EPISODE VIII

GAME NARRATIVE CW2

LYALL CAMPBELL
BORISLAV VASILEV
SCOTT MACIVER
RAKAN ALALAMI

INITIAL IDEA GENERATION

THE 4 IMAGES

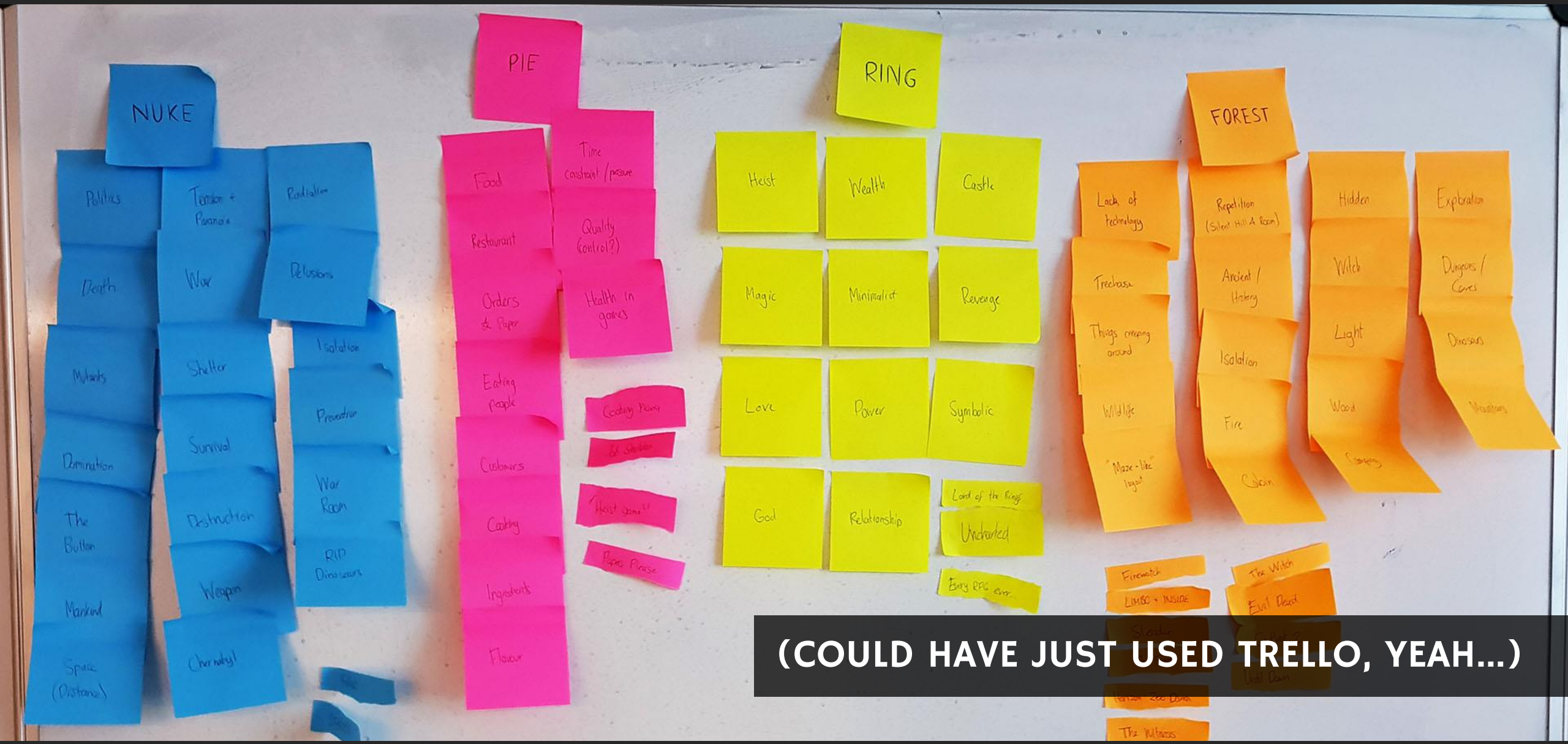
“NUKE”

“FOREST”

“PIE”

“RING”

INITIAL BRAINSTORMING



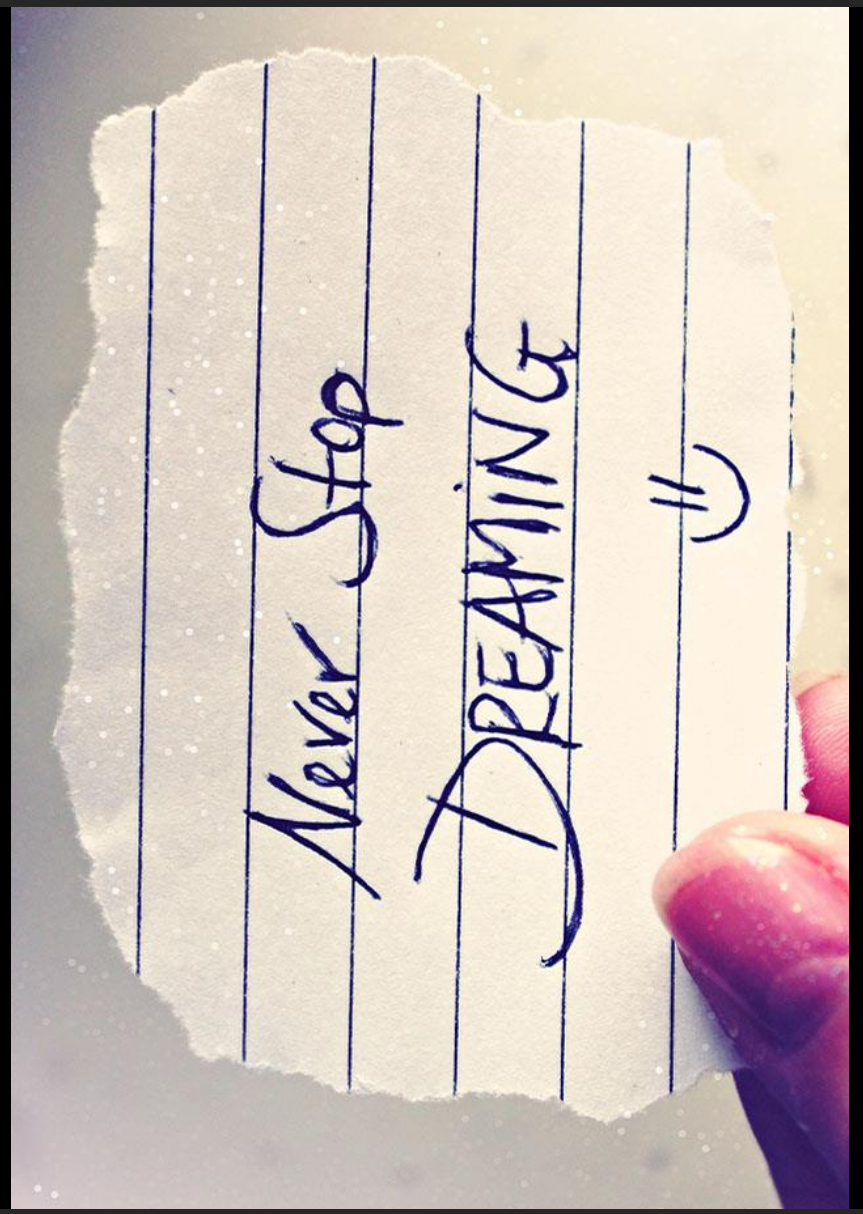
PROJECT CONSTRAINTS

PROJECT CONSTRAINTS

NO EXTENSIVE VOICE ACTING & ANIMATION

NO EXPENSIVE OR HIGHLY DETAILED ENVIRONMENTS

ENSURE THE GAME STAYS MECHANICALLY SIMPLE

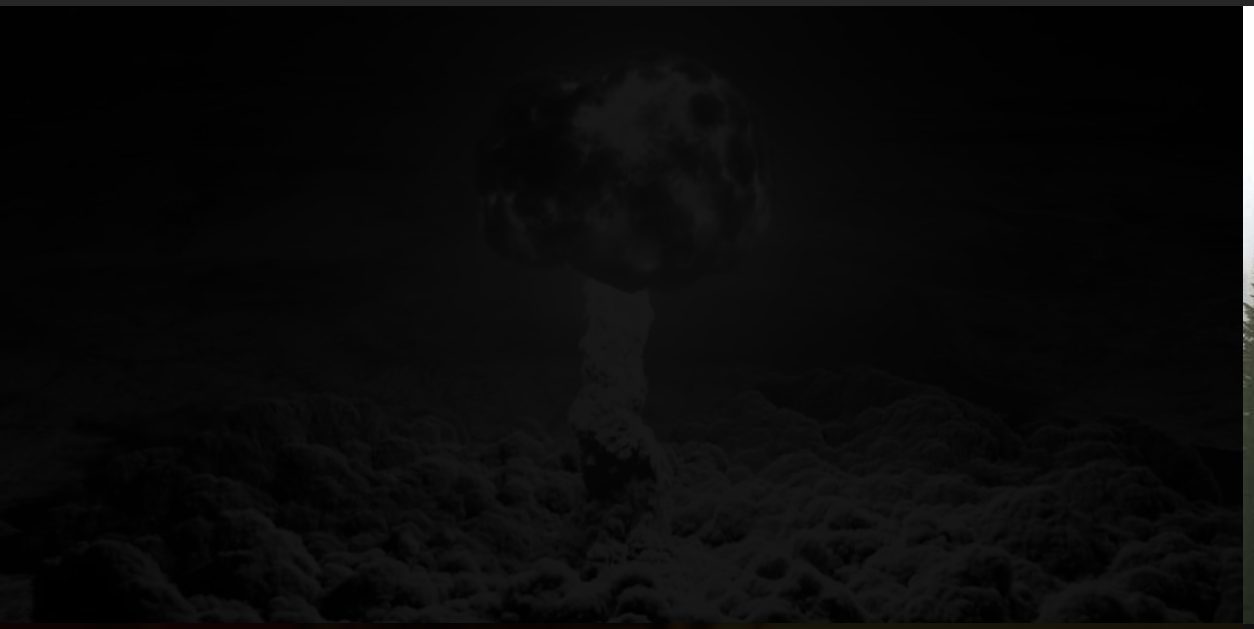

Never Stop
DREAMING

INITIAL CONCEPTS

WE REALLY WANTED TO MAKE
A HORROR GAME

STARTING (YET) AGAIN

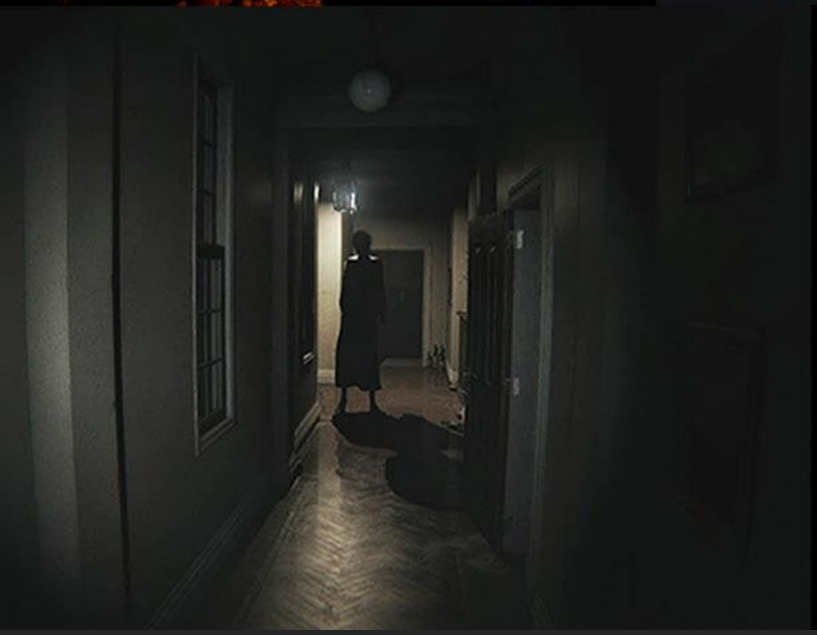
BACK TO THE IMAGES



CABIN IN THE WOODS

INSPIRATION

HORROR GAMES & FILMS



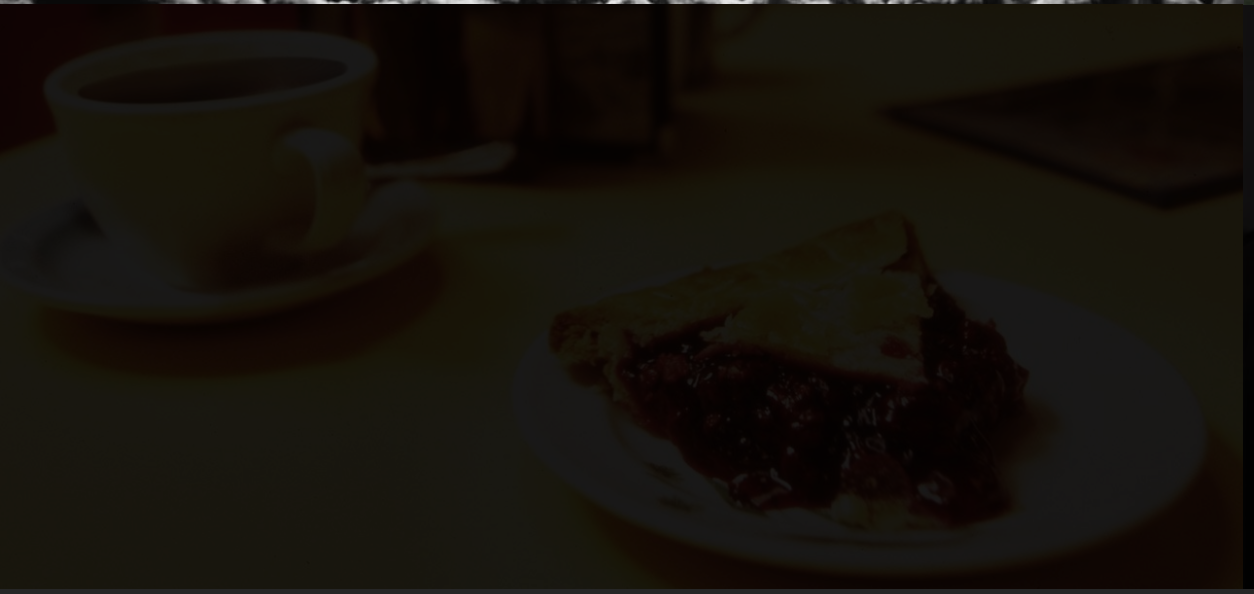
LACK OF CONTROL = LACK OF POWER

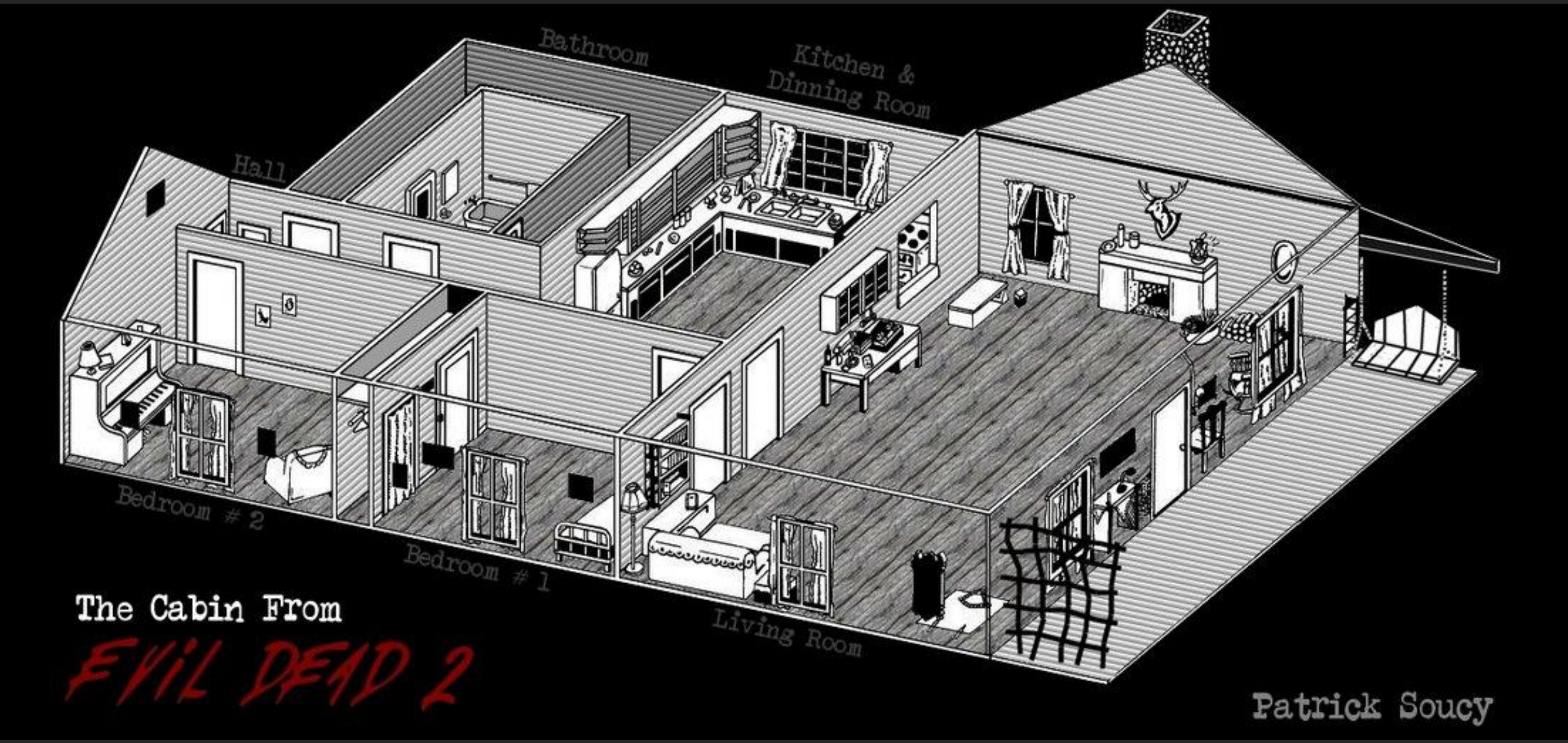
ENSURE THE GAME STAYS MECHANICALLY SIMPLE

THE WORLD HAS CONTROL

DEMO LINK

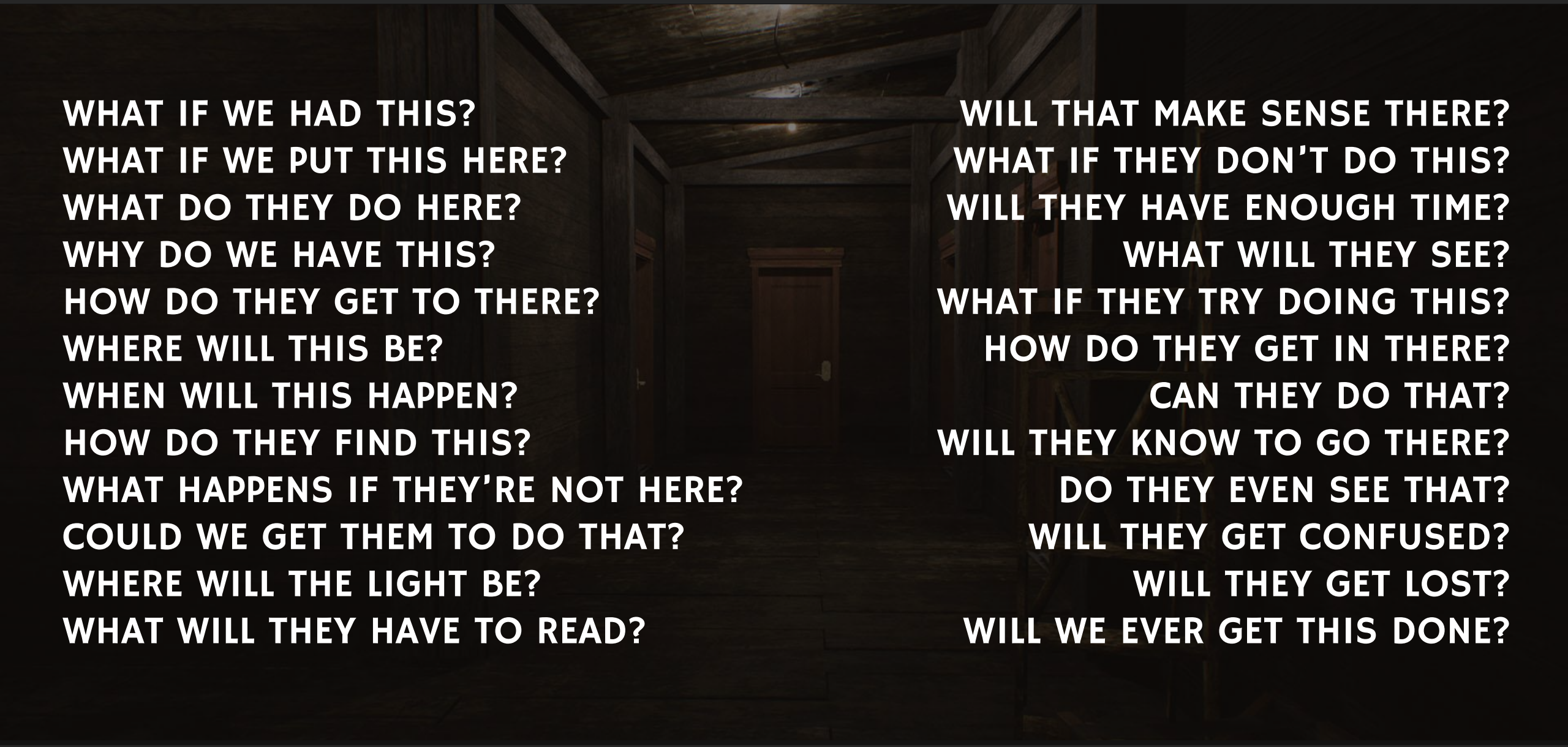
WHY ARE THEY INVADING ANYWAY?
WHY NOT JUST KILL STRAIGHT AWAY?




Bathroom
Kitchen &
Dinning Room
Hall
Bedroom # 2
Bedroom # 1
Living Room
The Cabin From
EVIL DEAD 2
Patrick Soucy

WHAT HAPPENS IN THE GAME?

CONSIDERING SCENARIOS AND EVENTS



WHAT IF WE HAD THIS?
WHAT IF WE PUT THIS HERE?
WHAT DO THEY DO HERE?
WHY DO WE HAVE THIS?
HOW DO THEY GET TO THERE?
WHERE WILL THIS BE?
WHEN WILL THIS HAPPEN?
HOW DO THEY FIND THIS?
WHAT HAPPENS IF THEY'RE NOT HERE?
COULD WE GET THEM TO DO THAT?
WHERE WILL THE LIGHT BE?
WHAT WILL THEY HAVE TO READ?

WILL THAT MAKE SENSE THERE?
WHAT IF THEY DON'T DO THIS?
WILL THEY HAVE ENOUGH TIME?
WHAT WILL THEY SEE?
WHAT IF THEY TRY DOING THIS?
HOW DO THEY GET IN THERE?
CAN THEY DO THAT?
WILL THEY KNOW TO GO THERE?
DO THEY EVEN SEE THAT?
WILL THEY GET CONFUSED?
WILL THEY GET LOST?
WILL WE EVER GET THIS DONE?

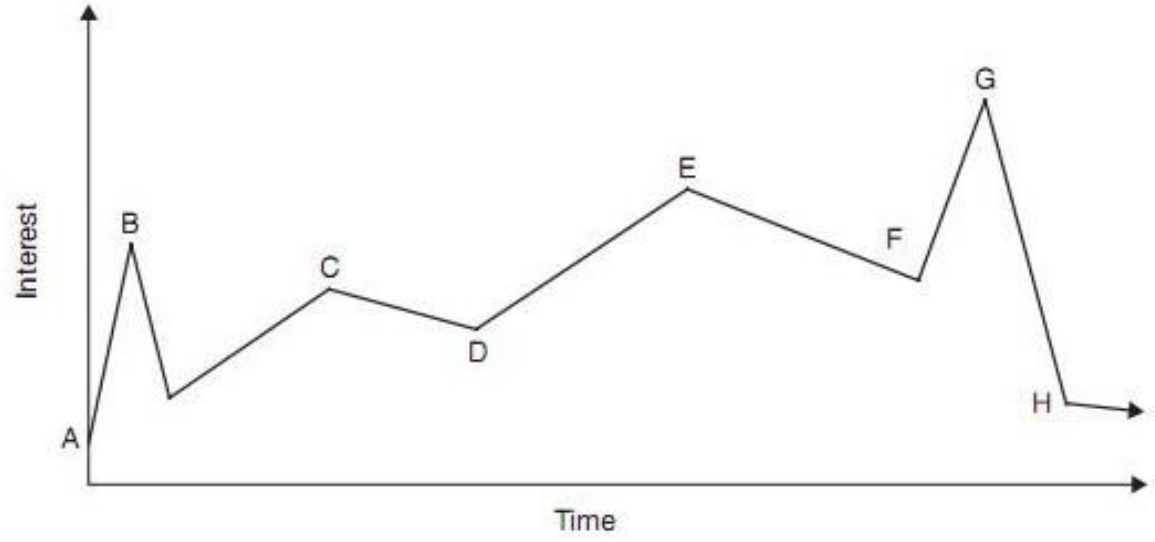
"WE NEED A BETTER WAY"

BEAT CHART

	A	B	C	D	E	F	G
1	EVENT NAME	START LOCATION	END LOCATION	PLAYER AIM	EVENT AIM	F?	P?
2	Player's Nightmare	-	-	Listen to sound	Create initial mystery and introduction		
3	Player Wakes Up At Desk	Bedroom (Desk)	Bedroom (Desk)	Read note on desk	Introduce note / object interaction, player can't talk		
4	Player Picks Up Flashlight	Bedroom (Desk)	Bedroom (Away from Desk)	Pick up flashlight	Give player a flashlight		
5	Player Leaves Bedroom	Bedroom	Hallway	Leave the bedroom and enter the hall	Allow the player to navigate with FPS controls		
6	Player Restores Power in Cellar	Hallway	Cellar	Restore power	Restore power via generator		

(SPOILERS)

PACING IS IMPORTANT IN HORROR

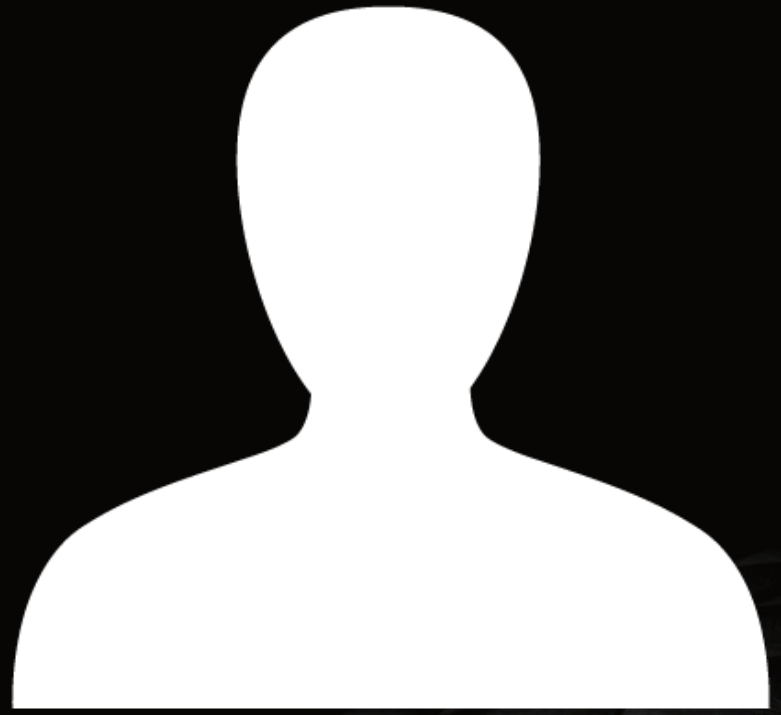


PACE EVENTS AND SCARES

THE PLAYER CAN BE UNPREDICTABLE

RESTRICT PLAYER POSSIBILITIES

IMMERSION
PLAYER KNOWING WHAT TO DO AND WHERE TO GO AND NOT BREAKING THE GAME IN THE PROCESS



INTERACTIONS

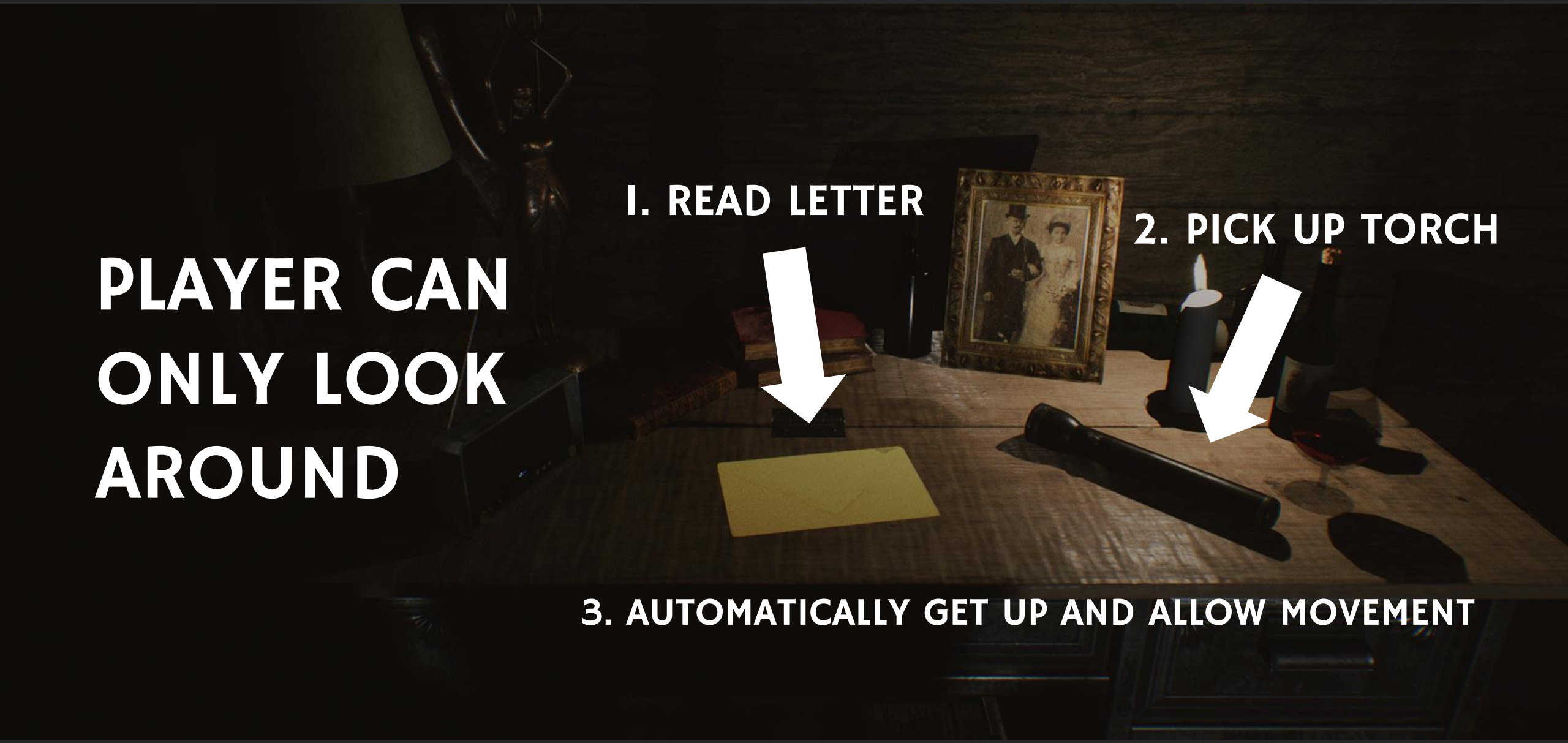
Single interaction control for key objects and readables: newspaper, letter, etc

SETTING & PREMISE

Delivered initially through a letter and then dialogue and further readables later

OBJECTIVE

At times, the player must understand and carry out a specific objective following an event


PLAYER CAN ONLY LOOK AROUND
1. READ LETTER
2. PICK UP TORCH
3. AUTOMATICALLY GET UP AND ALLOW MOVEMENT

FIRST OBJECTIVE

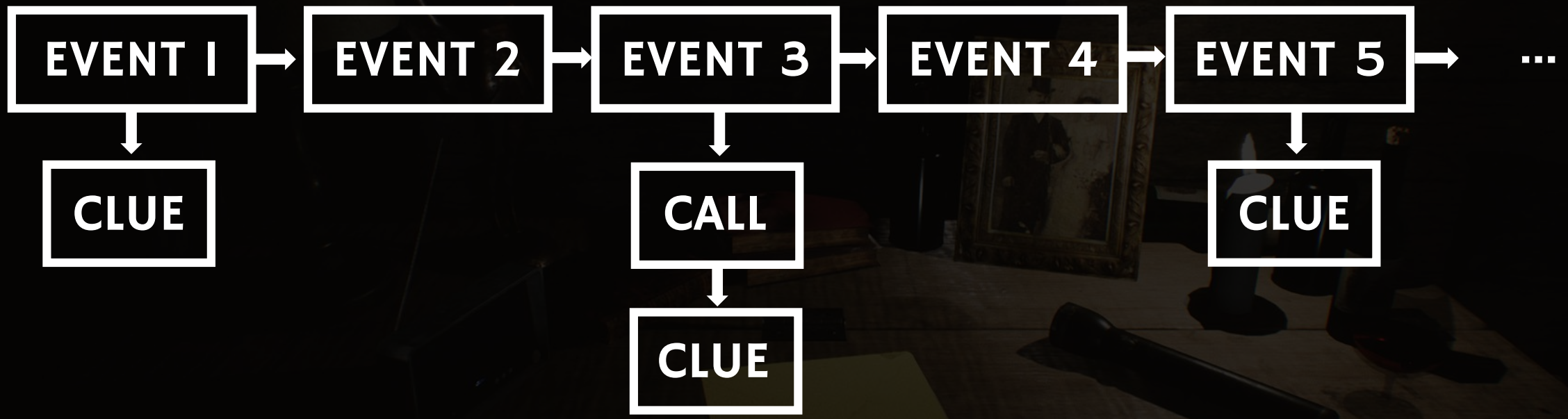
GENERATOR
P 2500

SCOTT MACIVER

1. IDLE
2. INCOMING CALL
3. RECEIVE MESSAGE
4. PLAY MESSAGE

USED TO GUIDE PLAYER AND CONTROL GAME EVENTS

COMPLETING BEAT CHART



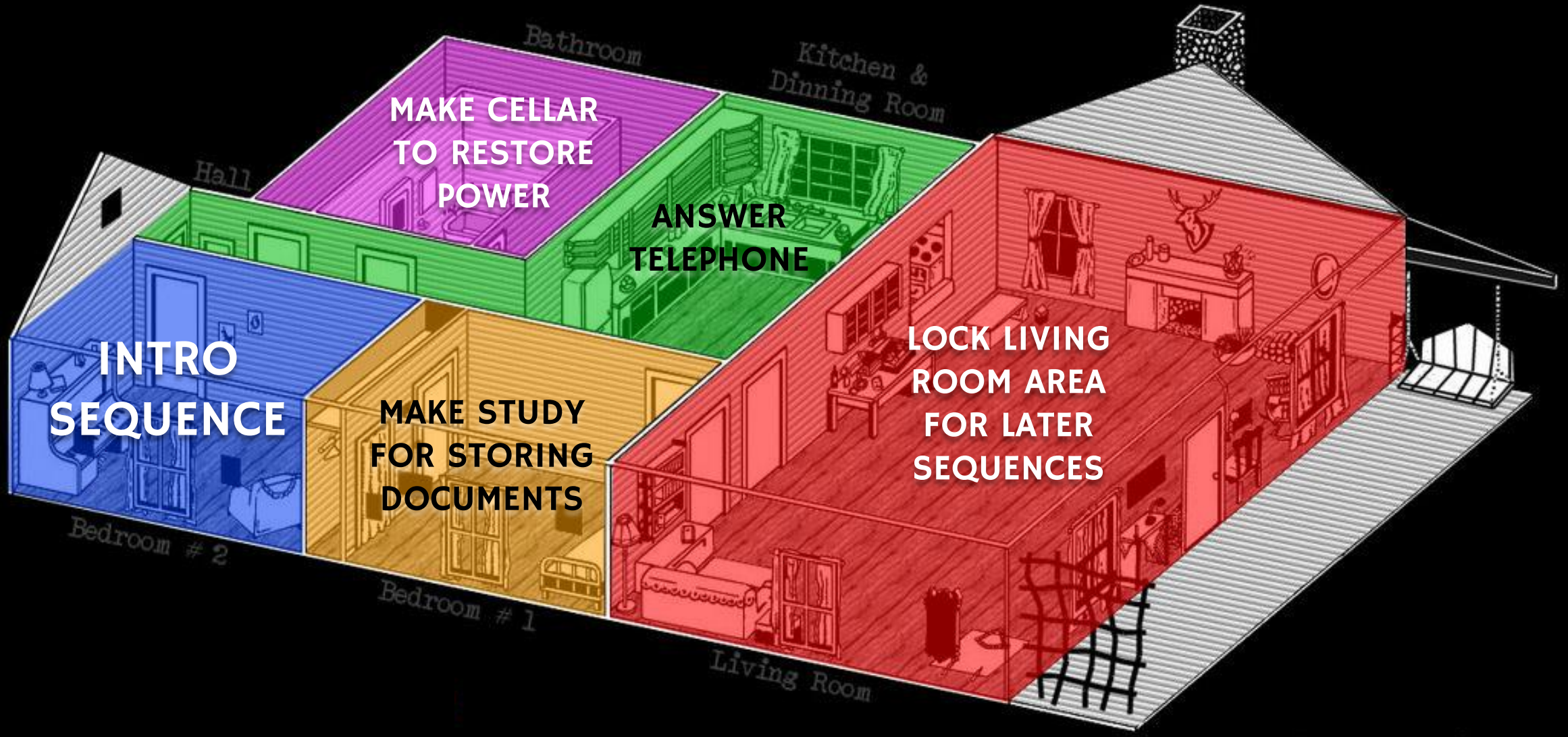
WHAT ACTUALLY HAPPENS

VS

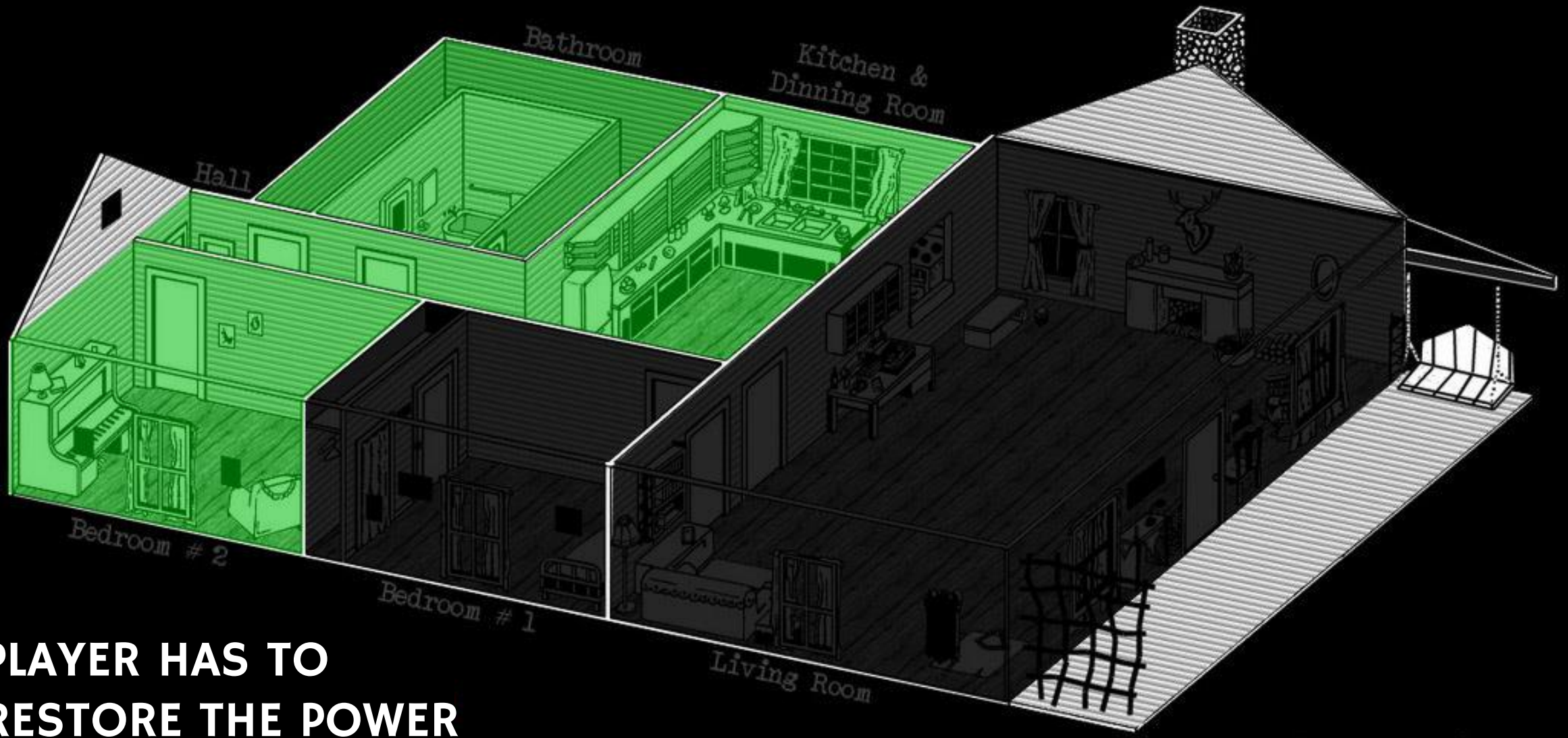
WHAT THE PLAYER THINKS

GENERATOR P 2500
UNREAL
ENGINE

SECTIONS AND SEQUENCES

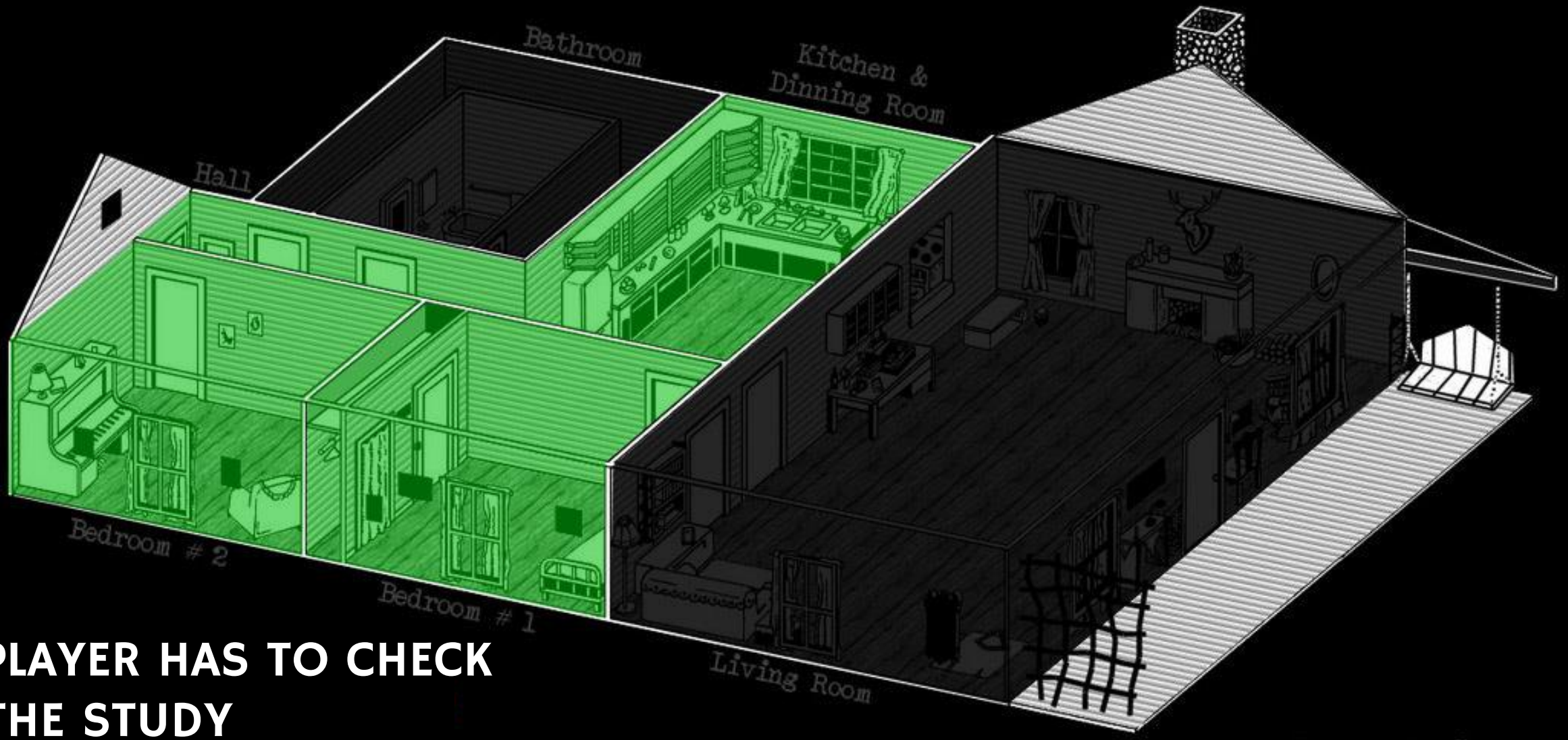


OPEN BUT LINEAR LEVEL

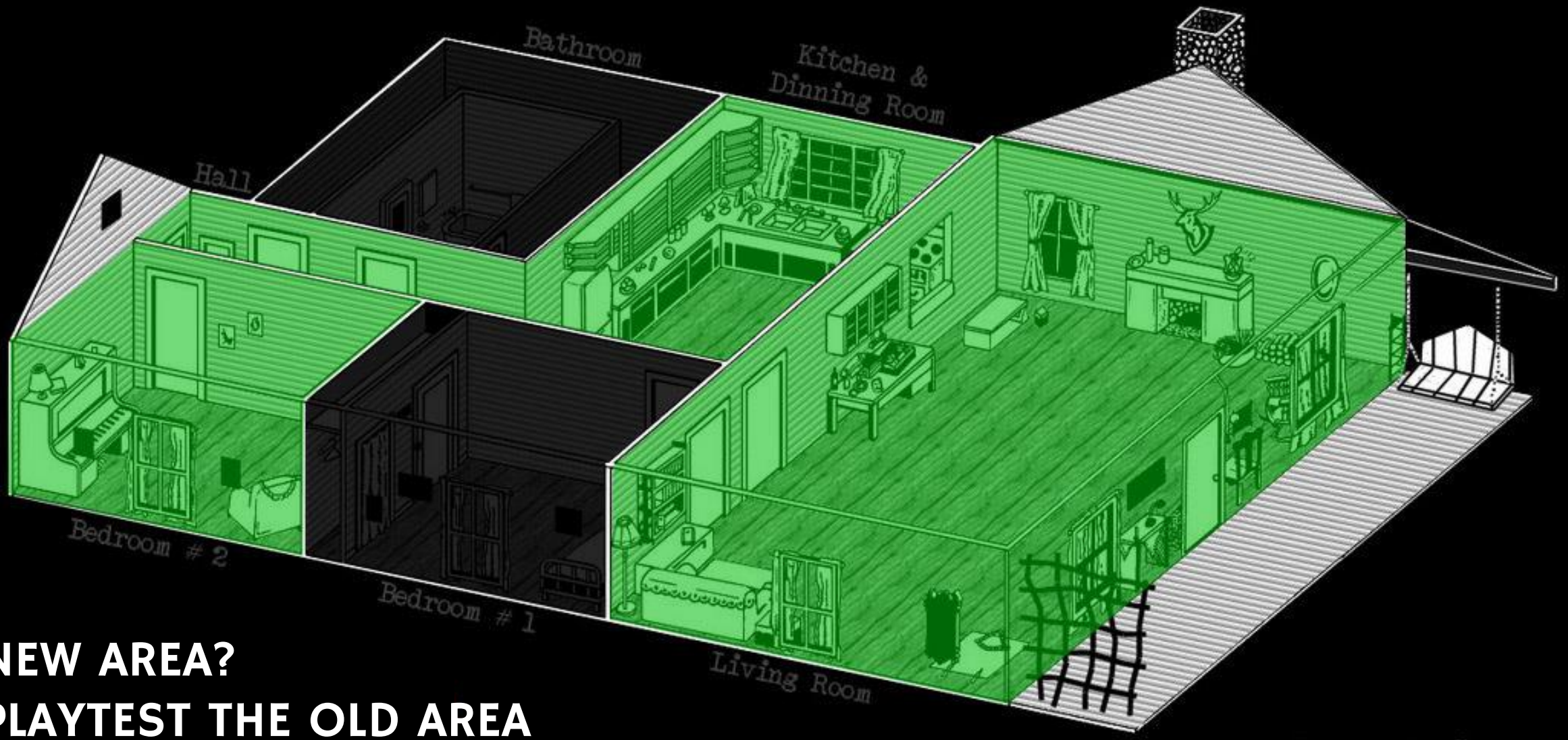


PLAYER HAS TO RESTORE THE POWER

OPEN BUT LINEAR LEVEL



PLAYER HAS TO CHECK THE STUDY



NEW AREA?
PLAYTEST THE OLD AREA

TAKES A SHORT WHILE TO WORK OUT ONLY GLOWING OBJECTS CAN BE INTERACTED WITH

TAKES HAND OFF MOUSE WHILE WALKING IN STRAIGHT LINE

PLAYER'S MOVEMENT SPEED IS FAR TOO SLOW

DIFFICULTIES IN UNDERSTANDING HOW THE PHONE AND MESSAGES WORK

ATTEMPTING TO TRY OPEN EVERY LOCKED DOOR

UNABLE TO UNDERSTAND MESSAGES OVER THE PHONE