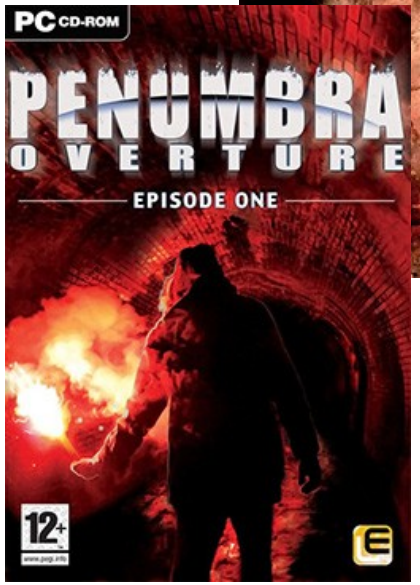
Making Storytelling a Fundamental Part of the Gameplay Experience

Thomas Grip
Creative Director, Frictional Games

GAME NARRATIVE SUMMIT

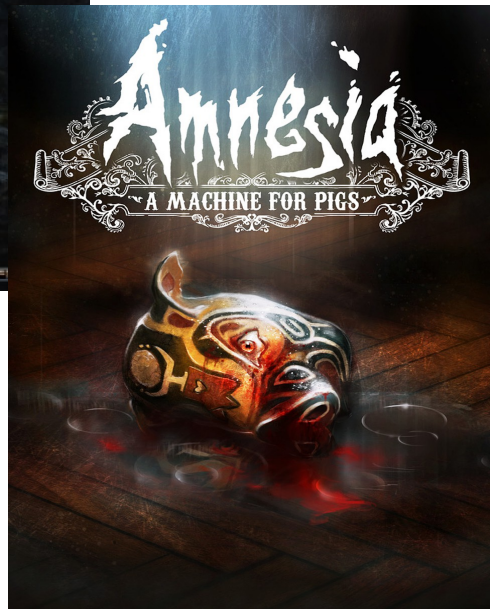
GAME DEVELOPERS CONFERENCE 2014
SAN FRANCISCO, CA
MARCH 17–21, 2014
EXPO DATES: MARCH 19–21

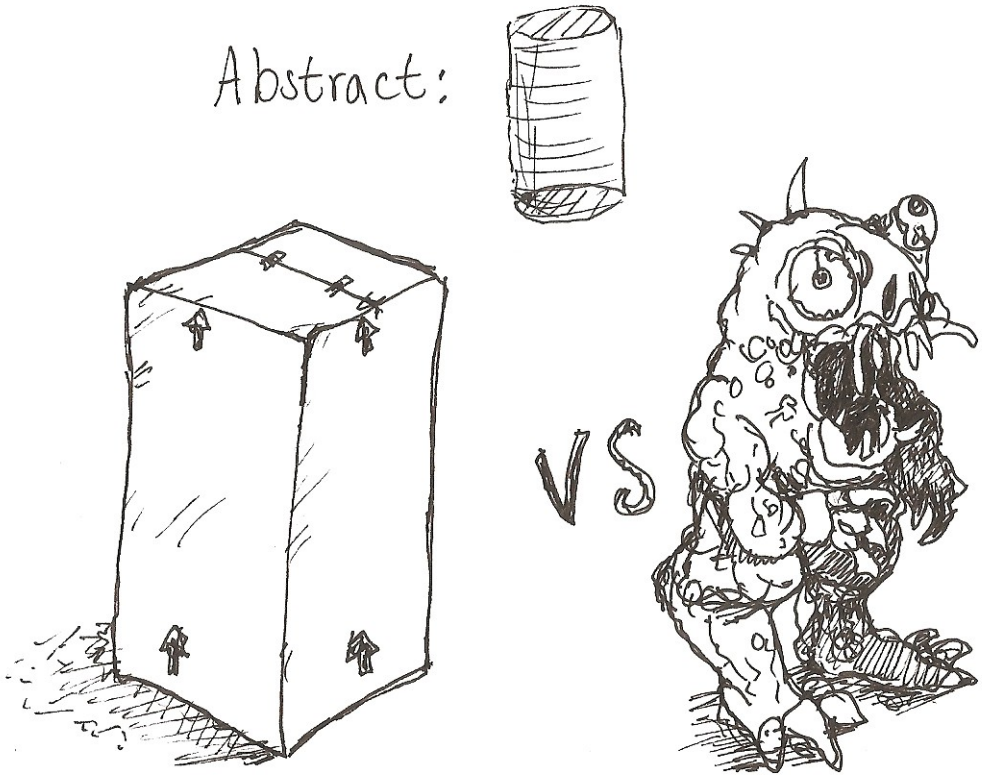
PENUMBRA
BLACK PLAGUE
paradox
INTERACTIVE

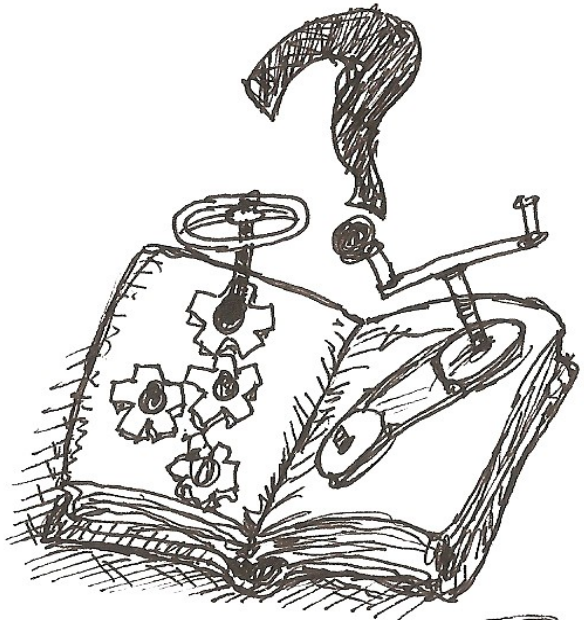

PC CD-ROM
PENUMBRA
OVERTURE
EPISODE ONE
12+

PC DVD
PENUMBRA

PC DVD ROM
Amnesia
— THE DARK DESCENT —


Amnesia
A MACHINE FOR PIGS

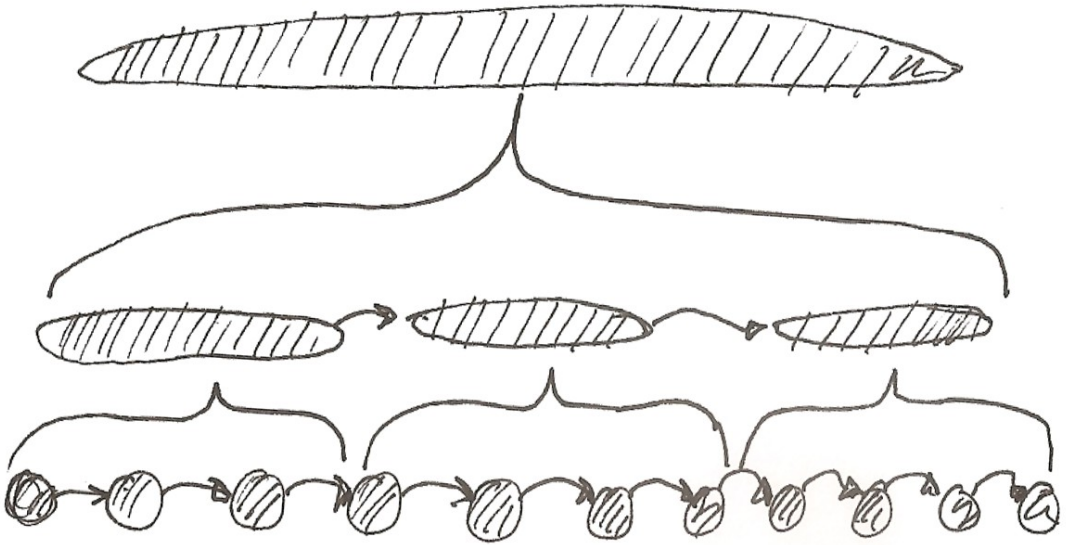

Abstract:
VS



Narrative:

Tactics / Puzzles:

Mechanics:



1) Focus on storytelling

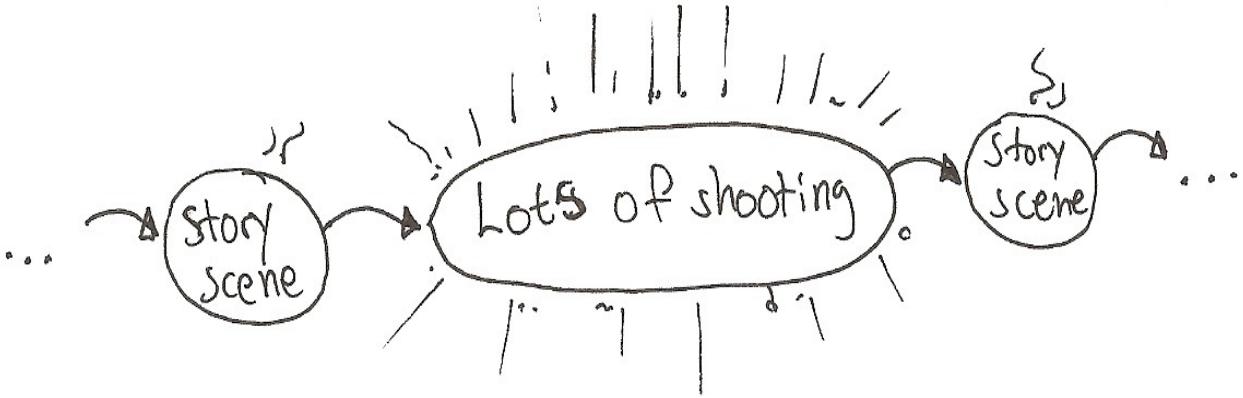
2) Most time is spent playing

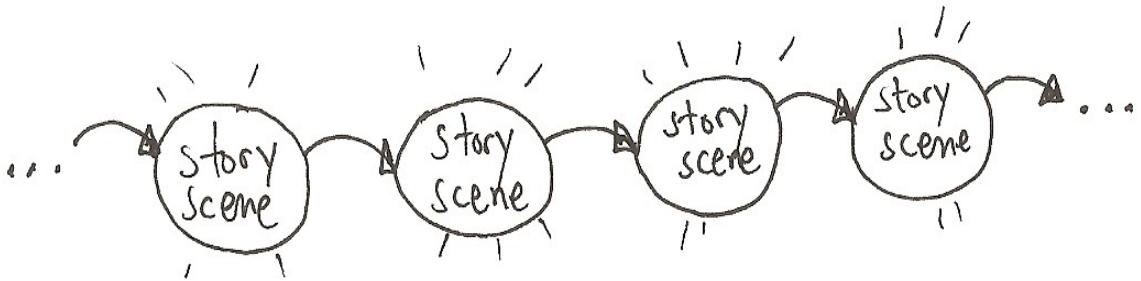
3) Interactions make narrative sense

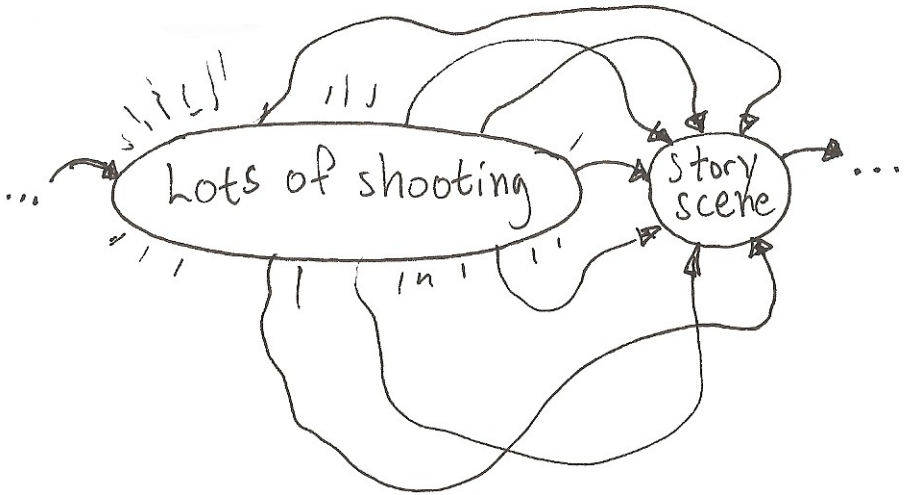
4) No repetition

5) No major progression blocks

FI
LEY
SECURIS


Story scene
Lots of shooting
Story scene


...
story scene
story scene
story scene
story scene
...


...
Lots of shooting
Story scene
...

4 Layers

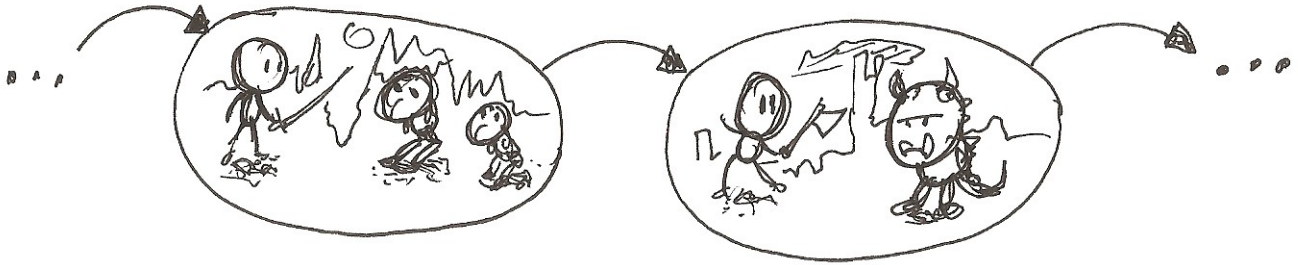
The Vanishing of Ethan Carter

4:Mental Modelling

3:Narrative Background

2:Narrative Goal

1:Gameplay



4:Mental Modelling

3:Narrative Background

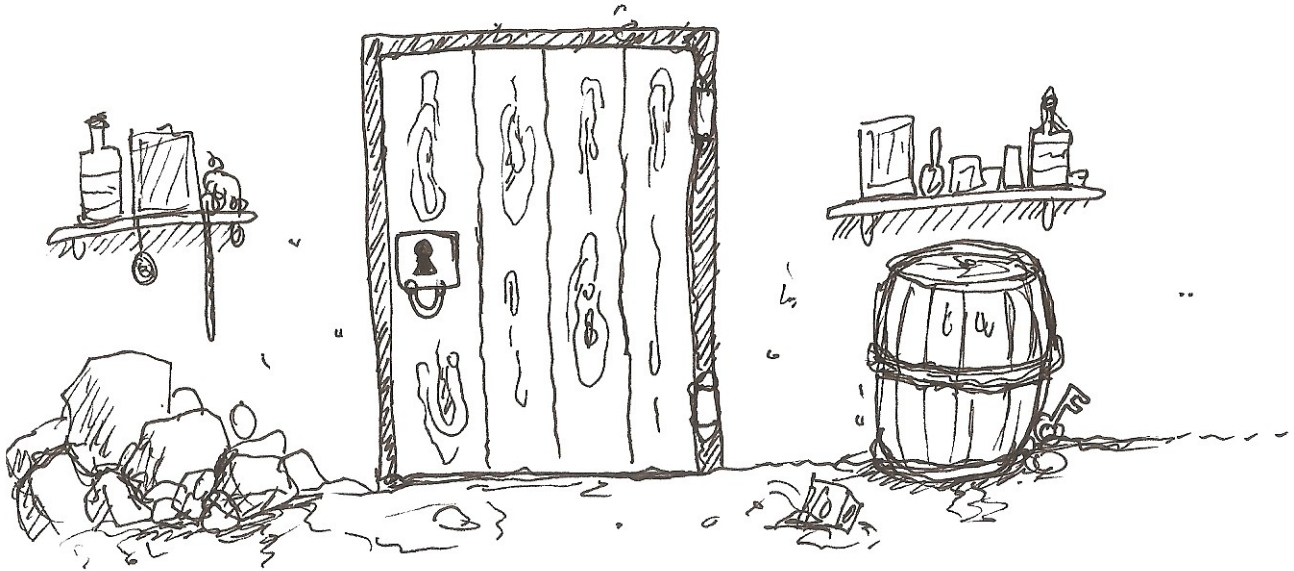
2:Narrative Goal

1:Gameplay

1) Coherency.

2) Streamlining.

3) Sense of Accomplishment.

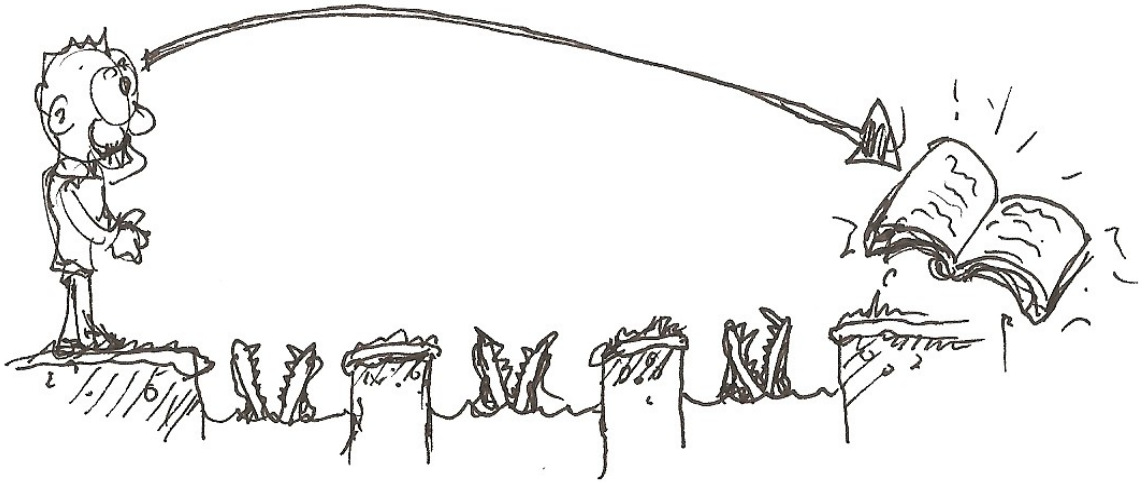


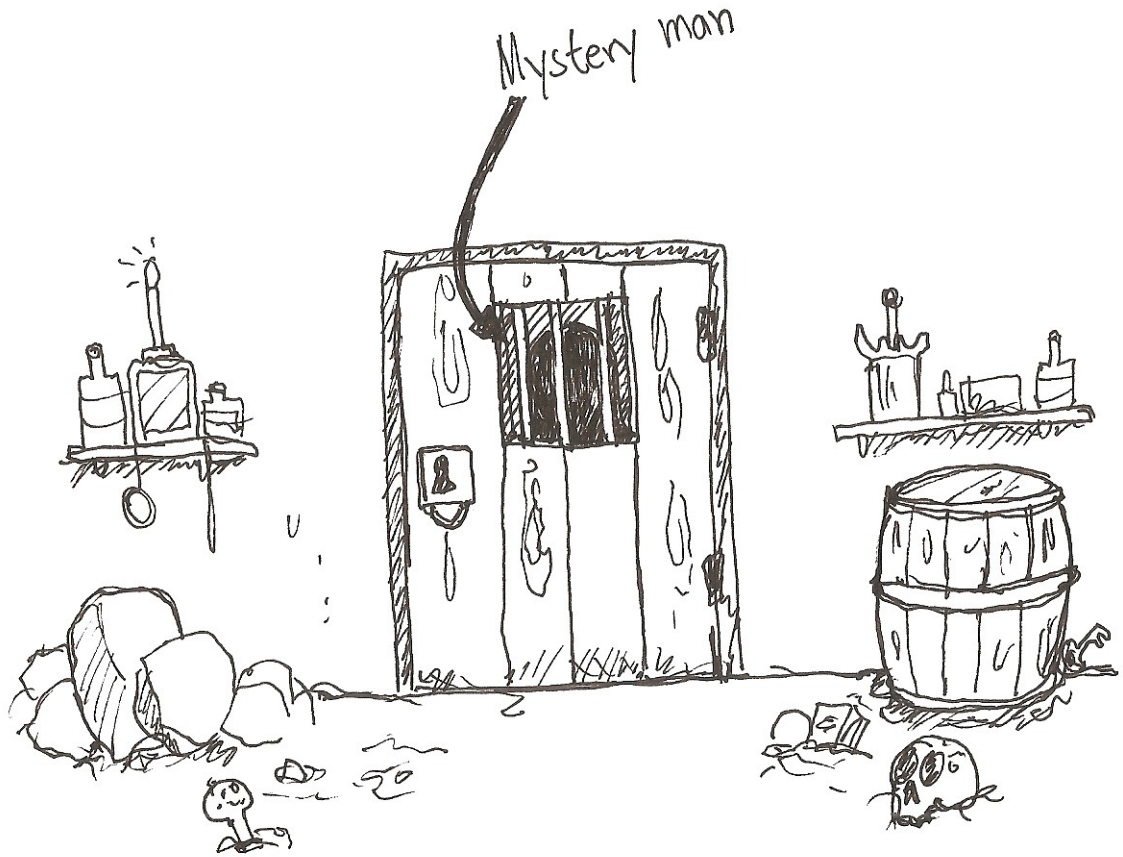
4:Mental Modelling

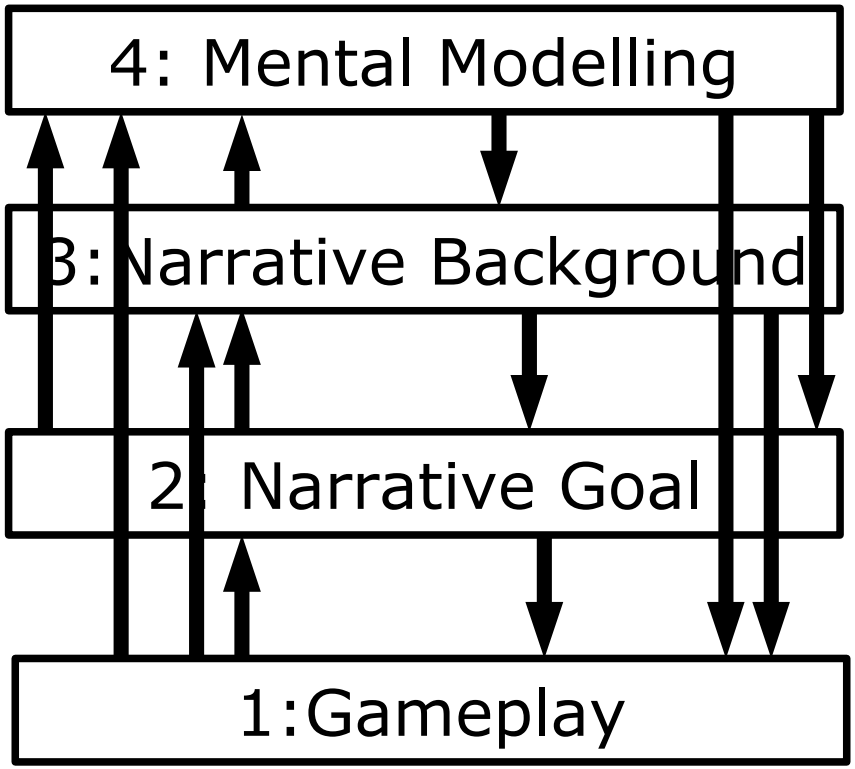
3:Narrative Background

2:Narrative Goal

1:Gameplay




Mystery man

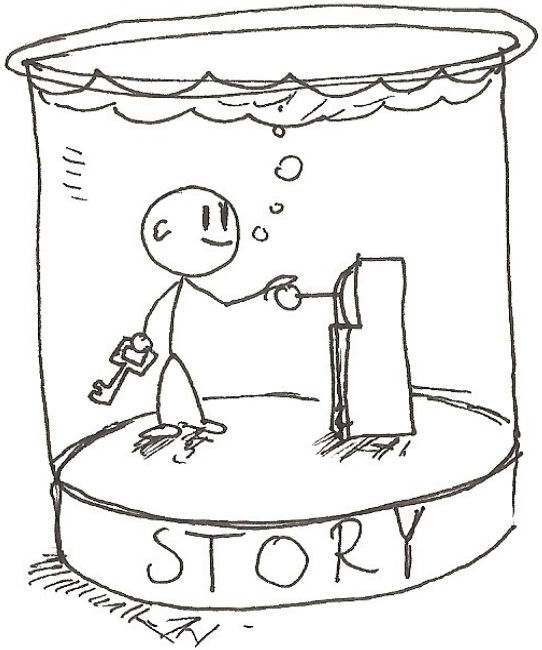

4: Mental Modelling
3: Narrative Background
2: Narrative Goal
1:Gameplay

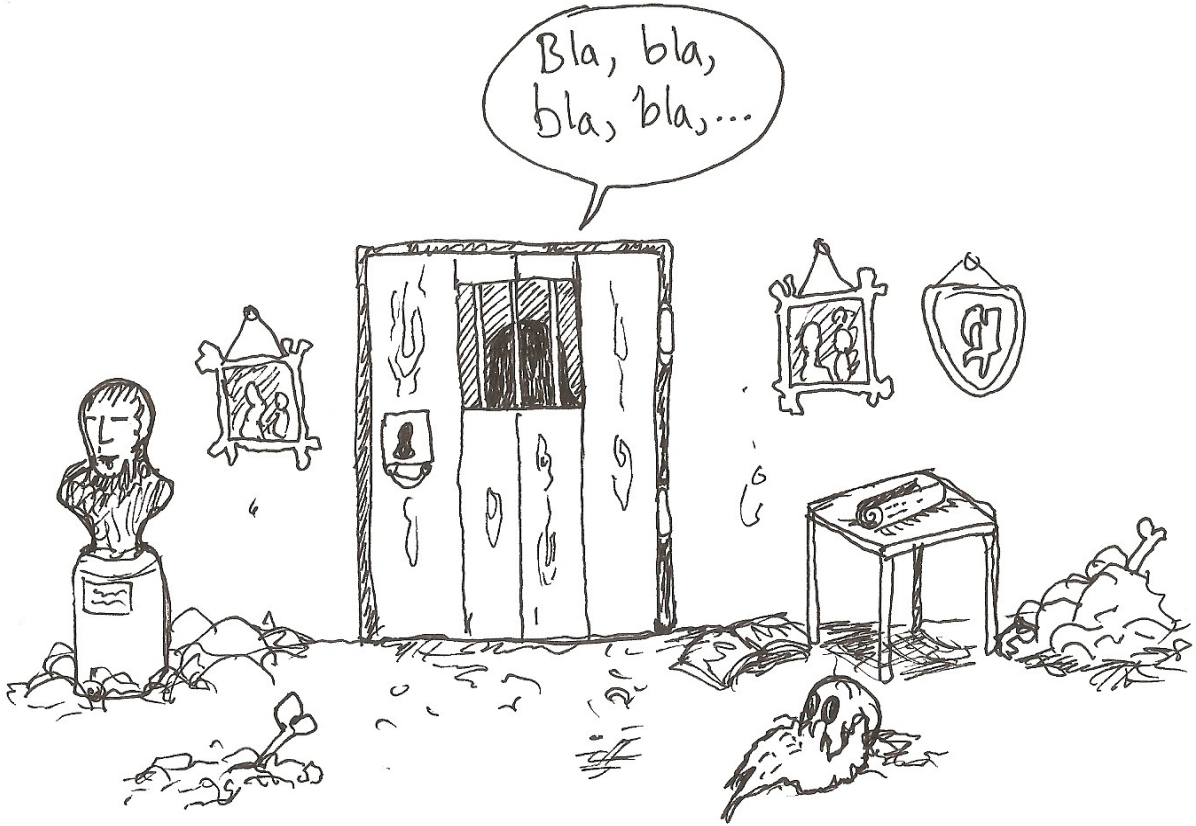
4:Mental Modelling

3:Narrative Background

2:Narrative Goal

1:Gameplay


STORY

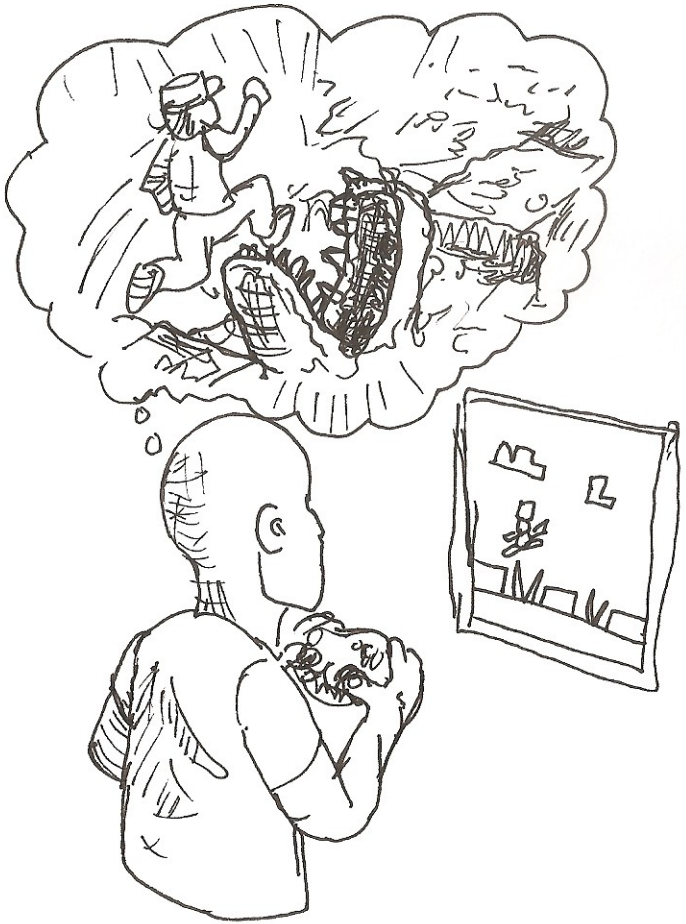

Bla, bla,
bla, bla,...

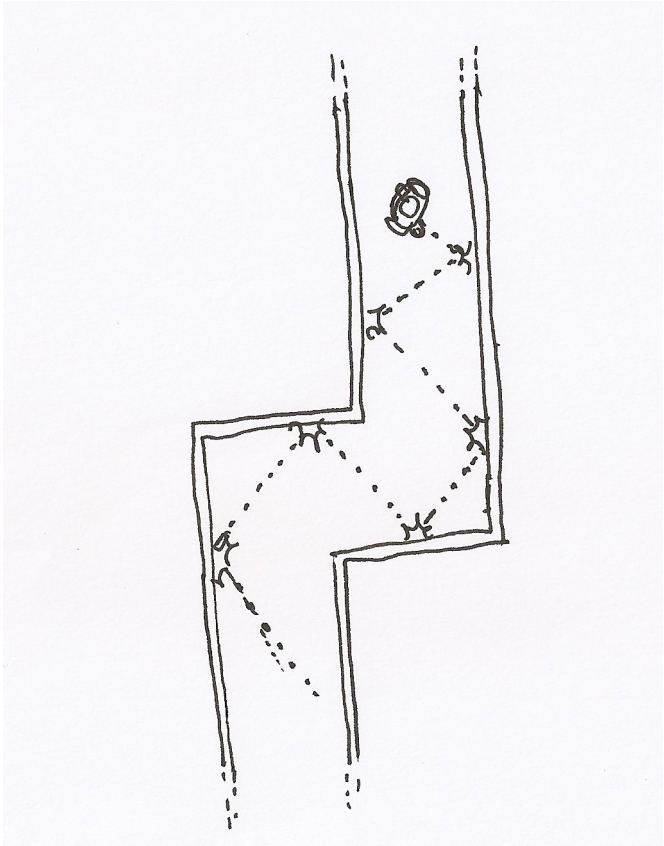
4:Mental Modelling

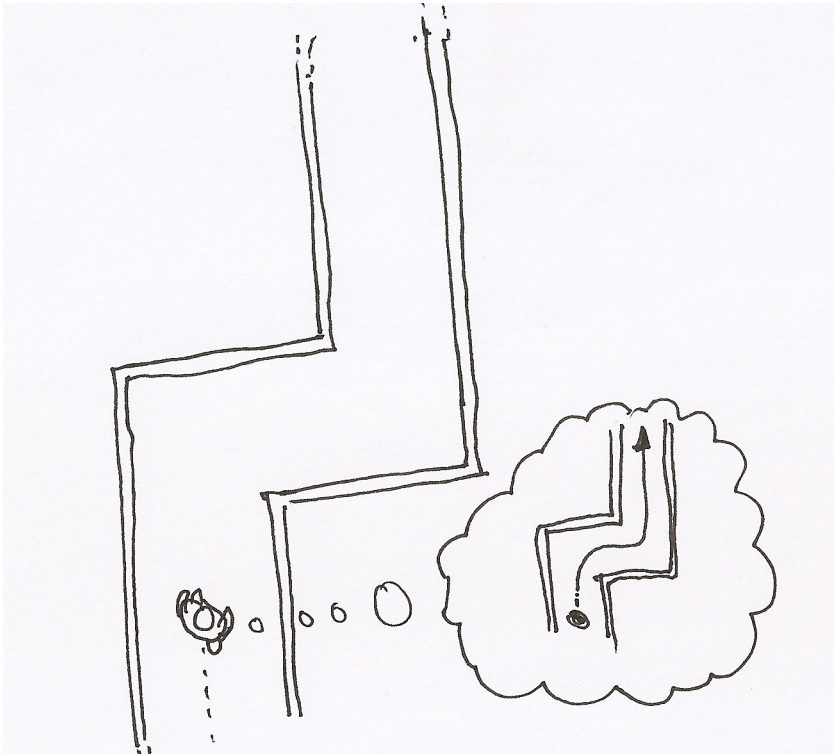
3:Narrative Background

2:Narrative Goal

1:Gameplay

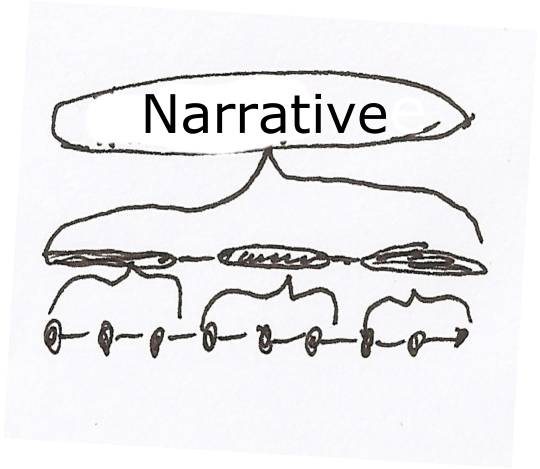




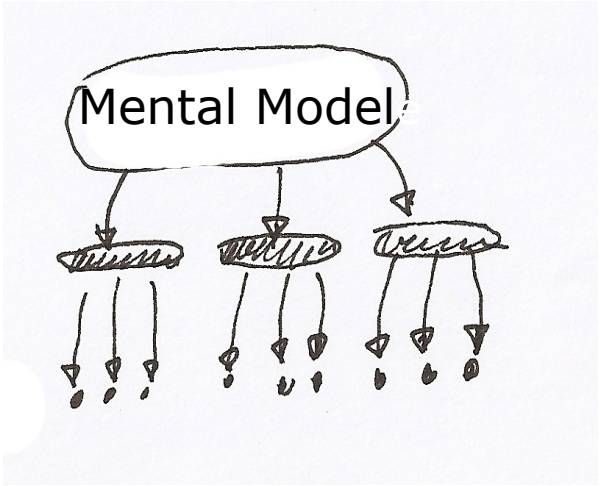


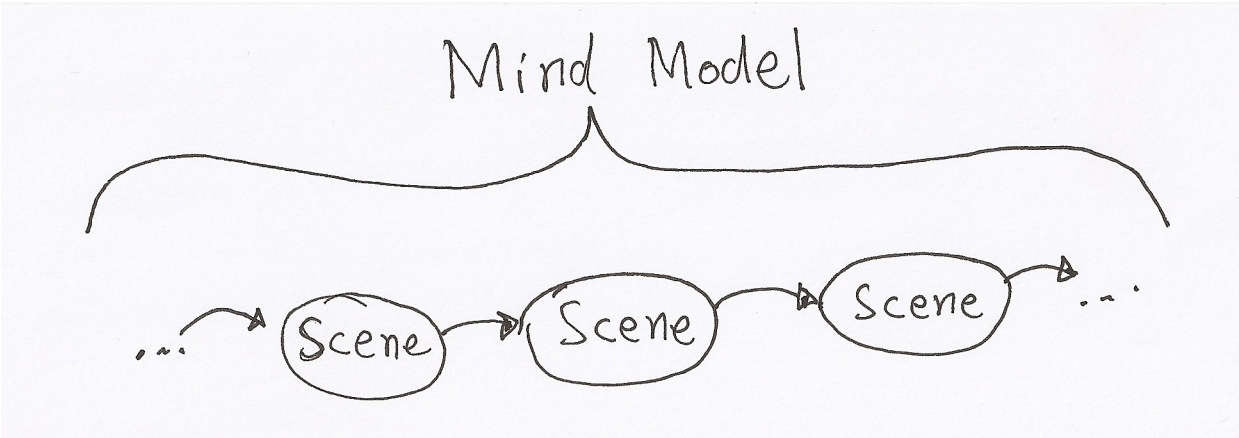
HK MP5 A2
HK .45 MARK23
Flashbang
Breaching Charge
ENGAGE
Moby Games

I DON'T KNOW
THEREFORE, MAKE SHIT UP



VS

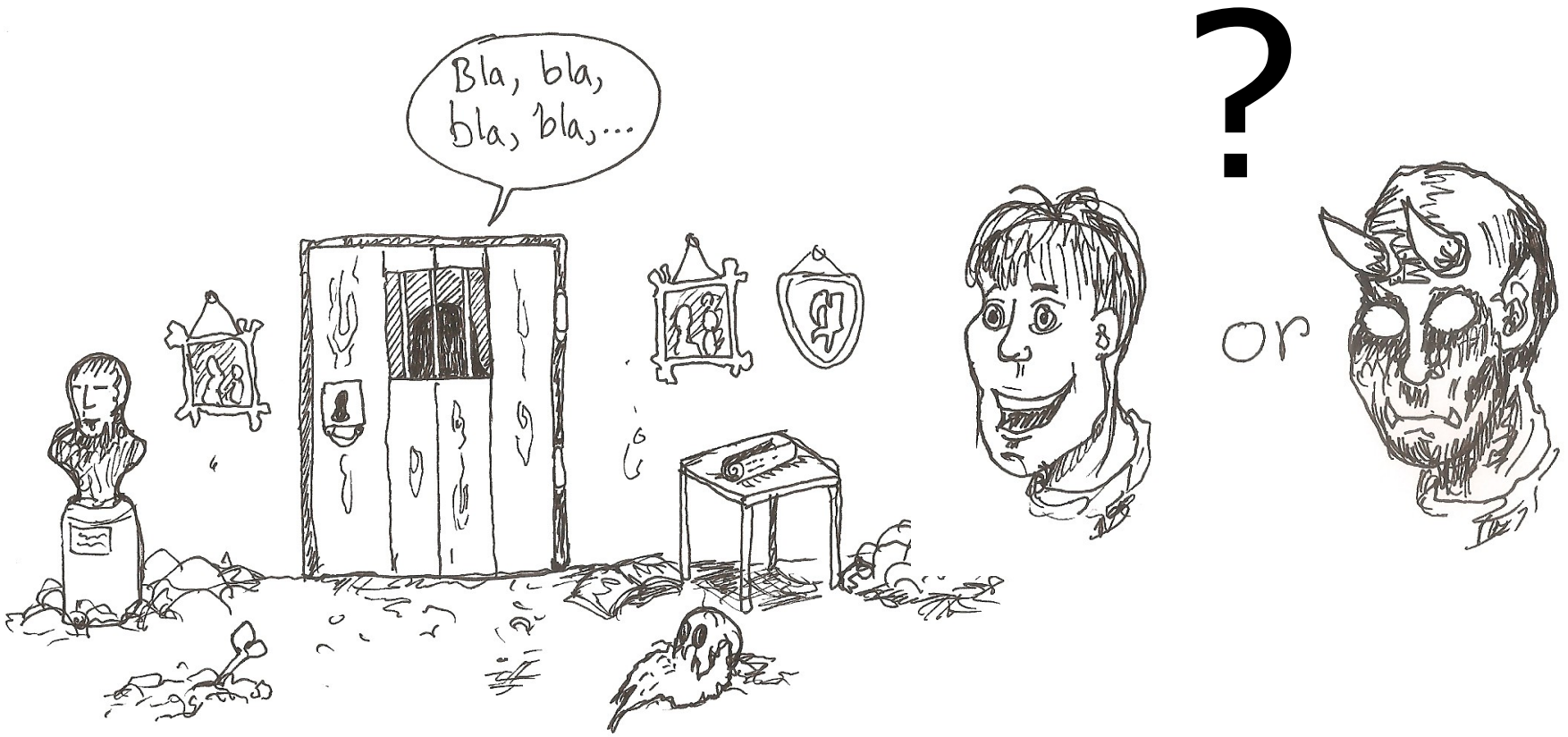



Mind Model
Scene
Scene
Scene

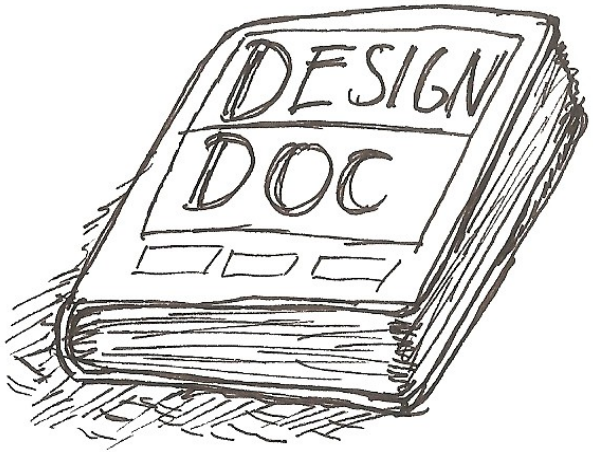
2
3
Get to the lighthouse
Pick Up Coffee Thermos

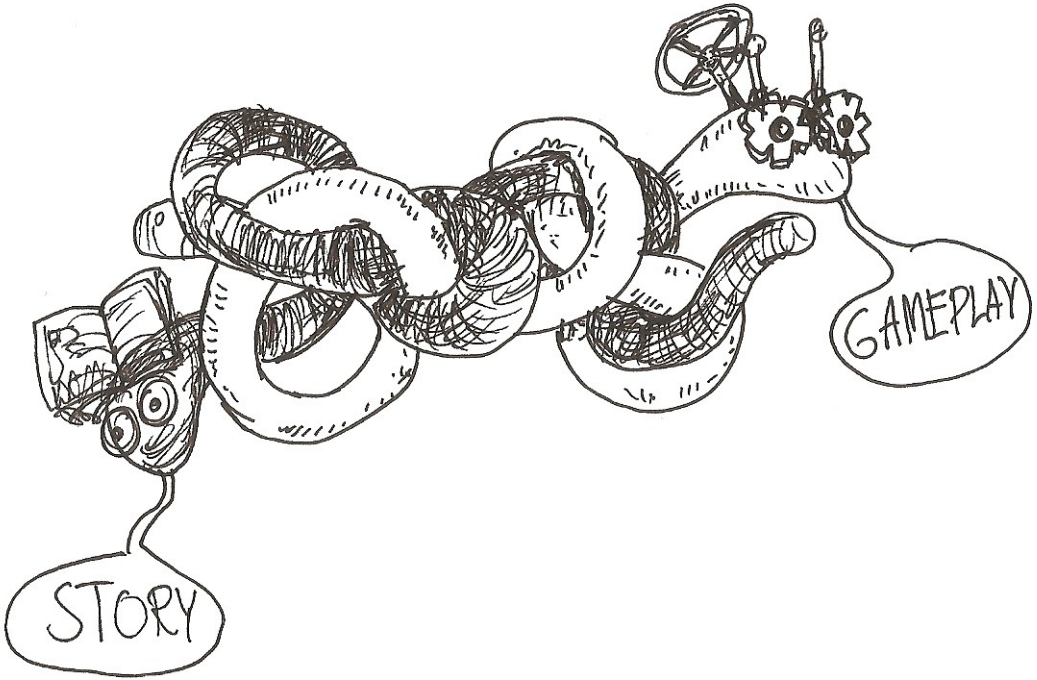
1,100

8
7


Bla, bla,
bla, bla,...
?
or

STORY


DESIGN
DOC


STORY
GAMEPLAY

4 Layers

4:Mental Modelling

3:Narrative Background

2:Narrative Goal

1:Gameplay

Acknowledgments

Adrian Chmielarz
Brian Upton
Matthew Weise

Thanks for listening!

Resources:

http://tiny.cc/4Layers

@ThomasGrip

Thomas@FrictionalGames.com