

**Join the Canvas!**



# DevLUp FSU



## GBM #8




### Mechanics vs. Narrative

Upcoming jams: Solodevelopment #9 (24th-27th)  
**23 October, 2025**

# Meeting Schedule

Date	GBM Title	Secondary Event	Presenter
28 Aug	(No Meeting)	(Involvement fair?)	
4 Sep	Hello! Introduction and Icebreakers		Everyone
11 Sep	Intro to Unity		Jake & Ares
18 Sep	Art on a Budget (or How to Use Free Assets)		Calvin
25 Sep	Intro to Git and How to Work Together		Jackson & Hailie
2 Oct	PlayStation Recruiter Talk		Milan Sewell
9 Oct	Materialising Game Design: Planning and Prototyping		Marsh
16 Oct	1-Hour Design Jam	DevilUp Horror Jam (17-19)	David
23 Oct	Mechanics vs. Narrative: an Exploration	DevilUp Horror Jam Showoff	Calvin
16 Oct	Intro to Blender Modelling		Jake & Ares
6 Nov	Linear Narratives and the Almighty Flowchart		Calvin
13 Nov	3D Animation		Jake & Ares
20 Nov	Puzzle Design		Marsh
27 Nov	Thanksgiving		Squanto
4 Dec	What Have We Learned? A Discussion	Project milestone	Everyone
11 Dec	Finals Week!		No one?

#  showoff

# Lesson Plan

- What's the conflict of mechanics and narrative?
  - ◆ Examples
- **DEVILUP** showcase + discussion

# Mechanical Focus

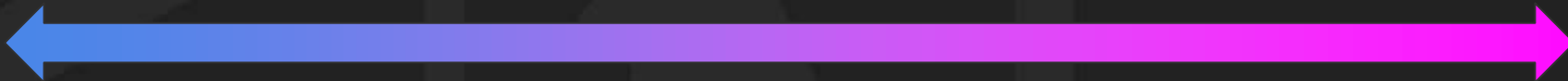
How the player *interacts with* the game

Controls, gameplay, ease and frustration, external logic

# Narrative Focus

How the player *interprets* the game (sorta)

Visuals, audio, worldbuilding, characters, internal logic



*These are two sides of the same coin—a good game uses both!*

# Example: Drawers and Chests

Less frustrating to find what you're looking for  
...*but* implies the character / location stores nothing else



- Don't show the inside
- Highlight what's useful
- Make everything usable
- Justify emptiness



Gives worldbuilding and character insight  
...*but* makes it frustrating to find what you need



# Example: Inventory Space

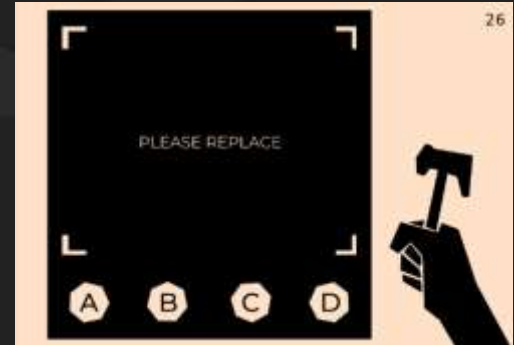
Makes it easy to store and use items  
...*but* is absurd in-universe



- Leverage resource management
- “Bags of Holding”
- Make fun of it



Makes logical sense in-universe  
...*but* makes item usage inconvenient



#



# DEVILUP SHOWOFF

*(and we'll talk about mechanical and narrative choices)*