

SIGNALIS

GAME NARRATIVE REVIEW

REFLECTIONS

Stories exist in the cultures they are told in. Interpreted metaphors and allegories are inevitable in creation. Therefore, write to how your audience feels. We are not starfarers trapped in the great void of space, fleeing a vast and unfeeling empire. Yet, while we live in times where the potential for connection is nearly limitless, our lives are full of disconnect.

SIGNPOSTS

Complex stories are frequently told through exposition. A better way is to provide familiar signs and symbols as a baseline for expanding onto unique and convoluted ideas. Cosmic horror is not a new genre. Neither is waking up unarmed on a space station with amnesia. How the author builds the story from there is what matters. Initial patterns repeat, but potential is endless.

EMPATHY

People connect with characters. Good writing gives characters flaws and dreams, has them struggle against the unknown, and makes them human even when inhuman and surrounded by inhumanity. We are the stories we tell, and the indomitable human spirit is what we wish to believe in. With a flick of the light switch, banish the shadows to the underbrush.

IMMEDIACY

Players feel a story more deeply when they are involved with it. Working in an interactive medium has benefits and drawbacks, and ignoring this is perilous for good narrative design. When players retain interactive control, moments of calm amidst violence become poignant rather than an unwelcome restrained interlude. Let us dance together, lit by the fires of a dying engine.



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