

6/14 - Revised Writing Goals - Reactivity, Imagery, Character, Adventure

Reactivity

- Definition
 - Within the bounds of a character's authored personality, the player enacts their own sense of purpose and attitude. Design the narrative to interpret the player's choice, infer an intention, and reflect that intention.
- Examples / Ideas
 - Define a Character's Past
 - Decide what information to share with an NPC
 - (can be a more natural way of defining a character's past)
- Goal
 - **1 Major Reaction / Scene**
 - **1 Opportunity for Reaction (Choice) in a Future Scene / Scene**

Adventure

- Definition
 - The characters' goals must be abstracted from the narrative themes.
 - Instead of "I need to know what to do with my life,"
 - characters say "I need to find where to use this code I found in The Counselor's office, because it may lead me closer to them, and I believe they may help me learn what I need to do with my life."
 - or "I need to convince The Cartographer to give me a map of Layers' Edge, because it's a dangerous place where I could easily get lost, and I need to avoid getting lost in order to find my Counselor, who I believe may help me learn what I need to do with my life."
- Examples / Ideas
 - "I need to know what to do with my life" → "I need to find & consult my guidance counselor" → "I need to follow this clue" → "I need to find a locker / piano" → "I need to go to the band room"
 - Just add more obstacles to the current goal, until you're far enough away from the original that there are things for the characters to do, and things for the player to have the character talk about.
 - making Jason's (PC's) goal to help May find the counselor is an example – and then adding an arrow in that after May leaves to pursue her goal, Jason needs to find and rescue her in order to help her find the counselor
- Goal
 - **1 Immediate External Actionable Character Goal / Scene**
 - **For each scene, create a goal for each character (that extends to the player) that drives them to interact with the world in a specific, meaningful way.**

Character Building

- Goal
 - **For each scene, identify its function in the player's development in relation to that character. Make sure you achieve that goal.**

Poetic Voice / Creative & Unique Imagery

- Goal
 - **For each scene, identify 1 centerpiece that embodies a theme. Orbit all the imagery around that.**