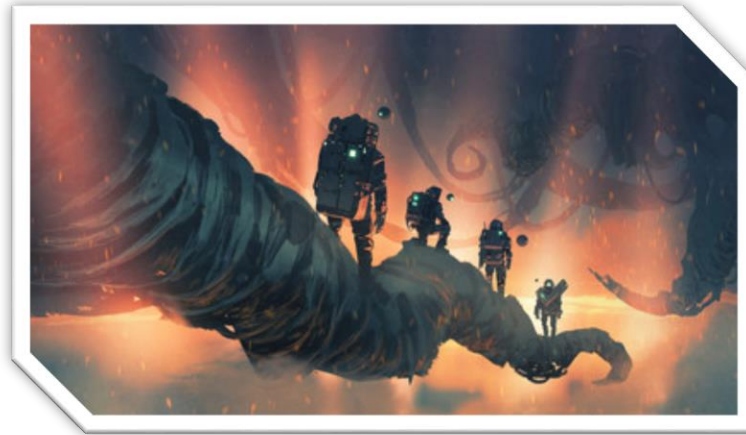


3. UNRAVELED

QUEST 3 WORLD 4



Quest Objectives:

Collaboratively or individually, create a reverse-outline of your game that showcases the branching narrative and its different paths. A reverse-outline means you go through each node and summarize it in a few words or a sentence, and map out its relation to the other nodes: a kind of roadmap for you. (You might use PowerPoint, Prezi, or an online mind-mapping tool for this!). This can be a true outline, a storyboard, or a visual layout.

Once you've done this, write a short (300ish word) post on your blog that describes what you've discovered having looked at the larger picture of your project. What do you notice about the structure of the narrative? Where does it bottleneck? Where does it branch? Is this what you wanted? Where might you consider changing things?

Once you're done, include this outline in your GDD as a storyboard.

Completing this Side Quest earns you 75 NAPS and a Presentation Badge.

