



GAME NARRATIVE
SUMMIT

FORGET PROTAGONISTS

Writing NPCs with agency
for 80 Days and beyond

Meg Jayanth
@betterthemask



GAME DEVELOPERS CONFERENCE

March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16





~~DON'T~~ FORGET PROTAGONISTS









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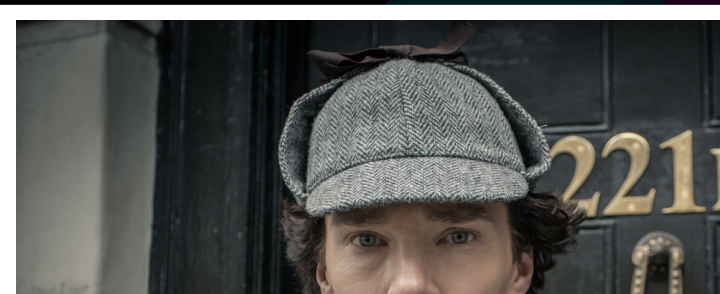
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VIDEO GAME PROTAGONISTS

Kids love brown-haired 30-something white males.



AGENCY IS AN EFFECT



**AGENCY =
interacting
meaningfully**



**AGENCY =
significant
changes**





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UNFORSEEN CIRCUMSTANCES



“ENTITLEMENT SIMULATORS”





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BEYOND THE POWER FANTASY



NPCs = WORLDBUILDING



DO THE RESEARCH



THIS IS NOT FOR YOU



Ben Joyce



Okay, so I think Passepartout must acquire some items to win the favour of the Murri girl, although I am not sure about it in the least. Any items that you can think of? Perhaps related to the revolutions?

-> certain beauty to land -> is that so? -> I work myself (does not look like work) -> I bowed my head at girl's remark (pulls out letter) -> read closely -> take it for you -> Indeed a white man (How do I know I can trust you?) -> You have my word -> will not trust you

Is that so? -> you work in a hotel -> I have not seen many Aborigines in town -> Why don't more work? -> read closely -> take it for you -> does not give

Is that so? -> That's terrible! -> man of some standing -> BAD ENDING

-> That's terrible -> I will take it -> an exotic foreigner -> I have no reason to do such a thing -> BAD Ending

an exotic foreigner -> I'm a gentleman -> STILL GET A BAD ENDING, GRRR

Edited by Ben Joyce 00:54, February 9, 2015

Quote

More ▾



Ben Joyce



Nope, neither having the Roman nor the Batavian revolutionary items have any effect on the Murri girl whatsoever.

23:12, February 9, 2015



A Wikia contributor 142.150.29.68



Maybe it's a life lesson: sometimes, no matter what you do to try to help, bad things will happen.

a day ago



BALANCE PLOT, MECHANICS & CHARACTER



UNFAIR GAME



VICTIMS are QUINTESSENTIAL NPCs



PROTAGONIST

!=

HERO



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