DISCLAIMER

- As has been stated before, GAMES ARE NOT MOVIES
  - They are, in fact, a new and unique medium
- BUT! Elements of other medium can help shape games and lead to growth in the medium.
  - Particularly if you are trying to tell a story, as stories are fundamental human constructs which have commonalities between all story driven media.
- Today we are going to look at a game which attempts to adapt elements of film directly into its structure.
- This game was interesting, though not a total success.
  - Understanding what worked and what didn't will help us better apply the knowledge gained in Visual Story.

INDIGO PROPHECY

- The Dream:
  - A cinematic game with several strong characters
  - Interlocking story told through use of each characters perspectives.
  - A plot that changes based on player interaction
  - Merge game-play and story to avoid disconnect

  * a bit of story, then action, then a bit of story, then action" David Cage
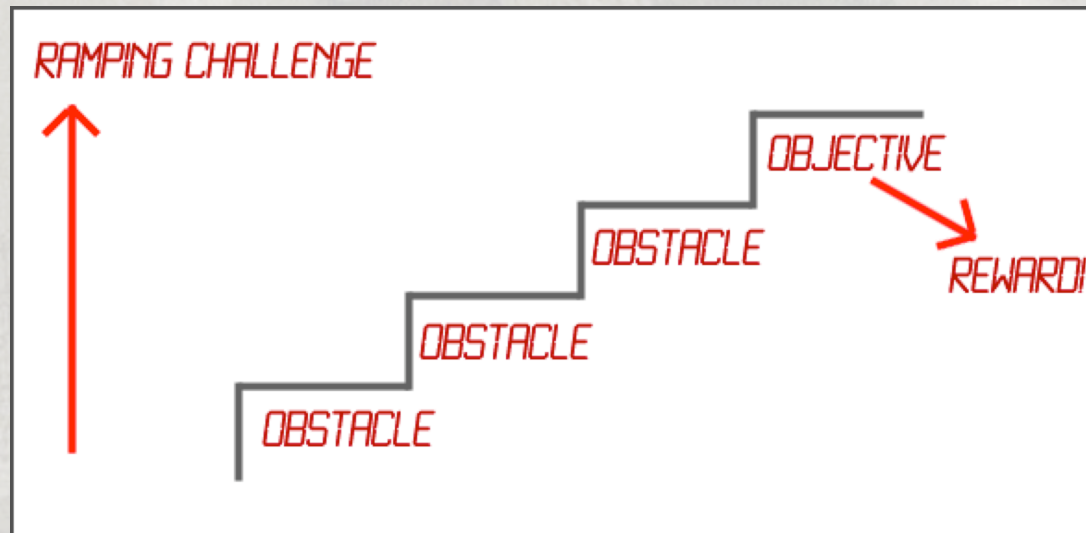
TRADITIONAL STORY

– Components:

- Inciting Incident – The event forcing action

- Rising Action – Tension builds as events progress

- Climax – The peak of tension in the story

- Resolution – Ties up the plot lines (varies)

A Game Design Interlude

– Basic Game Design Ideas:

- Objective – A goal is placed before the player
- Obstacle – Something that stops the player from reaching the objective
- Ramping – An increase in the challenge of the obstacles
- Reward – The payoff for reaching the goal

INDIGO PROPHECY

- We can see this traditional structure in the very opening scene with Lucas in the Diner:

  - The murder constitutes the hook (Inciting incident)

  - The time limit and options create tension. (Rising action)

  - The climax is the waitress' call or the police officer standing up (depending on the player's actions)

  - The scene concludes (resolution) with Lucas' departure.

- The scene is a mini story in itself.

GAMES ARE BECOMING LESS MODULAR

- Modularity
  - Eternal Darkness, Gabriel Knight have modular stories
    - But modular stories in games are somewhat rare
  - Classic games were inherently modular
    - Levels no longer mean skill level, the term is somewhat outdated….

GETTING MORE INFO

- July 2008 Interview about Heavy Rain
  - http://www.gamasutra.com/view/feature/3744/dreaming_of_a_new_day_heavy_.php?page=1

- Postmortem on Indigo Prophecy
  - http://gamasutra.com/features/20060620/cage_01.shtml