

REBELLION

# Story Telling In level Design Challenge

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SE3Team Challenge

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“Express through documentation, supporting images and/or a created environment - a story that will create a strong emotional response from the player.”

## The Challenge:

Express through documentation, supporting images and/or a created environment - a story that will create a strong emotional response from the player. Software may be any you wish – Asura, Word/Reference images, Unreal 4, Crytek, Unity, Max, Maya etc, etc. (Clear any new installs with IT.)

Game environments can provoke wonder – they can make you feel sad, happy, and scared or empathy for people you’ve never even met. For this challenge I want you to firstly choose what that emotional response is that you want from the player. Next, create the back story and represent it in the environment and design - more notably **the things the player can find and interact with** in the environment.

### Ask yourself –

- What is the medium that you wish to interact with in order to support your environment and emotional response?
- Are there recordings?
- Diary entries?
- Do interactions with the environment work as a dialogue or animation trigger?
- Who or what resides in this environment?
- Who might have occupied the space previously? What did they do? Why did they leave? Are they still here?

Feel free to placeholder things into the environment and associate a linked file for text/audio/detail animation requirements etc.

Example - the desk has a collectable on it but you can’t interact with it in 3dsmax – on interaction read from - collectibles.txt – *“We don’t have much time... I can already hear them clawing at the walls...”*

No entry to the challenge should be without a strong sense of supported interactions to deliver on this emotional response. **DO NOT MAKE IT PURELY VISUAL.** The visual should compliment what you are interacting with.

On completion - by reading the documentation and viewing images or surveying the environment and ‘interacting with it, I should be able to get an idea of exactly what emotional response you wanted from the player.

You have 4 weeks to do this in your own time. Challenge end date - November 21<sup>st</sup> 2:30pm. Try to focus on quality and the details rather than anything arduous in size and scope. Please submit supporting documents/images and files into a folder of your name in my inbox. - [\\OW-MHOW\inbox\Challenge](#)

I’ll be offering up a steam game to the entry that nails the brief and evokes the strongest and clearest emotional response.

Useful reference:

<http://kotaku.com/the-hardest-lesson-in-the-last-of-us-1615645609>  
<http://www.gdcvault.com/play/1012647/What-Happened-Here-Environmental>  
<http://fpsleveldesign.blogspot.co.uk/2011/07/in-game-story-telling.html>

Good Luck!