



Game Design 53-609
Project #4

The Story Citadel

Assigned: Tuesday, February 14
Due: Tuesday, March 21, at 1pm

For this project, you will create a role playing adventure and three player characters, using the “Roleplaying 101” System. When your adventure has been created, you will take the role of “storyteller” and lead three players through your adventure. Your adventure should be designed so that it can be completed in a three hour period. **Your adventure must contain a puzzle of some kind – it need not be an overt one.**

You will be assigned to a group of students who will serve as players in your adventure. Correspondingly, you will serve as a player in each of their adventures. In total, you will be a storyteller in one adventure, and a player in three adventures. Students in five person groups (if any) will lead one adventure, play in three, and sit out one.

Groups have been devised to have at least one member who is an “expert,” that is, one member who has played tabletop role playing games in the past. This member should be the first to run his or her adventure, and is encouraged to do so ASAP, so that the others can learn by example.

You will hand in a digital document that contains the following sections:

- A) A brief description of the process you used to create your adventure. Include any brainstorming notes, etc.
- B) All notes, maps, illustrations, descriptions, etc. that you created for the purpose of running your adventure.
- C) A step-by-step narrative detailing what your players did during your adventure.
- D) A description of the puzzle that was part of your adventure, and an analysis of how effective it was.
- E) An interest curve that illustrates your predictions about how your adventure will play out. Label points on the curve to correspond with events in your adventure. Create this curve **before** you run players through your adventure.
- F) An interest curve that illustrates how your adventure did play out. Create this **after** you run players through your adventure.
- G) Three interest curves, given to you by the players you led through your adventure. Players can feel free to draw these on paper, they do not need to be digital. Neatness does not count. Players should be urged to create these based solely on their personal point of view about their own personal interest curve, regardless of the other players’ experiences. Players should also be urged to be brutally honest.
- H) Your thoughts and reflections about what worked well, and what worked poorly in your adventure. **This post-mortem analysis is the most important part of this assignment.** Consider questions such as: What surprised you? Do curves E and F differ at all? Why? How about G1, G2, and G3? Did this experience teach you anything about interactive storytelling? Deep thoughts about lessons learned are very welcome here.

Your adventure will be graded as follows:

- Originality: 20%
- Fun / Engaging: 30%
- Puzzle Quality: 10%
- Analysis: 40% ← See, that’s kind of a big number.

Want good advice? Go here: <http://www.gnomestew.com/top-30-game-mastering-articles/>

Good luck – and take care – it’s easy to get lost in the swamp.