Making witches talk in DON'T WAKE THE NIGHT

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What this talk will cover

- Identifying bias in storytelling
- Crafting mechanics that carry a story
- Relying on visual cues
- Building an arc and developing non-linear storytelling

Background

Gameplay Loop

Scene overview 1

Scene overview 2

Identifying bias in the narrative

[GROAN]

Mechanics

Visual cues

In summary

- Limit information to the player
  - Let them fill in the gaps
- Allude towards a larger narrative
  - Foreshadow other stories in-text
- Assume player curiosity
  - Plan around the player's interrogation of design

Thank you!

More at:

- www.brujeriaatwerk.com
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