



PROJECT
STORY & CHARACTER ELEMENTS

LENGTH/FORMAT: 5-page document containing headers and 1 paragraph (on average) discussions for each section.

CONTENT: Both of the following sections should be covered, and all should be related to your original game idea:

PART I: GAME STORY ELEMENTS (3 pages)

- **Title:** Make sure your title is brief, descriptive, and “snappy.” Try to come up with something that will attract players to your game.
- **Genre:** Use an accepted genre, a hybrid – or make up your own!
- **Theme:** What is the theme (usually philosophical) of your game? Are you trying to make a statement, promote an agenda, make a value judgment about good vs evil? Common themes include survival, redemption, transcendence, and temptation. Come up with a theme and discuss it in one paragraph.
- **Premise (or high concept):** In order to create a strong premise, you need to determine the goal, hook, mood and theme of the game. Your premise should consist of 2-3 short sentences and should be written in 2nd-person voice, addressing the player directly. Your premise also needs to “sell” the game to the prospective player by revealing the game’s dramatic elements and “fun factor”!
- **Backstory:** The backstory should address what happens before the game begins. It should be no longer than one paragraph—around 3-5 sentences.
- **Synopsis:** The synopsis should address what happens while the game is being played. It should be at least one paragraph long—and it may be several paragraphs long, depending upon your storyline’s complexity. Your synopsis should not read like a scripted story. Remember: You can have several different endings in a game—and your characters can go down different paths in the story! Do not get bogged down in details associated with plot points. Stick with the general storyline only.



PART II: GAME CHARACTER ELEMENTS (2 pages)

Create descriptions of 3 characters from your game. Using 1 paragraph (3-5 sentences) per character, include each of the following elements:

- **Background:** Discuss character name, history, and relevance to the game's storyline.
- **Physiology:** Discuss body type, hair/skin/eye color, gestures, expressions, distinguishing features, health, walking cycle, and signature/idle movements.
- **Sociology:** Discuss economic power, family roots, marital status, occupation, education, religion, race, political affiliation, and each character's relationship to other characters. Make sure you create a character triangle relationship between the 3 characters you've chosen to describe.
- **Psychology:** Discuss beliefs, sexual orientation, temperament, attitude, complexes, intelligence, strengths, weaknesses, likes, dislikes, goals, fears, and emotional well-being. Make sure each character experiences an "arc" as the game progresses.
- **Verbal characteristics:** Discuss vocal tone, volume, and speed. Provide a sample dialogue phrase.

Each of the above elements should be discussed in detail. Make sure that at least one of your characters is a player character—and consider how player characters and non-player characters will differ from one another. Also, make sure you consider both visual and verbal character development in your descriptions.