



Guide to form - Game Design

If I can write in any form, which should I choose? This is the question we are most often asked. There is no 'better' or 'worse' form but the brief notes below may help you decide.

Love creating immersive and interactive narratives? **Video Games** are a unique piece of media that allow the reader to interact with your writing and decide their own adventure.

Usually, game writing works hand-in-hand with the mechanics of a game - A game mechanic is how the player interacts with the game. For exploration games, game writing can present itself through item descriptions, books filled with lore, or dialogue from characters.

For narrative-heavy games, game mechanics usually take the form of 'choices'.

Here is an example of how this could look:

Jennifer hears a knock on her door late at night.

Choice 1: [Answer the door]

Choice 2: [Ignore]

This is the simplest way to engage the player with the narrative you are creating, allowing them to choose how they want to progress the story and providing them with a feeling of control over the direction the game is heading.

[Twine](#) is a simple tool that allows you to create your own interactive stories. Their website has some great examples of games to inspire you and also features this handy [guide](#).

Because video games can be so diverse in genre, it can be hard to figure out what tone you should write in. Before beginning to construct your writing, here are some key tips:

- Understand your story's theme: This will help you identify your main character's goals, motivations, obstacles, fears, etc.
- All stories need a start, middle, and end - rough out these ideas to help shape your narrative and mechanics. It's important to have an idea of how you want the player to progress and what revelations or discoveries you want them to experience.
- How do you want the player to feel? Scared, sympathetic, happy, excited? Narrowing down the key feelings you want to evoke will help you decide on your tone of writing.

To start thinking about game narratives, why not try out this resource on [idea generation](#).

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