Project 2: Narrative Play

In this project you will design, implement and playtest a game that generates one or more stories through interaction with a player engaged in playing the game. Your game should be a vehicle for exploring issues involving the relation between gameplay and storytelling.

1. **Game Description (10/1/13):** Carry out a brainstorming process (Fullerton, Ch. 6) to generate ideas. Write two-paragraph game description including the following:
   a. Description the narrative/story aspects of your game; the manner in which they are communicated to the player; and the degree to which player choices can impact the direction and outcome of the story.
   b. Description of the gameplay mechanics and dynamics in your game, along with a discussion of the ways in which the gameplay and narrative support or otherwise relate to each other.
   c. Drawings of characters and/or game levels sufficient to illustrate your descriptions.

2. **Design Document (10/10/13):** Prepare a Design Document (Fullerton, Ch. 12) including the following sections: Vision Statement, Design History, Game Play, Game World, Characters, Story, Media List.

3. **Digital Prototype and Playtesting (10/24/13):** Implement your game in Galatea. Remember that you are implementing a prototype – not a marketable game. Make only the sprites, sounds and controls you need in order to carry out the next round of playtesting. Once you have your game running, ask another group to playtest it with you: They play the game while you observe, ask questions and take notes.

4. **Designer’s Evaluation Statement (10/29/13):** Write a two-page evaluation of your game. Consider your original goals. Ask yourself to what extent you have achieved them. What aspects of your game design/implementation worked as you hoped? Which did not work? What lessons have you learned? How would you modify your goals, design or implementation if you were to continue with this project?