

NARRATIVE DESIGN

Case Studies



A FALLEN FRIEND

Disturbing the Silence





Missing the Mark

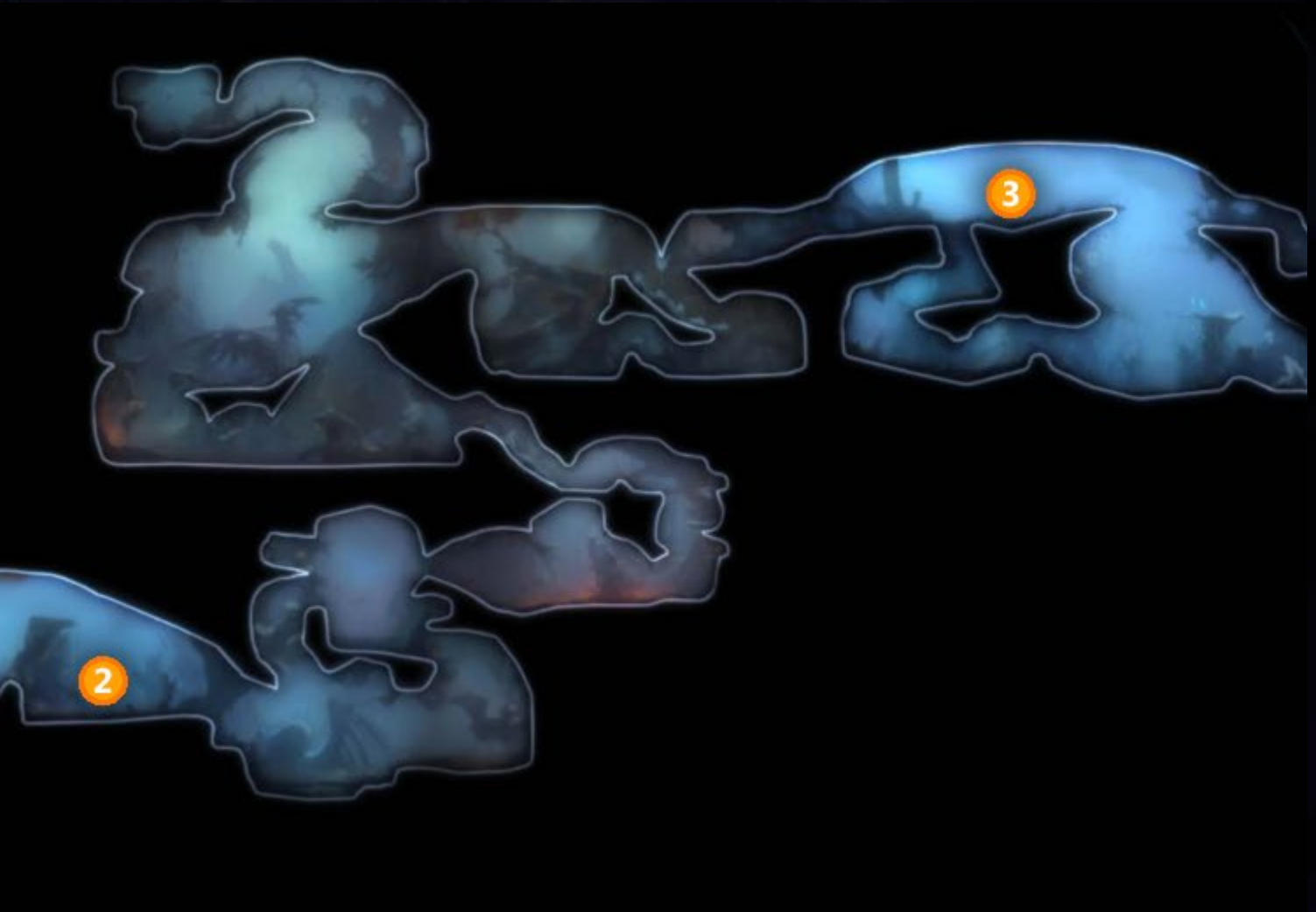


GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Shifting Focus



Concentration of Story Beats



Concentration of Story Beats



Bully



GDC⁵⁵

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



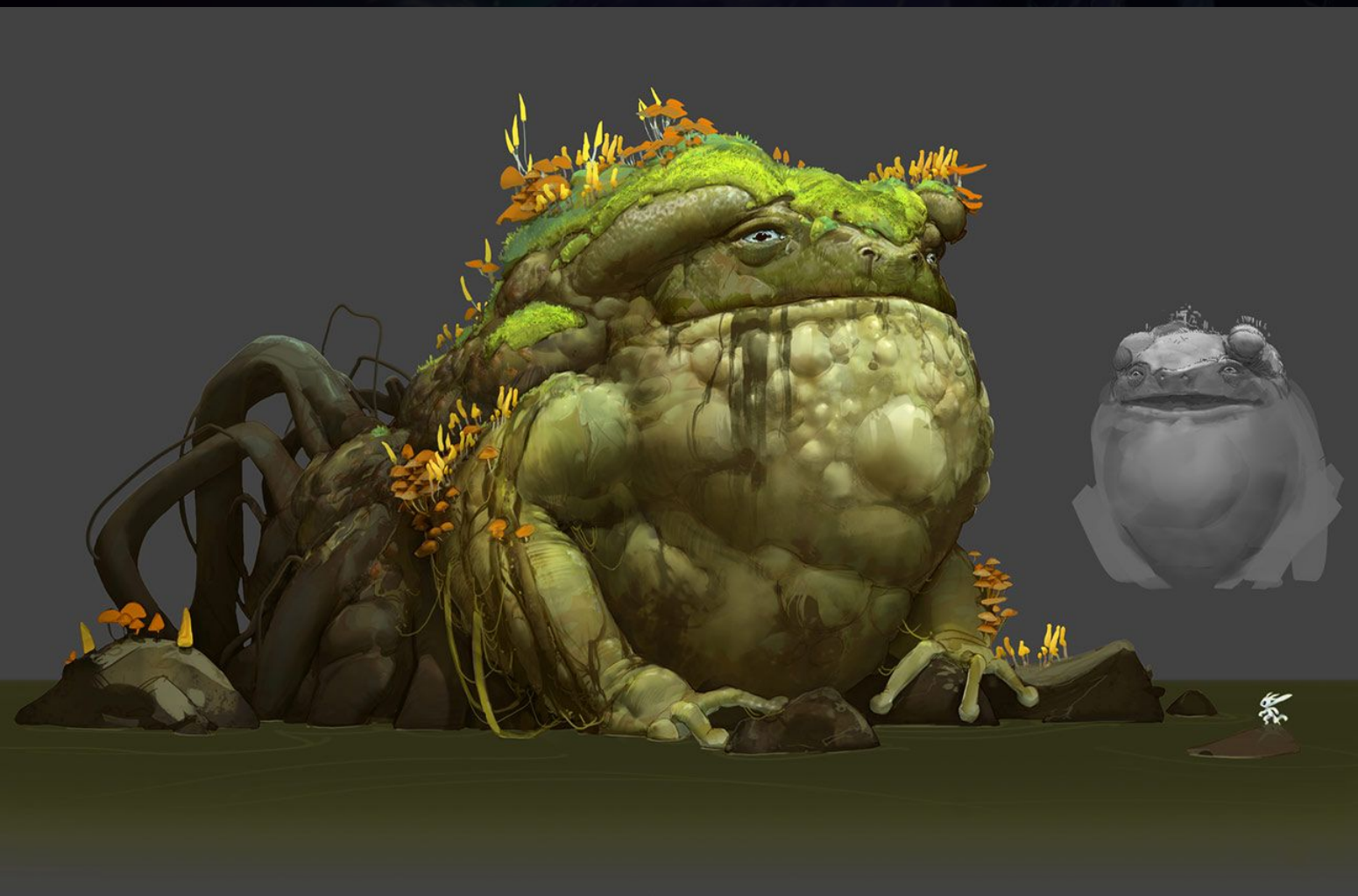
FRIEND TO FOE

Kwolok's Malaise



GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Kwolok



GDC

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Character Arc



Clearing the Corruption



GDC⁵⁵

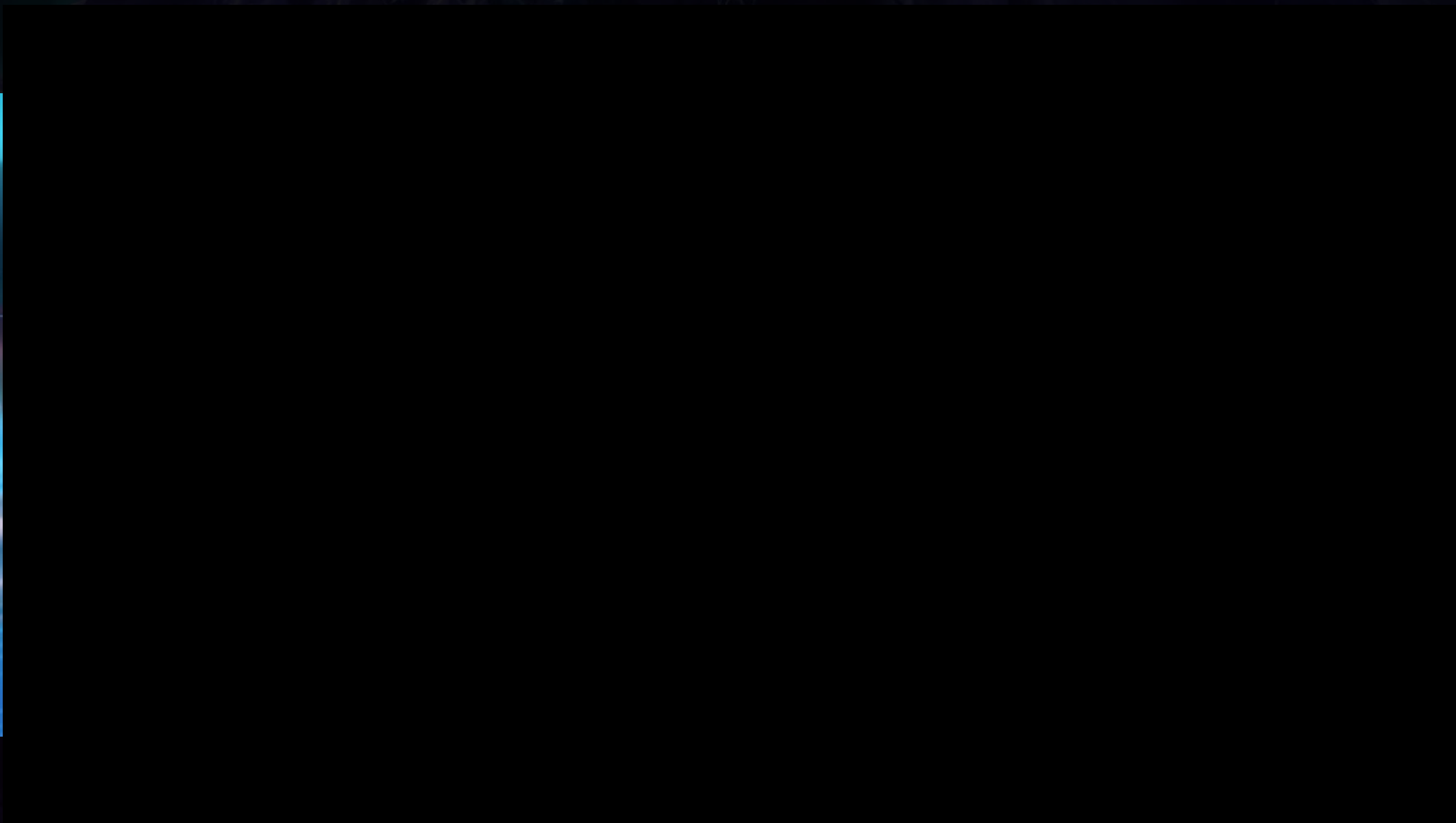
GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Unearned Transformation



A Foul Presence



Filling in the Gaps



GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



The Reveal



GDC⁵⁵

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Kwolok's Demise



GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Letting the Moment Breathe

BREATHING ROOM

World Design, Pacing and
Environmental Storytelling

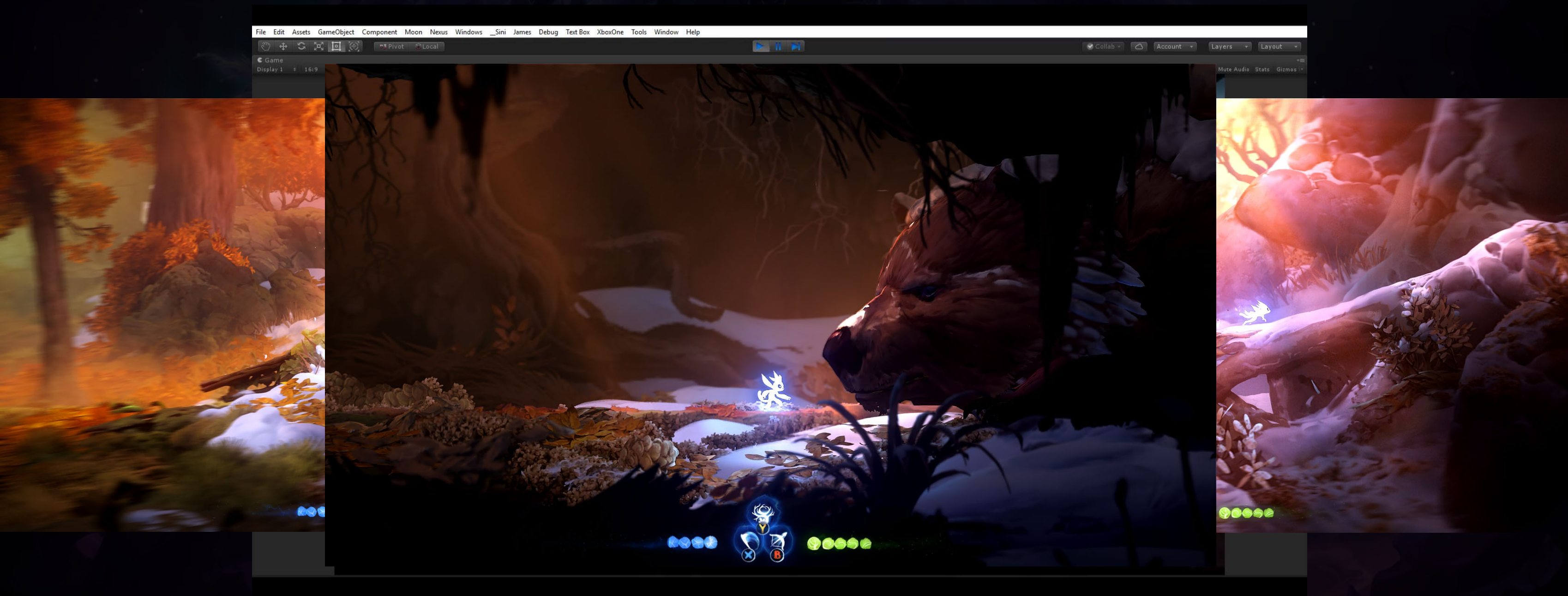


GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



The Wellspring - Ancient Library



Baur's Reach – A Smoother Transition

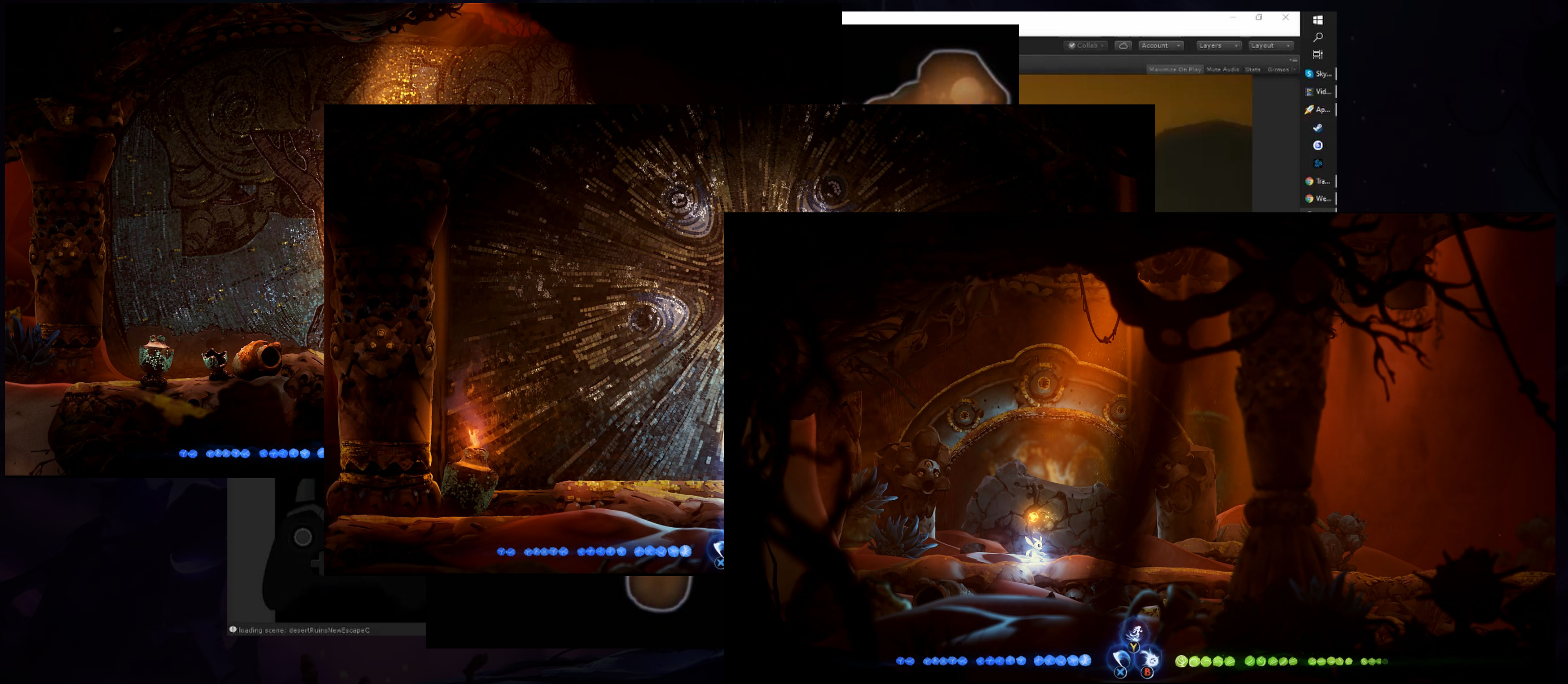


Mouldwood Depths – The Great Spider Statue



GDC⁵⁵

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



Windtorn Ruins - Frescos



GDC

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21



@jeremygritton



@chrismcentee



GDC[®]

GAME DEVELOPERS CONFERENCE | July 19-23, 2021 | #GDC21