

Narrative Design Sample List

by Jay Miles

Purpose:

The Samples shown are examples that I am very aware of story structure for game projects and how to illustrate them in a document for a team to look at or use as reference for building the project. Using MS Word, Draw.io and MS Paint to make the documents for both written and visual examples on how the narrative should go or how the gameplay should play out.

(NOTE: Highlighted text is the link to the documents.)

Choice Branch Graph – Theme: Psychological Thriller

Context:

A Narrative branch graph using Draw.io to show the different paths the player can take in Igor Meme, this graph uses 'Checkpoints' to give a sense of the game being both linear and non-linear. Colour coded to show positive & negative results and when there is another encounter.

Visual narrative phases & choices – Theme: Cute Horror

Context:

A visual image taken from Draw.io of phases in a story for the game called Bliss, each phase having their own choices and results but all phases are connected to each other. This shows a narrative setup on the choices the player make in each phase.

Game Bible – Theme: Superhero Dystopia

Context:

An 80+ page Game Bible for See Only Evil: Rebecca's origin, originally made for Tranzfuser but was rejected. The bible includes story, characters and a nearly completed story from chapter 1 to 5. The bible features gameplay ideas and how they are used for choice branching with different results. This bible also shows that I can plan ahead for a game.

Due to time constraints and low budget, only Chapter 1 was made before development was shelved, but the worldbuilding is used for future projects taking place in the same world.

Gameplay ideas – Theme: Time Loop Office

Context:

A MS Word document of gameplay ideas for Worker's Union: Overtime. While most of it is gameplay, it also serves a story for the scenario and how the player will go through the task.