

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 6 (Storytelling/Character Development)

Purpose

- Reinforce story and character knowledge and experience concepts as they apply in video games

Instructions

- As RPG's are known, in general, for their in-depth story and detailed character development, for this analysis, you will review the story and characters of a present day Role Playing game (published in the last 12 months). Choose an RPG that you have played or spend at least eight (8) to twelve (12) hours playing the title. Discuss in your analysis the story itself and character concepts such as the following:
 - What defines the milestones of the beginning, middle & end
 - Is the setting believable for the story being told?
 - Do you feel like the main character or does the main character have their own personality?
 - Do the NPC's of the game serve their purpose? And do they add or detract from the gaming experience as a whole?
- These are, of course, just some of the topics you should cover. Please include additional information that you feel contributes to the story or to the characters of the story.
- If you have not, or are morally opposed, to playing an RPG, you may choose an adventure or an in depth story driven action title, but you must discuss this with me before you hand in your paper (I do not mean the day it is due before class) You can either email, talk or PM me with the reason and title.

****see Analysis requirements for particulars on writing the paper***