro-narratives,
here of laid out story
Perform/Witness Narrative
Spatial Exploration
Plot Development
Micro Narratives
Side Quests
Plot Organization =
Geography Design

Not Pre-Structured
Created Through Gameplay
Allow Players To find own meaning
Urban Planning
EX: Minecraft
Game Space as Memory Palace

Non-Linearity
Story as spectator's mental map
Redundant
Story as set of facts
Encoded Into Mise-En-Scene
Distribute it across a game state
EX: Marathon (1994)
Game's narrative is entirely encoded into ship logs player can uncover