



Leading Players Astray: 80 Days & Unexpected Stories

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GAME DEVELOPERS CONFERENCE®

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What is 80 Days?

- Mobile (iOS, Android)
- Based on Jules Verne's Around the World in 80 Days
- Adventure! Romance! Intrigue! Rebellion!
- Choices



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- **READING!**





80 Days is a machine for telling
stories



Building a Narrative Foundation

- Scale
- Replayability
- Worldbuilding




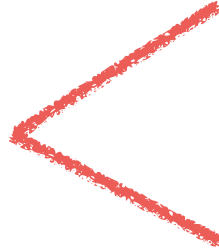
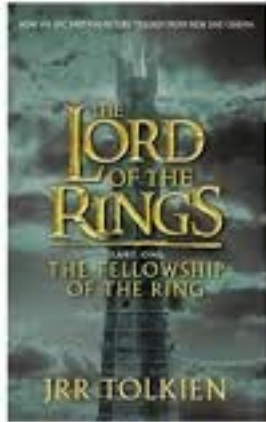
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Building a Narrative Foundation

- Scale 
 - 500,000 words
 - 150+ cities, 100s of journeys
- Replayability
- Worldbuilding






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Building a Narrative Foundation

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Build story like a game designer

- what kinds of stories do you want to tell?
- what effects do you want to create?
- design *systematically* to achieve this



build **worlds** not plot



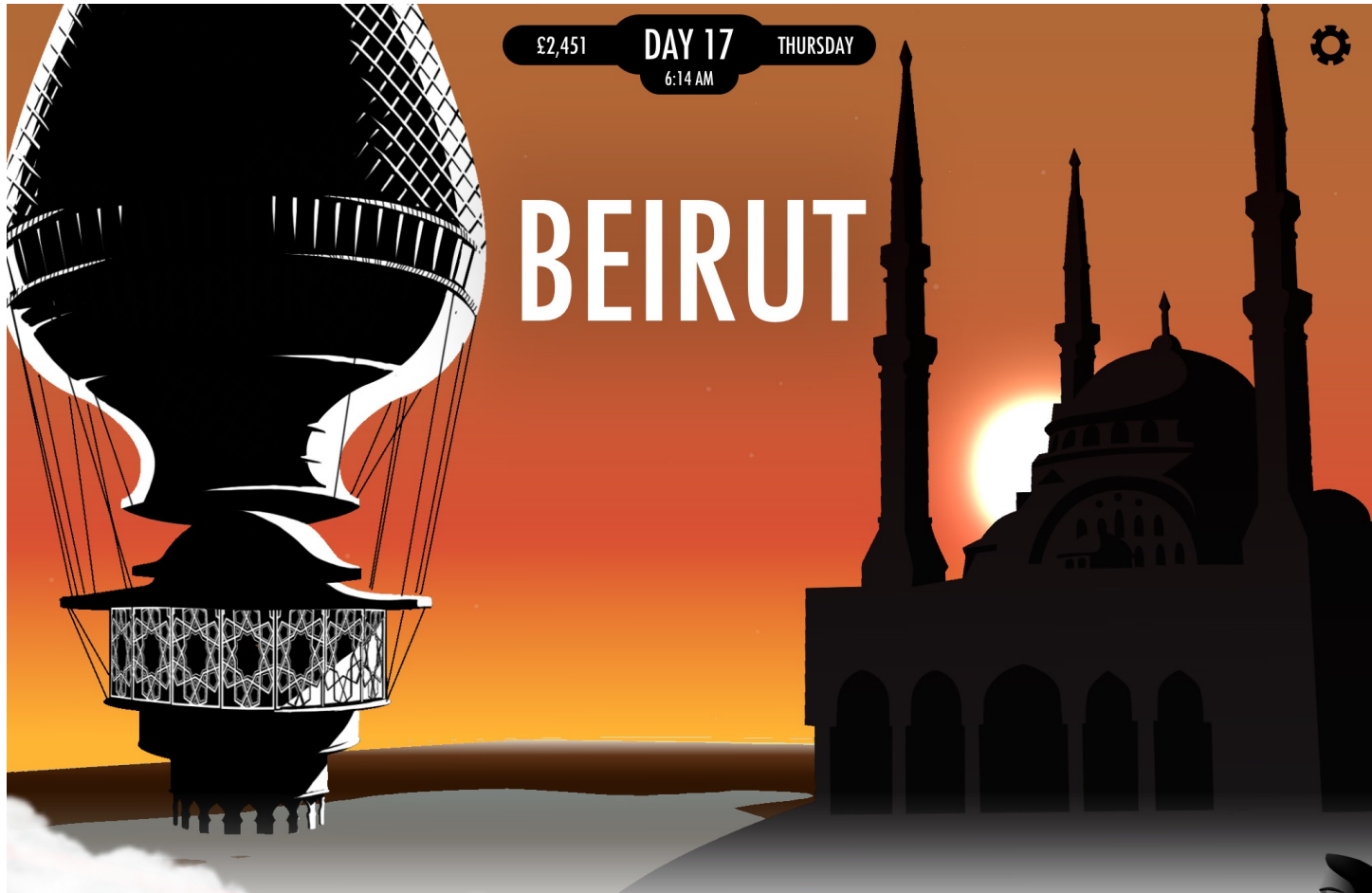
we cheated.





Work *with* your constraints

- make efficient design choices
 - work out how to be as lazy as you can
- let your players' imaginations work
- embrace limitations as features





Integrated storytelling

- meaning is diffused
- story & mechanics in symbiosis
 - NOT competing for attention
 - NOT always equally important



narrative consequences for narrative decisions







the world of 80 Days turns, but it
doesn't turn *around you*



FEELING INSIGNIFICANT?

Make no mistake, you are.



Tips for Writers + Indies

- do your research
- create an editing process
- teamwork
- be flexible / adaptable



Do your research

- think ethically / politically
 - let's just admit games are art, okay?
 - with great art comes great responsibility etc.
- research is for YOU not the player
 - leave out more than you put in



Create your own editing process

- find a first reader
- REDRAFT
- protect your redrafting time
 - call it “iteration” if it helps



Teamwork

- hire writers early & involve them
- use each others' strengths
- make your expectations clear
- use writers as a resource



Don't be afraid to change things





Thank you!

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