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| **Assignment** |
| Qualification  | BTEC Diploma in Computer Games Design |
| Unit number and title | Unit 74: Game Story Development |
| Start date | WC: 04/12/2017 |
| Deadline  | WC: 18/12/2017  |
| Assessor name | James Tedder |
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| Assignment title | Assignment 1 - Storytelling Essentials |
| You are an apprenticeship games designer working for a small games developer in the east midlands. The game director has asked you create a report on what makes a good game story. This report will then be used to help in the creation of a story you will write for an upcoming game.**Learning Outcomes:** **Unit 74: P1** Summarise accurately the elements of storytelling for games using some subject terminology appropriately**Unit 74: M1** Explain the elements of storytelling for games with reference to detailed illustrative examples and with generally correct use of subject terminology**Unit 74: D1** Comprehensively explain the elements of storytelling for games with elucidated examples and consistently using subject terminology correctly

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| **The work for this assignment must be submitted in accordance with the instructions given at** **the end of each task within the assignment****Students are reminded that late work will not be accepted for assessment. Student Declaration**I declare that all the work submitted for this assignment is my own work, or in the case of group work, the work is **my work** I completed as part of the group, and that no part of it has been copied from any source (other than for referencing).I understand that if **any** part of the work submitted for this assignment is found to be plagiarised**none** of the work submitted will be allowed to count towards the assessment of the assignment.Signed: Date:\_\_\_\_\_\_\_\_\_\_\_\_  |

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| **Task**You will write a report on how game designers use a story to enhance a player’s gameplay experience. Article will cover: * **Forms of storytelling**: cave painting; oral traditions (fable, myth, legend); theatre; text; film; television
* **Game genres**: action, eg platforms, first-person shooter (FPS), third-person shooter (TPS), racing, fighting; adventure; puzzle; role-play; simulation and sports, eg turn-based strategy (TBS), real time strategy (RTS)
* **Approaches**: location; conditions; actions; symbolism; three-act structure (beginning, middle, end); hero’s journey (12 steps); episodic
* **Representation**: emotions; characterisation; stereotypes, eg gender, ethnicity
* **Emotional themes**: vengeance; happiness; fear; anger; perseverance; heroism; valour; hope; competitiveness
* **Interactive story**: embedded; emergent; cinematics; cut-scenes; triggered events; player control; character customisation
* **Writing strategies**: pre-writing, eg brainstorm, research, storyboard, list, sketch, outlining, freewriting; drafting (working title, write content); revision, eg add, rearrange, remove, replace, evaluate

**Indicative Characteristics****Merit**Evidence produced will describe elements of telling a story including reference to historical approaches, genres, representation, emotional themes, interactive story, and writing strategies. You will refer to detailed illustrative examples to illustrate your explanations though the examples you give will not be further elucidated. You will use technical vocabulary for the most part correctly, but may make mistakes or be unsure about usage at times. **Distinction**Evidence produced will discuss elements of storytelling and approaches to telling a story including reference to genres, representation, emotional themes, interactive story, and writing strategies. You will support your arguments by reference to highly relevant examples drawing out features illustrating precisely those points being discussed. The discussion of what is required in a game story will be interwoven with reference to the history of storytelling in such a way that the latter illuminates the former. Technical vocabulary will be secure and used correctly and confidently at all times |

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| This brief has been verified as being fit for purpose |
| Assessor | James Tedder |
| Signature |  | Date |  |
| Internal verifier | Wayne Gallear |
|  Signature |  | Date |  |