

Scene Outline Template

- Perspective
 - Which character is the player asked to make decisions about?
- Main Question (challenge to imagine)
 - What question is the core choice in this scene asking the player? What is the scene asking the player to imagine?
 - The player is asked this question by being presented dialogue options. To continue reading, they must make a decision about how they imagine their character.
- What is NOT being asked of the player?
- Other Elements of Essential Experience
 - How else does this scene construct the essential experience of 'Imagining What's Possible'?
- Establishes
 - A character? A location (just another kind of character)?
 - can 'establish' for the first time, or build upon an existing character (or something else i haven't thought of) with new information
- Exposition
 - What contextual information creates meaning in a decision? How can we be sure the player has all the necessary context?
- Advances
 - How does this scene advance the plot? What is changed? How are things made ready for a new scene?
 - this, and previous 2, come together to define how this scene functions within a larger web of scenes (imagined or otherwise)
- Reactivity
 - What reactive input does this scene generate? What question can we ask the player that allows us to infer their specific interpretation of the story?
 - What reactive output might this scene produce? How might we reflect a player's specific interpretation of the story?
- Adventure
 - 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.

- Poetic Voice / Creative & Unique Imagery Focus
 - For each scene, identify 1 centerpiece that embodies a theme. Orbit all the imagery around that.
- Reusability?
 - How might this scene be re-used if the vignette prototype fails?
- Other Exciting Ideas
 - What else excites you about this scene? Why?