

Parallel Paths Writing Assignment

This assignment will help you to structure a simple interactive plot line. Follow each of the steps listed. I will collect only the end result, a list of events in a diagram.

Writing Tips:

- Write all action in the third person.
- Keep your sentences short and simple.
- Do not use names (use PC, NPC, Weapon, etc.).

1. Write down the three essential events for your game. These events describe the beginning, middle and end of your story.

Example:

1. PC is trapped in an underground city of the dead.
2. PC escapes to find that the dead are preparing for war with the living.
3. PC returns to the city of the dead to prevent the war.

2. Establish a single alternate resolution or end for your story.

Example:

- 3-B:** PC Returns to the city to become a leader of the dead army.

3. Add 3 new events between each event.

Example:

1. PC is trapped in underground city.
 - 1.1 NPC1 provides a weapon to PC – it allows PC to fight the dead.
 - 1.2 PC meets NPC2, NPC3 fights alongside PC.
 - 1.3 NPC1 sacrifices herself to help PC escape. NPC2 is left behind.
2. PC escapes to find the dead are preparing for war.
 - 2.1 PC travels to a village where the first dead soldiers have begun slaughtering the living.
 - 2.2 PC is severely wounded. PC has some of the dead spirit in him.
 - 2.3 PC is temporarily healed by NPC3.

3. PC Returns to the City

3A: PC seeks to prevent the war.

- 3A.1 PC learns that destroying the city's leader will destroy the colony of the dead.
- 3A.2 PC battles the city's leader, but the war continues
- 3A.3 PC discovers the destroyed leader was a fake, PC seeks and destroys the leader.

3B: PC seeks to become a leader of the dead army.

- 3B.1 PC discovers that he can move freely about the city – uncontested.
- 3B.2 PC discovers that he has powers over the weakest dead soldiers
- 3B.3 PC discovers he is also manipulated by the dead leader. He goes to war against the living.

4. Add 3 parallel events that can be **substituted** for the events already listed. These events can be written as a separate plot line. Do this for events 1 and 2. Do not do this for your end and alternate end (i.e. 3A and 3B)

Example:

1. PC is trapped in underground city	
1.1 NPC1 provides a weapon to PC - it allows PC to fight the dead	1.1A PC stumbles upon a weapon that allows PC to fight the dead
1.2 PC meets NPC2. NPC2 fights alongside PC.	1.2A PC finds a small team of others trying to escape (includes NPC1 and NPC2). PC fights with them.
1.3 NPC1 sacrifices herself to help PC escape. NPC2 is left behind.	1.3A NPC1 and others are left behind.
2. PC escapes from the underground city	
2.1 PC travels to a village where the first dead soldiers have begun slaughtering the living.	2.1A PC travels to village. All have been slaughtered. PC believes the war is won.
2.2 PC is severely wounded. PC has some of the <i>dead spirit</i> trapped inside of him.	2.2A PC attempts to take his own life in remorse. NPC3 saves and heals PC. <i>Dead spirits</i> are trapped within PC.
2.3 PC is temporarily healed by NPC3	2.3A PC discovers that the war is not won. Only the village was lost.
3. PC Returns to the Underground City	
3A. Seeks to prevent the war.	3B: Seeks to become leader of the dead army.
3A.1 PC learns that destroying the city's leader will destroy the colony of the dead.	3B.1 PC discovers that he can move freely about the city – uncontested.
3A.2 PC battles the city's leader, but the war continues	3B.2 PC discovers that he has powers over the weakest dead soldiers
3A.3 PC discovers the destroyed leader was a fake, PC seeks and destroys the leader.	3B.3 PC discovers he is also manipulated by the dead leader. He goes to war against the living.

5. Review the events to ensure the following:

- Either path can lead to either ending.
- Both paths should lead to a logical end.
- Both paths should create the same emotional momentum.

If not, revise your events.

6. Now write a paragraph that describes each of the events. This is your chance to fill in the blanks. To write this properly do the following:

- Write short, direct sentences
- Use the active voice and present tense
- Use lots of white space

Example:

1. PC is hunting for treasure when he finds a hidden passage. The passage is a one-way entrance to the city of the dead. An army of soldiers prevents him from escaping.

Plot Sequence #1

1.1: While PC is exploring, he is trapped by several dead soldiers. NPC1 saves PC. She is part of the revolution against the war. NPC1 trains PC to fight the dead. NPC1 provides PC with a weapon.

1.2 ...

1.3 ...

Plot Sequence #2

2.1...

2.2...

2.3...

2. PC is ...

7. Chart the events and mark them using the event numbers you created. In each event box, describe the event briefly in an easily understood phrase.