

Join the Canvas!



DevLUp FSU

GBM #8



Mechanics vs. Narrative

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

Meeting Schedule

| Date | GBM 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? |

#**00showoff**

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



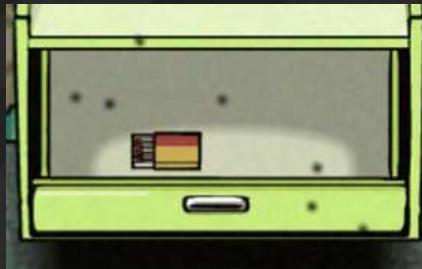
These are two sides of the same coin—a good game uses both!

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

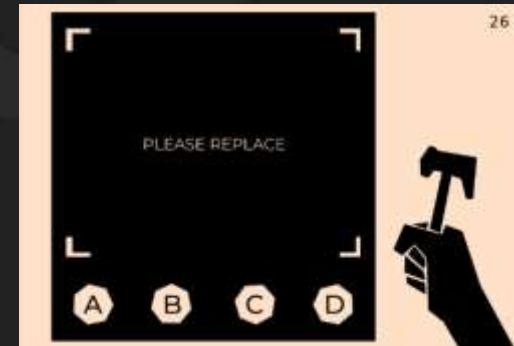


Example: Inventory Space

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)