Animated Narratives

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Chapter 2 objectives

In this flow chart, I have worked out the objectives for chapter 2. There are three objectives for this chapter, establish relationships with supporting characters, relationship stats building and exploring the environment in the game.

The flow chart also outlines the action routines for the player. As a high school student, Alex has school and life outside of school and at home. There are interactive characters as well as events taking place in all these scenarios.

The events in school are parts of the general plot. They take place no matter what. Therefore the narratives in school serve as the starting points for relationships and information feeding. The teacher character is utilized to present pieces of information about human trafficking issue. These are short sequences. Alex meets the supporting characters, his buddies, Pam and Krist, and Alphie first in school then is able to interact with them outside of the school. After a couple interactions, Alex builds relationship stats with them, which then trigger the events that evolves around the characters.

In game time, the school sequences happen daily but only with a few sentences long with dialogs. The aiming goal is for the player to spends more time exploring and talking to characters, hence trigger the narrative events. This process is like unlocking mini narratives with different characters; the more the background stories get unlocked, the clearer the player gets the full plot.

Reflection:

In this week's work, I examine the objectives for chapter 2 of my game through drawing out a flaw chart of a chapter overview.

I mapped out the action routine of Alex around both locations and characters. With this flow chart, I have a clearer idea of where and when to implant interactions and events. By continuously developing on the ideas, I can gradually developing the mechanic of relationship stats.

The mechanic of relationship stats building is often essential for visual novel. A good example is *Hatoful Boyfriend: A School of Hope and White Wings (2011) by PigeoNation Inc.* Like most of the romance simulation visual novels, the players get to choose the love interest when prompted in the game. Since the majority of the scenes happen in school, the player chooses to take one of the classes (out of three) daily to build up one of the three stats. In order to reach a different ending, there are requirements to be fulfilled, including certain stat values. Player does not only have to

build up the required stat, but also have to "tick the right boxes" of the chosen love interest through conversations to successfully get a good romance ending.

After working on this flaw chart, I realized that it's the best that I work on the character developments more to clearly plan out the objectives for each character. By doing so, the characters will have a clearer focuses in the parts they play. The events and interactions will then be developed to serve the focus.