

# Making Stories Into Games

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# The Toolkit

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- Playfic
  - <http://playfic.com/>
- Inform 7
  - <http://inform7.com/>
- Parchment
  - <http://parchment.toolness.com/>

An Intro to Inform 7

# Creating a Room

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The Forest Clearing is a **room**.

The **printed name** of the Forest Clearing is "A Sunny Clearing".

The **description** of the Forest Clearing is "A clearing in a lush forest."

# Adding Another Room

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The North Forest is a **room**.

The **printed name** of the North Forest is "The Northern Forest".

The **description** of the North Forest is "A forest straight out of a fairytale, with a large oak tree looming over you."

The Forest Clearing is **south of** the North Forest.

# Adding Some Scenery

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The oak tree is **scenery**.

The **description** of the oak tree is "A robust, healthy oak tree. Unfortunately, it's a bit too tall to climb."

The oak tree is **in** the North Forest.

# Adding a Thing

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The mallet is a **thing**.

The **description** of the mallet is "A heavy wooden mallet, suitable for hammering pegs into the ground."

The mallet is **in** the Forest Clearing.

# Making Things Affect the Player

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The coat is a **wearable thing**.

The **description** of the coat is "A nice woolen coat, suitable for winter treks."

The coat is **in** the North Forest.

**After wearing** the coat: **say** "You feel nice and warm."



# Putting Things on Other Things

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The desk is a **supporter**.

The **description** of the desk is "An imposing desk, straight out of a barrister's office."

The desk is **fixed in place in** the Forest Clearing.

The cookie is an **edible thing**.

The **description** of the cookie is "A yummy chocolate chip cookie."

The cookie is **on** the desk.

# Sitting on Things

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The comfy chair is an **enterable supporter**.

The **description** of the chair is "An overstuffed chair, warm and comfy."

The chair is **fixed in place in** the Forest Clearing.

**After entering** the chair: **say** "You sit in the chair and find it a very comfy chair indeed - you could easily go to sleep here."

# Putting Things Inside Other Things

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The treasure chest is a **closed openable container**.

The **description** of the treasure chest is "Just your standard pirate gold treasure chest."

The treasure chest is **in** the Forest Clearing.

The teleporter is a **device**.

The **description** of the teleporter is "Turn this switch on for fun."

The teleporter is **in** the treasure chest.

# Putting Things to Work

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**After switching on** the teleporter: **say** "You hear a buzzing noise, and all is dark for a moment."; **move** player **to** the North Forest.

**After switching off** the teleporter: **say** "You hear a dull click."

# Adding an Animal

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The rat is an **animal**.

The **description** of the rat is "A rather scrawny rat, always looking for food."

The rat is **in** the North Forest.

# Adding a Person

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The wizard is a **person**.

The **description** of the wizard is "A wizard with a pointy hat and a robe. No magic wand, though."

The wizard is **in** the North Forest.

**Every turn when** the player **can see** the wizard: **say** "The wizard mumbles something about [**the random thing which is in** the Forest Clearing]."

# Interacting With a Person

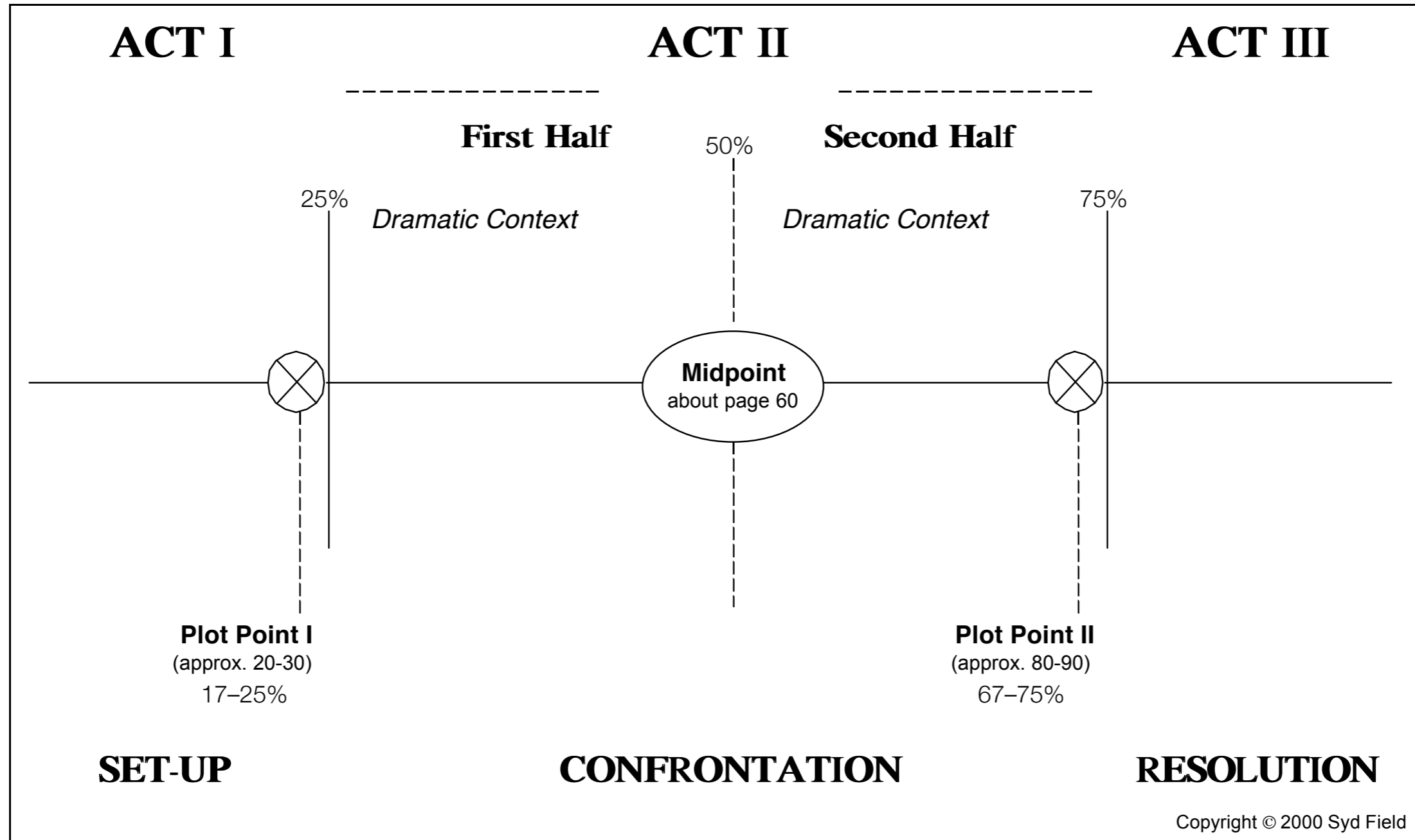
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**Instead of asking** the wizard **about** ["coat" **or** "the coat"]:  
**say** "The wizard exclaims 'Take it - I have no use for  
it!'"

# Writing a Game Story

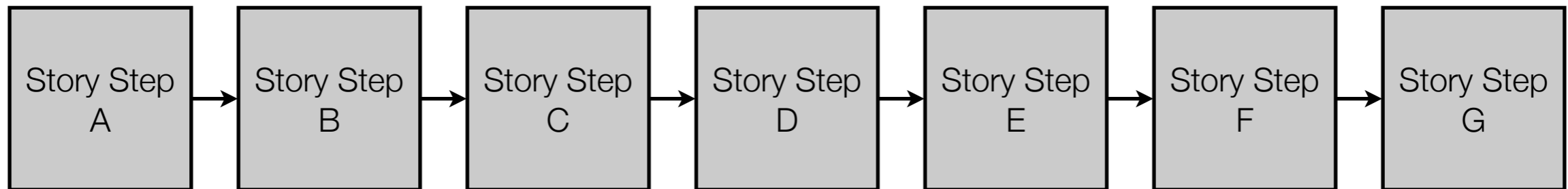


# Basic Screenplay Design



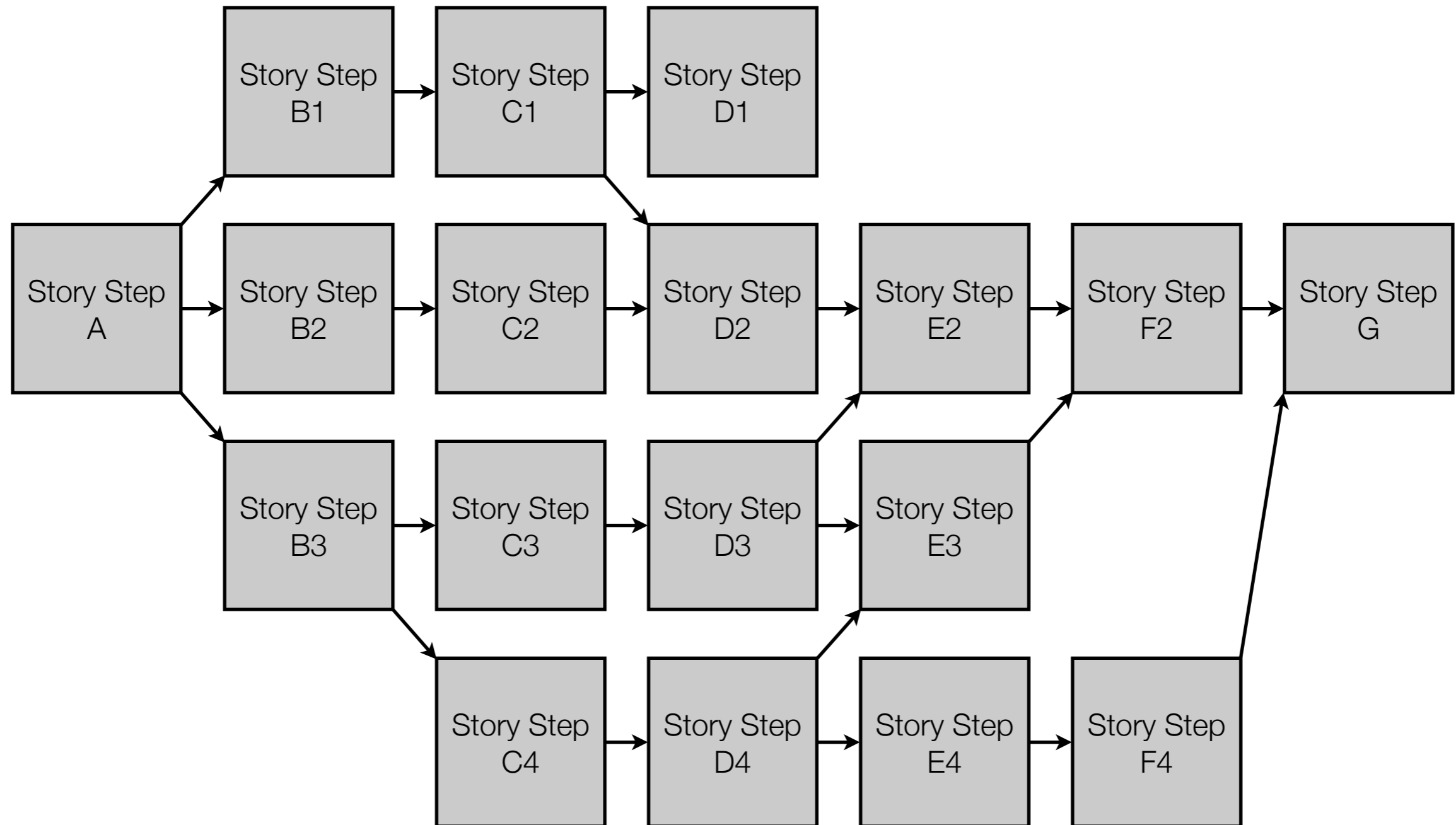
# Linear Storytelling

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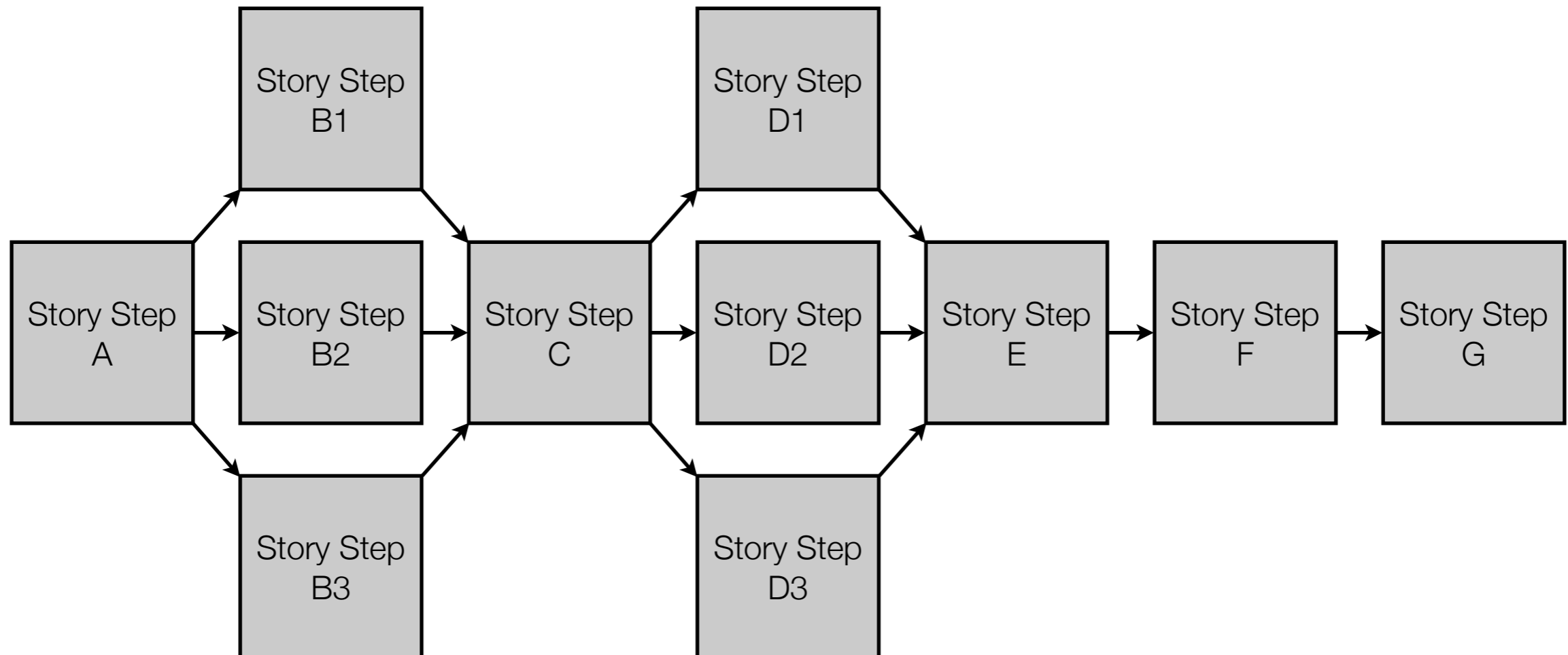
# Branching Stories

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# Controlled Branching

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# Games and Fun

<b>Successful Games</b>	
<b>Include These Items...</b>	<b>...To Avoid</b>
Preparation before challenges	Results due to pure chance
A sense of a game space	The perception of the game as trivial
A solid core mechanic	The game not being perceived as a game
A range of challenges	The game being exhausted too quickly
A range of required abilities	The game being perceived as simplistic
Skill in using the required abilities	The game being perceived as tedious
<b>Also Have...</b>	<b>...Because</b>
Variable feedback	Players like to see greater skill result in greater rewards
Ways to accommodate beginners & experts	Beginners need not get clobbered, or experts “bottom feed”
A definite cost for failure	Players feel cheated by “never-lose” games
<b>In Unsuccessful Games</b>	
<b>When Players Say...</b>	<b>...They Mean</b>
The game is too easy	Game patterns are too simple
The game is too involved	They are uninterested in the info required to detect patterns
The game is too hard	Patterns are perceived as noise
The game becomes too repetitive	New patterns are added too slowly
The game becomes too hard	New patterns are added too fast
The game runs out of options	All game patterns are exhausted

# Hippasus

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