

Inside Game Design...

Lesson 20: Stories in Games

Table of Contents

1. Essential Question
2. Games and Story
 - a. Stories Need Change
 - b. Conflict in Stories
 - c. The Gap Between Expectation and Result
3. The Major Dramatic Question
4. Your Turn

Essential Question

How does a good game narrative start? How is it developed?

Games and Story

While everyone should read through this lesson, the information in it is of particular importance to the team member who is writing the game narrative.

In past lessons, you learned that a story begins with actions and emotions. From there a storyline, called a spine, emerges. Games can be the vehicle for telling great stories.

Take a look at this video. As you watch it, think about ways to build the story spine for your game.



©Zulama, 2016

Description

Stories in games can be controversial.

Lesson Specific College and Career Readiness Standards addressed for your state can be found [here](#).

Materials

None

Notes/Lesson Plan

Gameplay vs. Story is a big debate.

Assignments

[Change and Conflict](#) Discussion

[Retell a Game Story](#) Activity

[Add Assignment](#)

[Manage Assets](#)

Change and Conflict

Description

"Story is change due to conflict."

Explain this statement for Lesson 20. Give an example to support your explanation.

Instructor Note

Use the Discussion Rubric for assessment.

Answer:

[Save](#)

Retell a Game Story

Description

Write a one-page essay in which you retell the story of a game you like. It can be any game story, but tell it as if the audience does not play games.

Instructor Note

You are looking for how the student handles the translation from the game environment to the fictional environment; how well does the story hold up retold in this way?

Use the Essay Rubric for assessment.

Question 1:

Tell the story without using game vocabulary. For example, instead of writing "The player then goes up a level" you would write "Ben travels to a new part of the world he has never seen before."

[Save](#)