

# Scriptwriting and Storytelling for Games

## Final Project Guidelines

### Overview:

The final project will be your opportunity to demonstrate an understanding of the process and technique of scriptwriting. You must create the basic elements of a game script. The basis for the script can be any industry viable game project.

At this stage you should have completed and received feedback on the following:

*Concept Statement*  
*Character, plot, and setting*  
*Cinematic sequence*  
*Script drafts*  
*Research documentation*

### Requirements:

The final script must contain the following sections:

| <u>Section</u>                               | <u>Minimum Length</u> |
|--|-----------------------|
| <b>Concept Statement</b>                     | (1 paragraph)         |
| <b>Game Philosophy</b>                       | (1 –2 paragraphs)     |
| <b>Target Audience / Demographic Support</b> | (1 – 2 paragraphs)    |
| <b>Primary Character Overview</b>            | (3 pages)             |
| 1 Player Character Summary                   |                       |
| 2 NPC Character Summaries                    |                       |
| Supporting Character Art                     |                       |
| <b>Setting and Style</b>                     | (1 page)              |
| 1 Environment Description                    |                       |
| Supporting Setting Art                       |                       |
| <b>Plot</b>                                  | (3 pages)             |
| Plot Synopsis as Step Plan                   |                       |
| Plot Treatment                               |                       |
| 1 Diagram of Interactive Pathways            |                       |
| <b>Game play</b>                             | (1/2 page)            |
| Game Play Description                        |                       |
| <b>Script</b>                                | (3 pages)             |
| 1 Complete Cinematic Sequence                |                       |
| 1 Section of Dialogue                        |                       |
| <b>Supporting Diagrams</b>                   |                       |
| Appendix containing supporting art           |                       |

## **Evaluation:**

Scripts will be evaluated as follows:

### **Quality of writing**

*Are there writing errors?*

*Does the writing employ techniques covered in this class?*

### **Quality of creative execution**

*Do you do what you set out to do?*

*Does the writing effectively employ creative writing technique?*

*Is the final script easy to read? Can it be browsed? Is it engaging?*

### **Cohesiveness of script sections**

*Does the script read as one complete document?*

*Are your themes consistent through the entire body of the document?*

*Are all sections complete?*

## **Formatting:**

All scripts should be single spaced in 12-point font. Scripts should integrate game art with text. The script should excite and interest its reader.

All projects should be delivered professionally. Use binders or a portfolio cover. Avoid errors and pay attention to formatting. This script is a showcase for your ideas. It should accentuate them with attractive packaging.