

A decorative graphic on the left side of the slide, consisting of a network of light blue lines and circles that resemble a circuit board or a neural network. The lines are vertical and horizontal, with some diagonal connections, and the circles are small and white with blue outlines.

DISCUSSION FGD – CHAPTER 11 STORYTELLING

The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or a network diagram. These lines connect to small white circles, some of which are larger than others. The lines are thin and sharp, creating a clean, technical aesthetic.

WHAT WAS THIS CHAPTER ABOUT?

SUMMARY



WHAT MAKES A GOOD STORY? WHAT IS AN INTERACTIVE STORY? WHAT IS NARRATIVE?

DESIGN RULE: NONINTERACTIVE SEQUENCES MUST BE INTERRUPTIBLE

DESIGN RULE: DO NOT SEIZE CONTROL OF THE AVATAR



The background is a solid dark blue color. In the four corners, there are decorative white line-art elements that resemble circuit traces or branching paths. Each path starts from the corner and moves towards the center, ending in small white circles. The paths are composed of straight lines and right-angle turns.

WHAT IS THE DIFFERENCE BETWEEN DRAMATIC TENSION AND GAMEPLAY TENSION?

DESIGN RULE: RANDOMNESS AND REPETITION DESTROY DRAMATIC TENSION

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WHAT IS A STORYTELLING ENGINE, AND HOW DOES IT RELATE TO OTHER PARTS OF A GAME?

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WHAT ARE THE KEY DIFFERENCES, PROS, AND CONS OF LINEAR AND NONLINEAR STORIES? WHAT DIFFERENT FORMS DO NONLINEAR STORIES APPEAR IN?

DESIGN RULE: BE CLEAR ABOUT CONSEQUENCES

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WHAT MECHANISMS MIGHT YOU USE TO
ADVANCE A PLOT? HOW MIGHT YOU IMPLEMENT
THEM?

The background is a solid dark blue color. In the four corners, there are decorative white line-art patterns that resemble circuit board traces or neural network connections. These patterns consist of straight lines of varying lengths and angles, ending in small white circles. The patterns are most prominent in the top-left and bottom-left corners, and less so in the top-right and bottom-right corners.

WHAT ARE THE EMOTIONAL LIMITS OF INTERACTIVE STORIES?

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HOW DO YOU DESIGN FOR SCRIPTED CONVERSATIONS AND DIALOGUE TREES?

ANYTHING ELSE TO NOTE FROM THIS CHAPTER?

The image features a dark blue background with white, stylized circuit board traces in the corners. These traces consist of straight lines of varying lengths and angles, ending in small white circles, resembling electronic components or connections. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

FREE TIME