

COURSE OUTLINE

Game, Storyline, and Character Development

Course Description

ID 110. Game, Storyline, and Character Development. 3 credit hours. This course will enable the student to transform a storyline or core game idea into a formed game directional plan, story, or script. The student will study working game and story structures, failed game and story structures, and character development. The student will apply that knowledge to complete a storyline, game idea, or script.

Required Materials

For complete material(s) information, refer to <https://bookstore.butlercc.edu>

Portable storage device (Portable hard drive recommended)

Personal earbuds/headphones for lab use

Butler-Assessed Outcomes

The intention is for the student to be able to do the following:

1. Write a game or original storyline with character development and game/story or scripting structure.

Learning PACT Skills that will be developed and documented in this course

Through involvement in this course, the student will develop ability in the following PACT skill area(s):

Analytical Thinking Skills

- Critical Thinking – By determining what makes games/stories successful or unsuccessful, the student will develop critical thinking skills.

Major Summative Assessment Task(s)

These Butler-assessed Outcome(s) and Learning PACT skill(s) will be demonstrated by the following:

1. Developing and writing an original and complete storyline with character development.

Skills or Competencies

These actions are essential to achieve the course outcomes:

1. Explain storylines and how they make a game/movie successful.
2. Understand character development and how a character fits into a storyline.
3. Write a complete storyline or script and develop the characters within it.

Learning Units

- I. Research and development

- A. Group interaction and research
 - B. Individual research and brainstorming
 - C. Current and past game research
- II. Game types
 - A. What publishers look for in a game
 - B. Game genres and graphical options
 - C. Game platform options
 - D. Game styles: i.e., MMO, FPS, etc.
- III. Current game trends and branding
 - A. Branding
 - B. Protecting your rights and intellectual property
 - C. Licensing and marketing
 - D. Virtual item sales and in-game advertising
 - E. Subscriptions based and purchase models
- IV. Storytelling
 - A. Story techniques
 - B. Plotlines and twists
 - C. Make a game fun and interesting
 - D. Quest and character advancement
 - E. Keep it secret
 - F. Multi-level/multi-plot storytelling
- V. Character development
 - A. Character description and relationships
 - B. How a character “grows”
 - C. Character roles and responsibilities
 - D. Identities, quirks, and traits
 - E. Character customization to fit the story
- VI. Game Worlds
 - A. Define a world
 - B. NPCs
 - C. Bringing a world to life
 - D. Religion
 - E. Politics
 - F. Locations and size of a “world”
 - G. Modality of travel
 - H. Objects and locations
- VII. Game development
 - A. Goals and rewards
 - B. Obstacles
 - C. Puzzles

D. Traps

VIII. Game time

- A. Limits and manipulation
- B. Pacing
- C. Intensity
- D. Real world impacts
- E. Game experience

IX. Problem solving and current problems

- A. Character deaths
- B. NPC control
- C. Player balance

X. Game content

- A. Weapons and armor/clothing
- B. Structures
- C. Vehicles/transportation

XI. Making it work

- A. Writing the story/script
- B. Making the proposal
- C. Finalizing the story

Learning Activities

Learning activities will be assigned to assist the student in achieving the intended learning outcomes through lectures, class discussions, team research, individual research, readings, viewing tutorials and study material, quizzes, tests, and other activities at the discretion of the instructor. These activities may be either face-to-face or online.

Grade Determination

The student will be graded on the learning activities and assessment tasks. Grade determinations may include any of the following: class participation, projects, team and individual participation, research assignments, quizzes, tests, and other methods of evaluation at the discretion of the instructor.