



## Chapter 5 – Story & Character Development: Creating the Narrative

### Storytelling Traditions

### Generating Ideas

### Classic Character Archetypes

- Hero
- Shadow
- Mentor
- Ally
- Guardian
- Trickster
- Herald
- Protagonist
- Antagonist
- Co-Protagonists
- Supporting Characters

### Traditional Story Structure

- Hollywood Three-Act
- Monomyth & Hero's Journey

### Story Elements

- Premise
- Backstory
- Synopsis
- Theme
- Setting
- Plot

### Character Development Elements

- Character Triangle
- Character Arc



## Chapter 5 – Story & Character Development: Creating the Narrative (cont'd)

### Game Story Devices

- Interactivity
- Non-Linearity
- Player Control
- Collaboration
- Immersion

### Game Character Types

- Player Characters
- Non-Player Characters
- Character Categories

### Point-of-View

- First-Person
- Third-Person

### Visual Character Development

- Techniques
- Style
- Movement

### Verbal Character Development

- Narration
- Monologue
- Dialogue

### Character Advancement

- Class
- Skill

### Character Description

### Game Storytelling & Documentation