

Designing Game Story through Brainstorming

Goal is to devise a loosely based:

- setting utilizable for a LEVEL and level MAP
- developed and more detailed character to 'live' and 'interact' within the setting
- Metaphor that will further define the elements of interaction within your game (ie. Enemies, inventory, obstacles, 'items', allies, etc.)
- dramatic arc – that defines the challenges, conflicts, and goals of game

1. Pick a sample image (or go to flickr.com, google images, etc.) to find a scenic picture to start from.
2. Study it: then take 10 minutes to jot quickly down as many words that come to mind in the length of time you have – you should have at minimum 20 – 30 words.
3. Take 3 minutes to write a single sentence that describes the scene (you can use your imagination and can be very literal or very allegorical)
4. Take that list and circle 5-10 items that are nouns
5. Write those nouns on cards provided
6. Go back and underline any verbs in your list of words
7. Write those verbs on cards provided
8. If you are lacking 'cards' for either the noun or verb stack go ahead and look at just the words on the stack and jot down some new words!
9. Put those words on notecards
10. Have your 2 stacks of cards (noun / verb) and sentence ready for isolating your game.