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# DevLUp FSU



## GBM #9



November 7, 2024



**Welcome!**

# Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	(No Meeting)	Hurricane	
3 Oct	6	Intro to 3D Modelling in Blender		Jake, Parker, Emma
10 Oct	7	Blender Animations		Ares
17 Oct	8	Blender Materials		Parker, Jake
24 Oct	9	Pixel Art		Ares, Emma
31 Oct	10	Tile Maps	Game Jam!	Jake, Ares
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

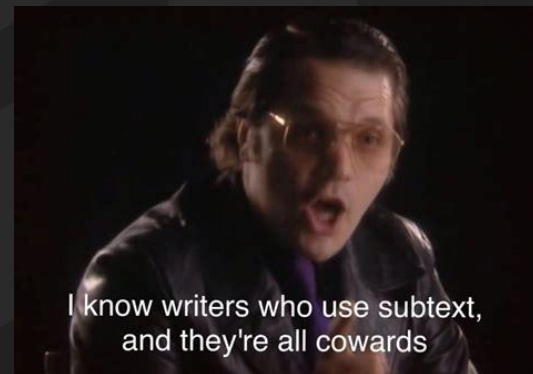
#👁👁showoff **recap**

# MAIN TAKEAWAY

- Games are an interactive medium! You *\*cannot\** make a narrative like a book or a movie and expect to be particularly successful.

# So you wanna be a narrative designer...

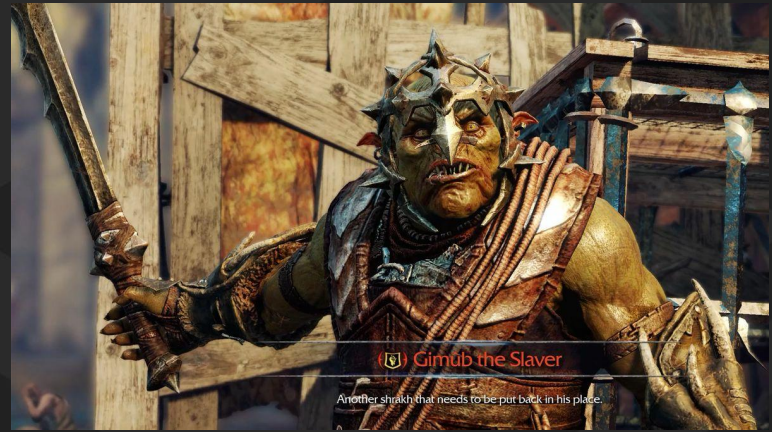
- Unfortunate!
  - Writers mostly found internally womp womp
  - Get ready to be bullied by producers nerd
- You can't \*just\* be a writer, narrative design is design



# How is writing design??

Example: Nemesis system (Middle Earth)

- Procedurally generated, named enemies
- Persistent
- Reactive
- Emergent narrative!



This is a very “design skewed” example, but a narrative designer might:

- Have input on pacing/ story structure
- Work on dialogue to sell the system’s impact

This system creates a unique narrative experience for each player (to some extent) that is based on their actions

# Narrative and game design should reinforce each other

- One might be more dominant, that's ok
- Narrative can
  - Contextualise mechanics and systems
  - Be used as a design tool to lead the player
- Systems/ Mechanics can:
  - Reinforce narrative themes through gameplay



# How can we think of different types of narrative?

- Linear vs Non-linear
- Interactive vs Non-interactive/ static
- This is really a spectrum not fixed categories

# Examples of game narratives:



# How can we use these?

- Linear + Non-Interactive: IMO don't, if you must it's going to be more similar to writing a film i'm not talking about it.
- Linear + Interactive: Branching paths, character decisions.
- Non-Linear + Non-Interactive: Events don't happen in fixed order, but besides order are minimally impacted by player ("modular narrative")
- Non-Linear + Interactive: Hard! Lots of options though:
  - Strong reactive characters/ factions
  - Emergent narrative, proc gen
  - Environmental storytelling!



# Side-note: who is the player character?

## Static, Dynamic, or Blank Canvas

- **Static:**

- A static player character is written with traits and an arc that will \*not\* change based on player behaviour

- **Dynamic:**

- A dynamic player character responds to the actions of the player: decisions might change their arc, traits, etc.

- **Blank Canvas:**

- A blank canvas player character has no real traits or arc, and is just a vessel for the player to experience a story happening around the character (think Pokemon)



# Environmental Storytelling

What is environmental storytelling?

- using the game world to convey story elements

For example:

- Objects, settings, hidden messages that all hint at the history and lore

This type of storytelling has an impact on immersion and peaks player curiosity

- Fallout :0000 great example of this
- Don't starve



# Activity: YOU are a narrative designer!

- Build a narrative/ world based on game mechanics
  - Split into groups
  - Get assigned a “game”
  - Make story outline, world, protagonist and antagonist (if needed) that showcase the game design based on the mechanics!
    - Decide: Narrative or Design dominant? Linear? Interactive? What kind of Player character?
    - Try to contextualize mechanics, build themes etc!
    - Think about environments!
    - Maybe assign different group members to different tasks. Or don't.

# Game Jam Showcase!



# OrcAttack

<https://jake0822.itch.io/orcattack>

Made by:

- Jake Younan
- Dion Tryban
- David Berger
- LJ Dunphy
- Ares Gregory
- Cassidy





# Dr. Stacy and Dr. Rex and their Interdimensional Adventures

<https://jdevo.itch.io/drstacydrrex>

Made by:

- jdevo
- ballerbajan
- teplo255
- CaninBlue
- PixitDragon
- AstralEmerald
- Jacksondev131



# Kime Loop Traveler

<https://maybewhalen.itch.io/kime-loop-traveler>

Made by:

- Whalen
- David Marsh

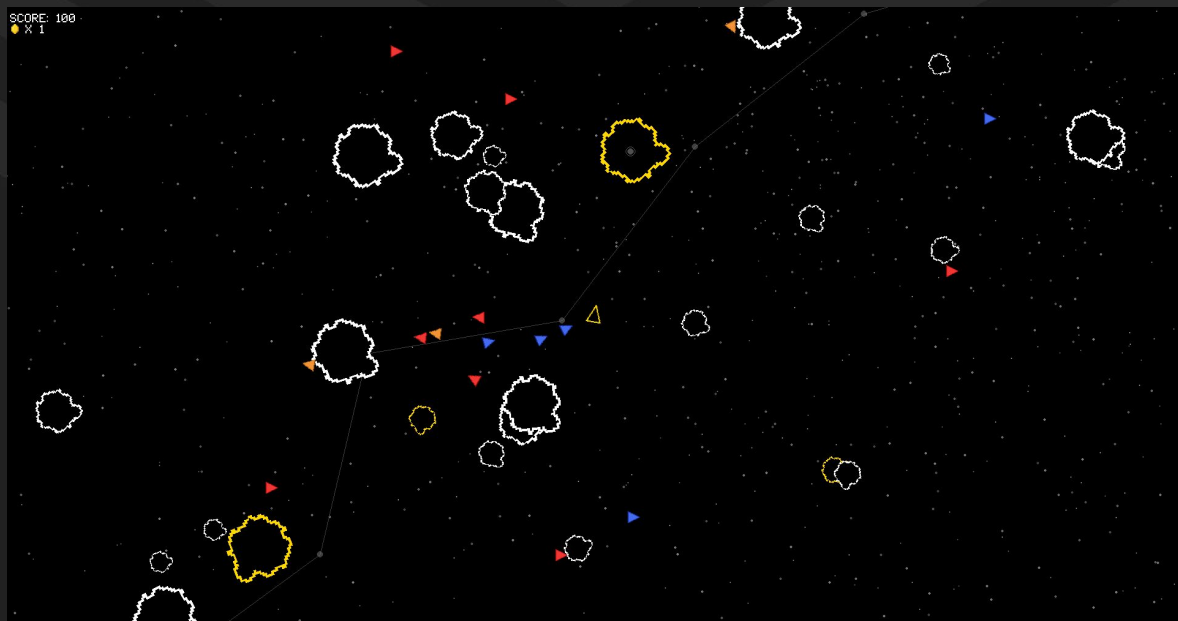


# Masteroids

<https://7limes.itch.io/masteroids>

Made by:

- Miles Burkart



# Exit Survey:



Fig. 1: *Homer dislikes exit surveys.*

