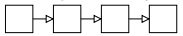
cis3.5 fall2009 lecture III.1

topics:

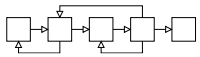
- game programming and narrative

story

- *storyboard*
  - an series of drawings showing how visual aspects (e.g., animation) and/or activity changes while the game or narrative is running
- game versus narrative
  - narrative
    - storyboard describes a story line or a script
    - movement from one screen in the storyboard to another is strictly *linear* (i.e., you only go forward from one to the next; you can't go backwards)



    - the content of a narrative is *scripted*
  - game
    - storyboard describes game play
    - movement from one screen in the storyboard to another can be recurrent (i.e., you can move backwards and forwards and skip around)



    - the content of a game is *programmed* (elements may also be *scripted*, but the game as a whole is programmed, and portions of the program invoke any scripted content)
- Many of today's more sophisticated video games have story elements in them, but don't confuse "narrative" with "context".

control

- user-controlled versus author-controlled
- In a narrative, the control belongs solely to the author. The user (viewer) can't do anything except "play" and "stop".
- In a game, the control is shared between the author and the user. The author designs the screens and types of actions, but the user, through playing the game, controls which screens follow which, based on the actions the user performs.

outcomes

- how will it end?!
- In a narrative, there is only one ending. No matter how many times you watch a movie, it will always end the same way. Dorothy will always make it home in the "Wizard of Oz", and Cinderella and Julia Roberts will always marry their princes.
- In a game, the author designs multiple possible endings, and the actions of the user determine which ending happens.