Intro to Game Design
Shaping Narrative in Games

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Mondays & Wednesdays 9:30 AM-12:15 PM

Instructor: Naomi Clark
nmc5@nyu.edu / naomi@halfrobot.com

Teaching Assistant: Angela Lee
al4317@nyu.edu
Another reason for story: rationalizing gameplay
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Story elements and gameplay elements in harmony...
... or not? Unlikely combinations
The Complexity of Procedural Representation in Play

NIP REPRESENTS BITE

BUT ALSO IS NOT A BITE

NIP DOESN’T REPRESENT WHAT THE BITE REPRESENTS

The point of play or simulations? Stands for a thing but is in some ways the opposite of the thing: playful not serious, safe not dangerous
Shaping Narrative: Physical Feel + Social Dynamics = Drama!
Shaping Narrative: Representation via Mechanics

• 3 boats per player
• Roll die & move a boat forward
• Tie up at dock, score that # pts.
Shaping Narrative: Representation via Mechanics

- **Good Wind**: move a boat to join the next boat up
- **Ill Wind**: move opponent’s boat to next boat back

- **Sandbar**: stops movement
- **Waves**: land here, +3 forward
Shaping Narrative: Representation via Mechanics

After one turn each, river flows.

Any boats left behind here “fall off the waterfall” and are gone forever.
Shaping Narrative: Where we left off

What characters can do
...and ramifications of those actions.
The verbs of your story.

Goal:
Kill all the zombies and stay alive! You lose if a zombie is in your square at the end of your turn.

Set Up:
Place your character in the center of the board. Place 24 zombies along the edges of the board.

Turn Order:
1) Zombie Phase. Roll a 6-sided die.
   1-4: All zombies move 1 square in the specified direction. Zombies won't move off the board and only one zombie can occupy a square.
   5-6: Brains! The 4 closest zombies in your same row and column move 1 square toward you.

2) Character Phase.
   Insert your rules here.

3) Death!
   If a zombie is in your square then you die. Otherwise start the next turn.