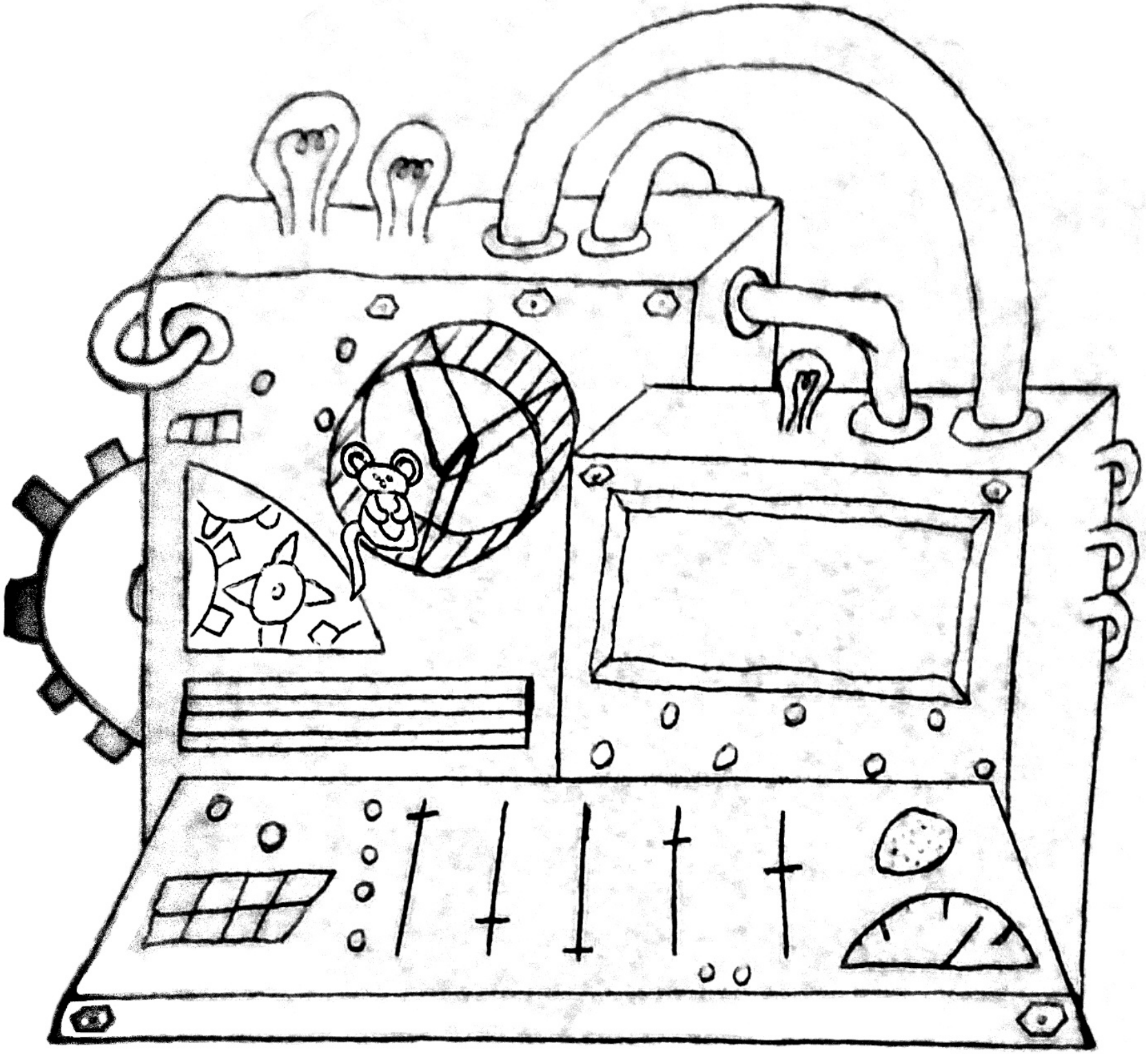
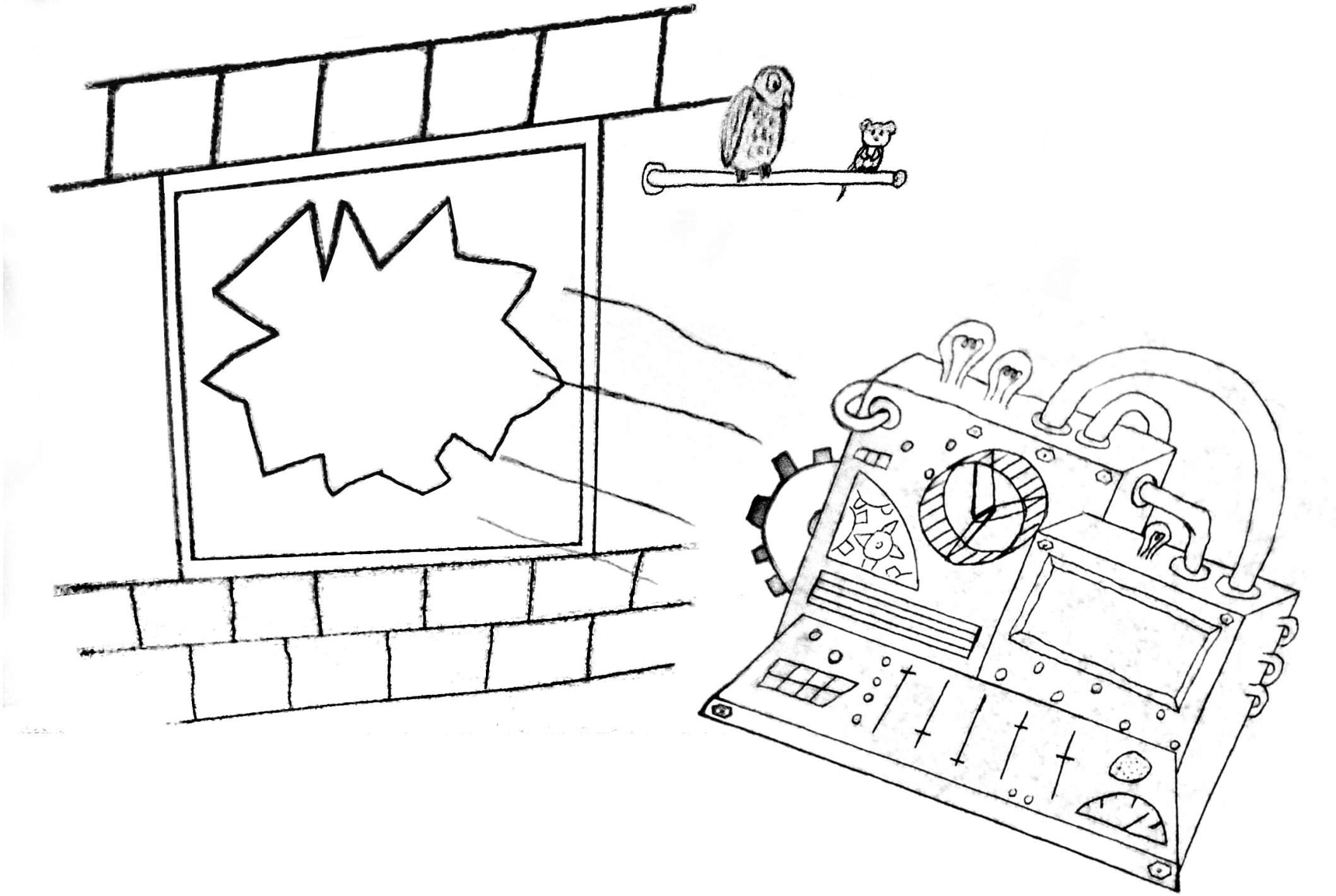
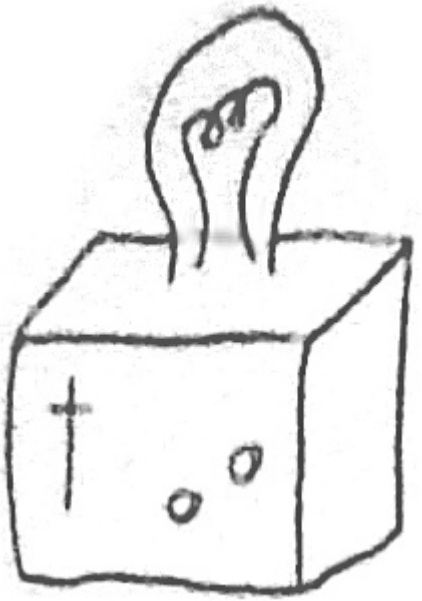
SweepWeave

A Synthesis of Storylets and Simulated Characters

By Sasha Fenn
(they / them)







Elements of Storytelling

Plot → Game Mechanics

Elements of Storytelling

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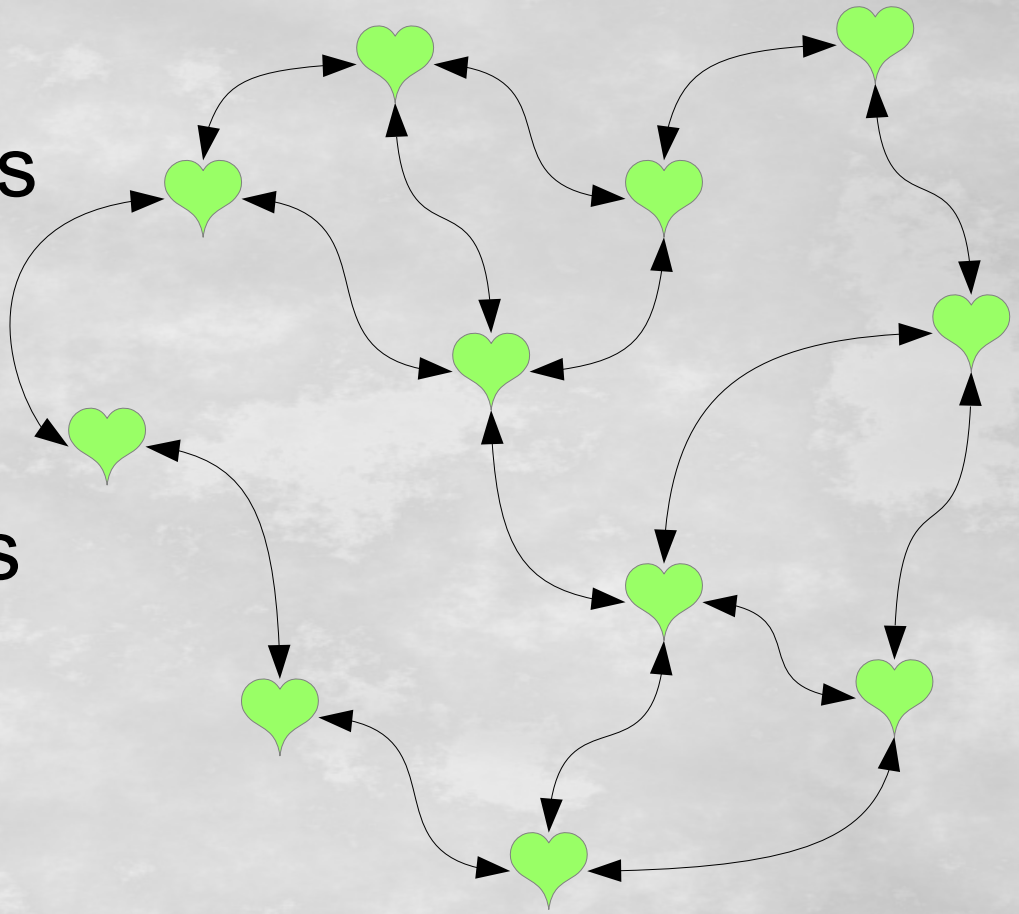
Characters

Elements of Storytelling

Plot → Game Mechanics

Characters

Character Relationships



Elements of Storytelling

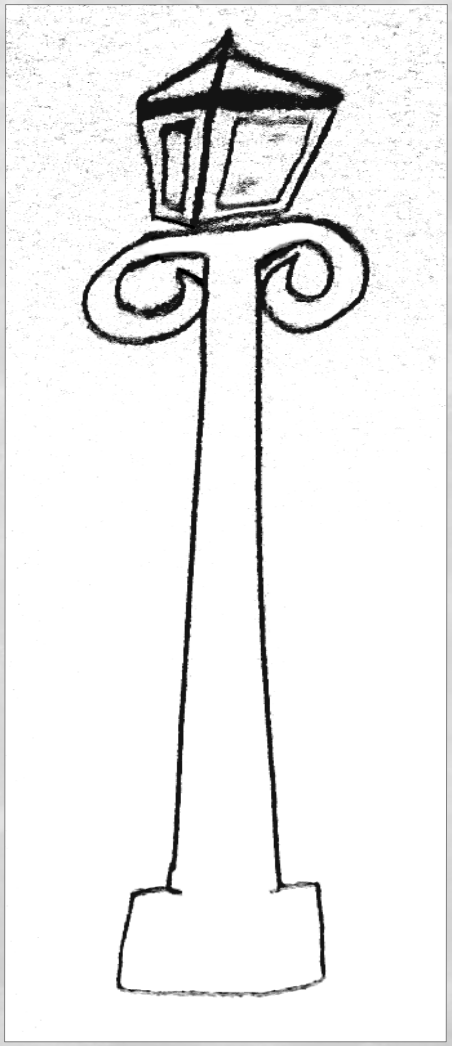
Plot → Game Mechanics

Characters

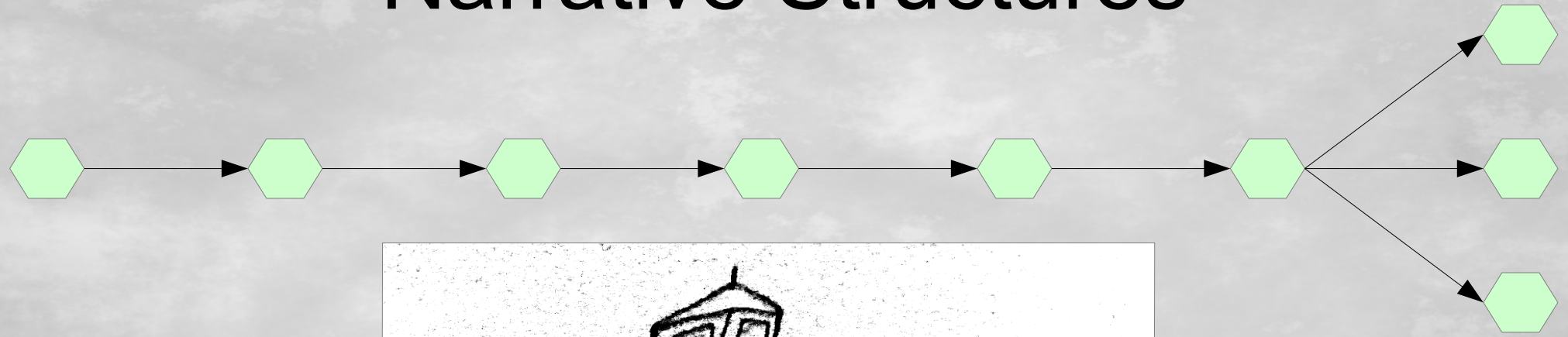
Character Relationships

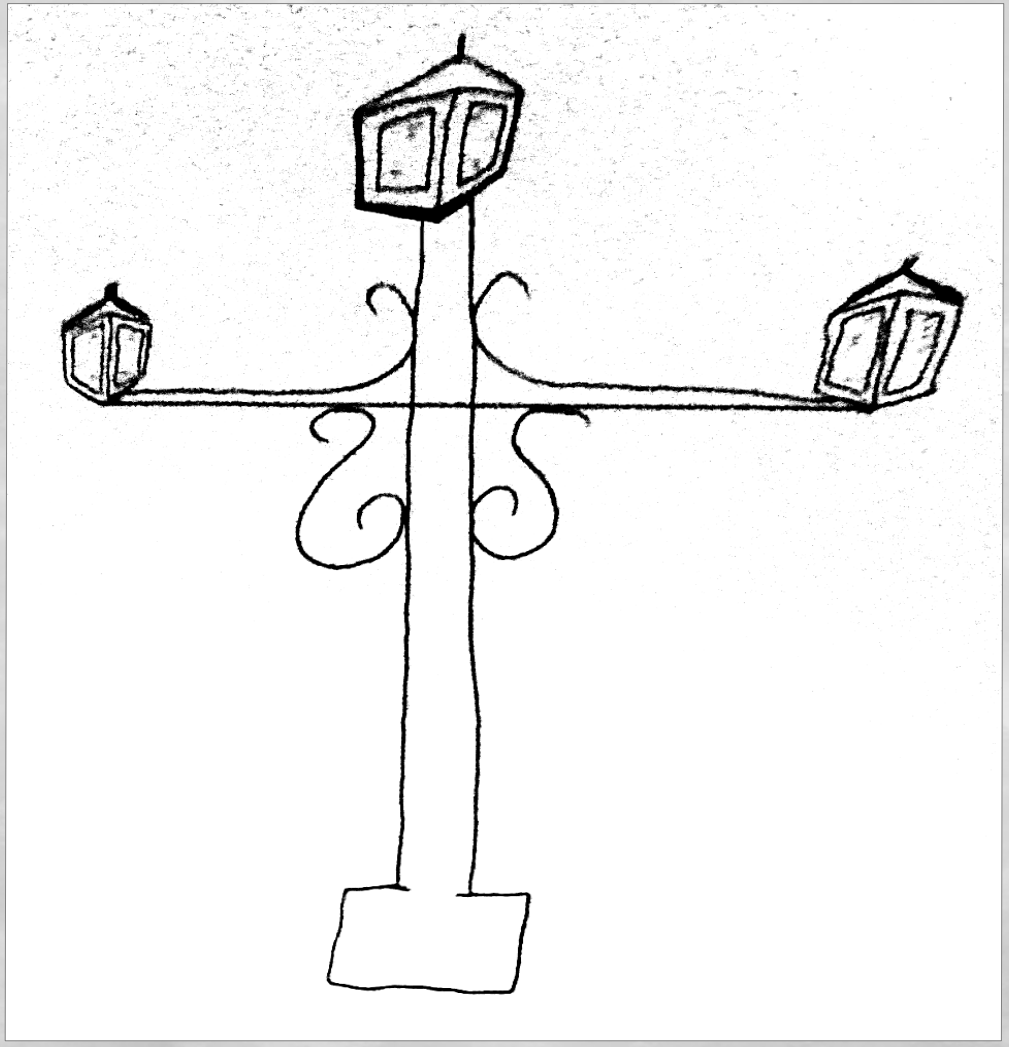
Themes

Narrative Structures



Narrative Structures





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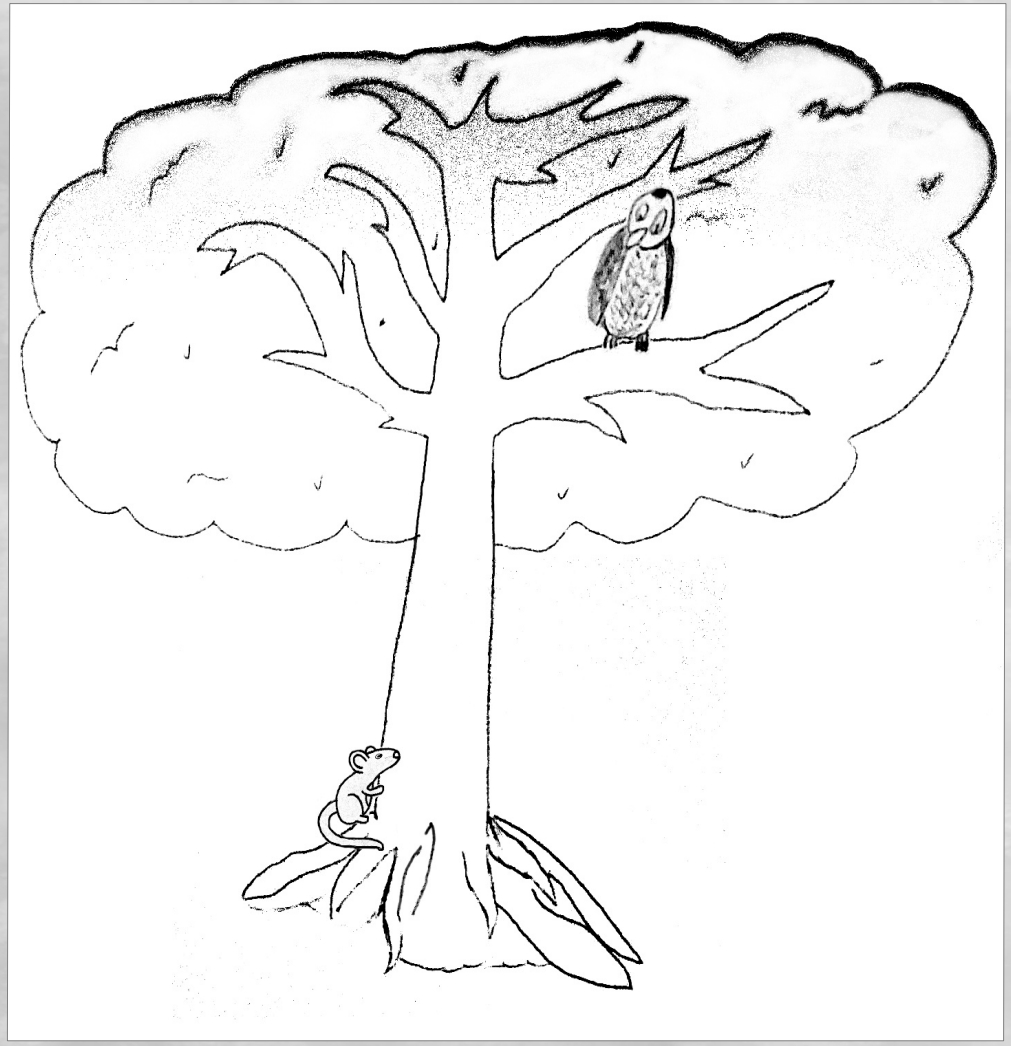

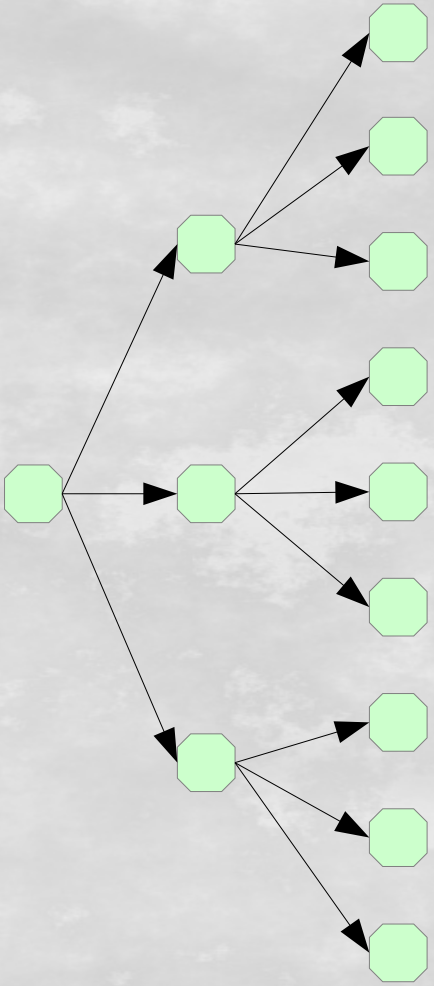

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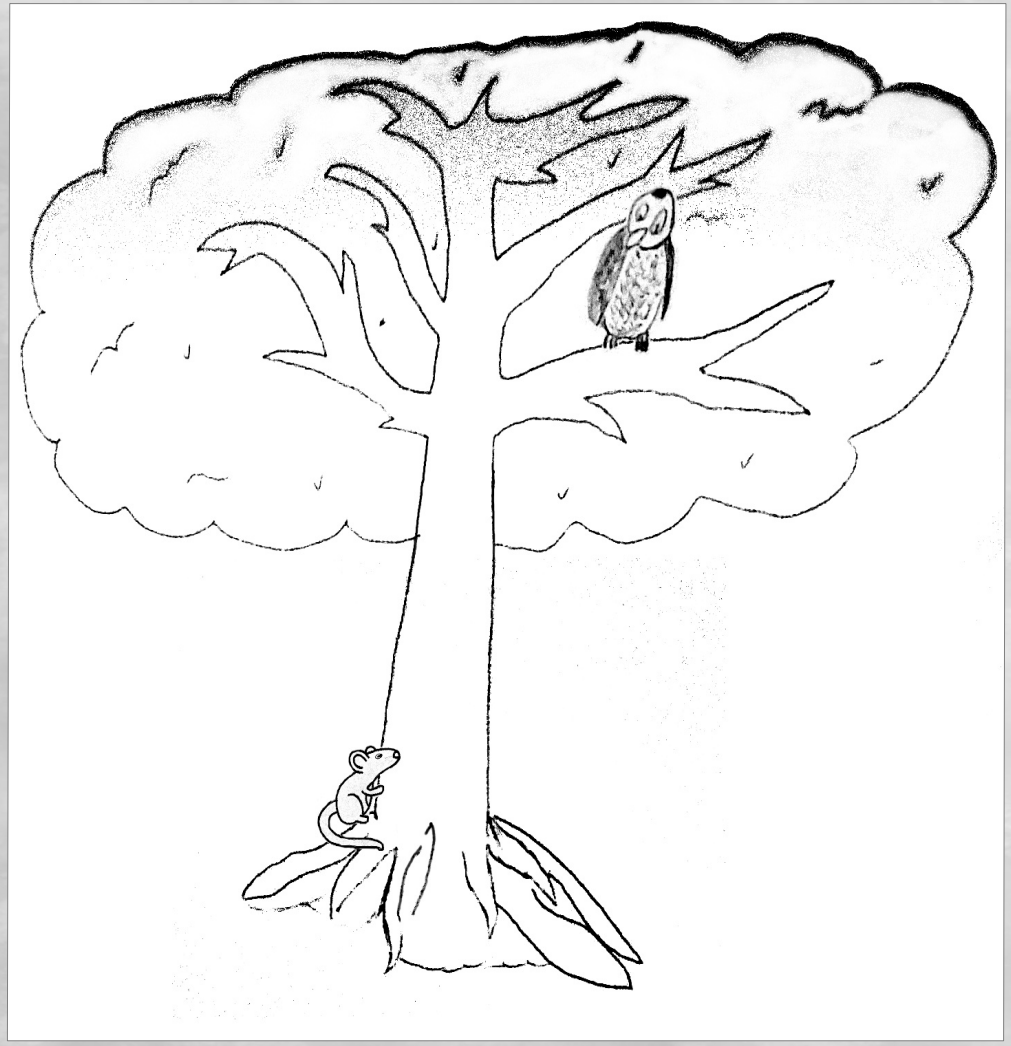
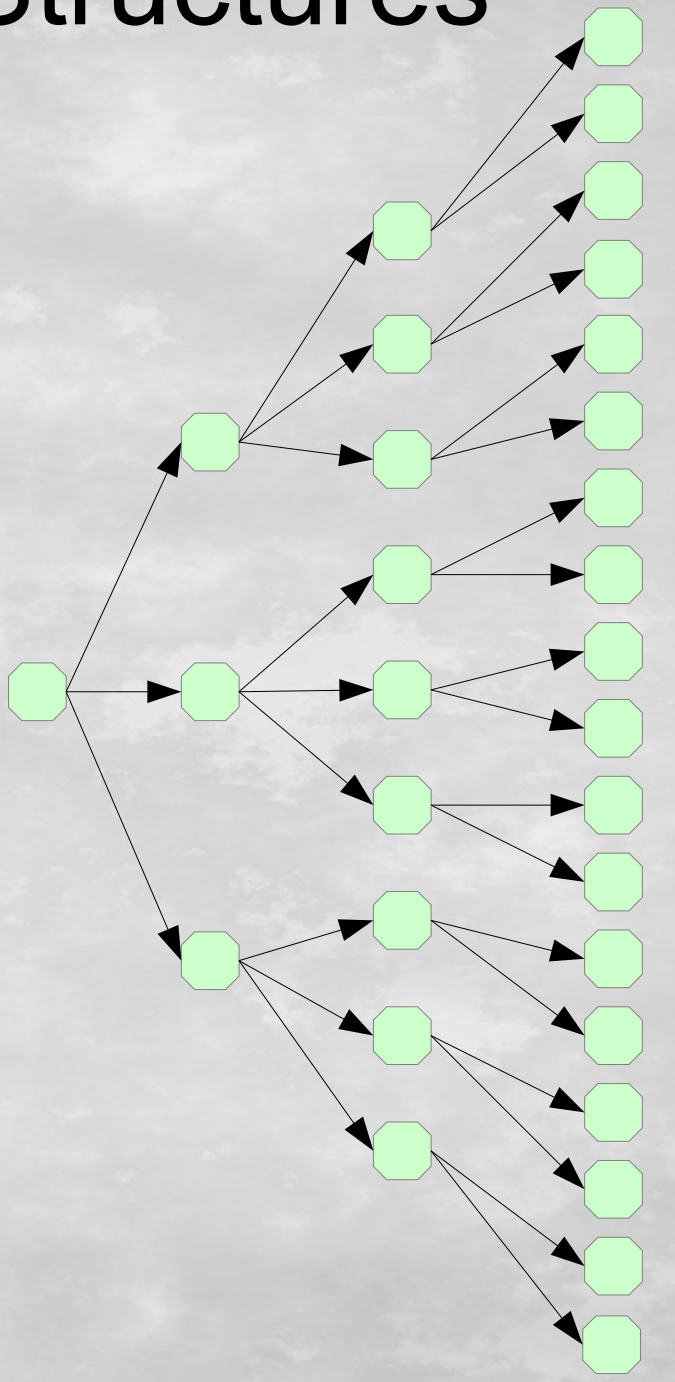
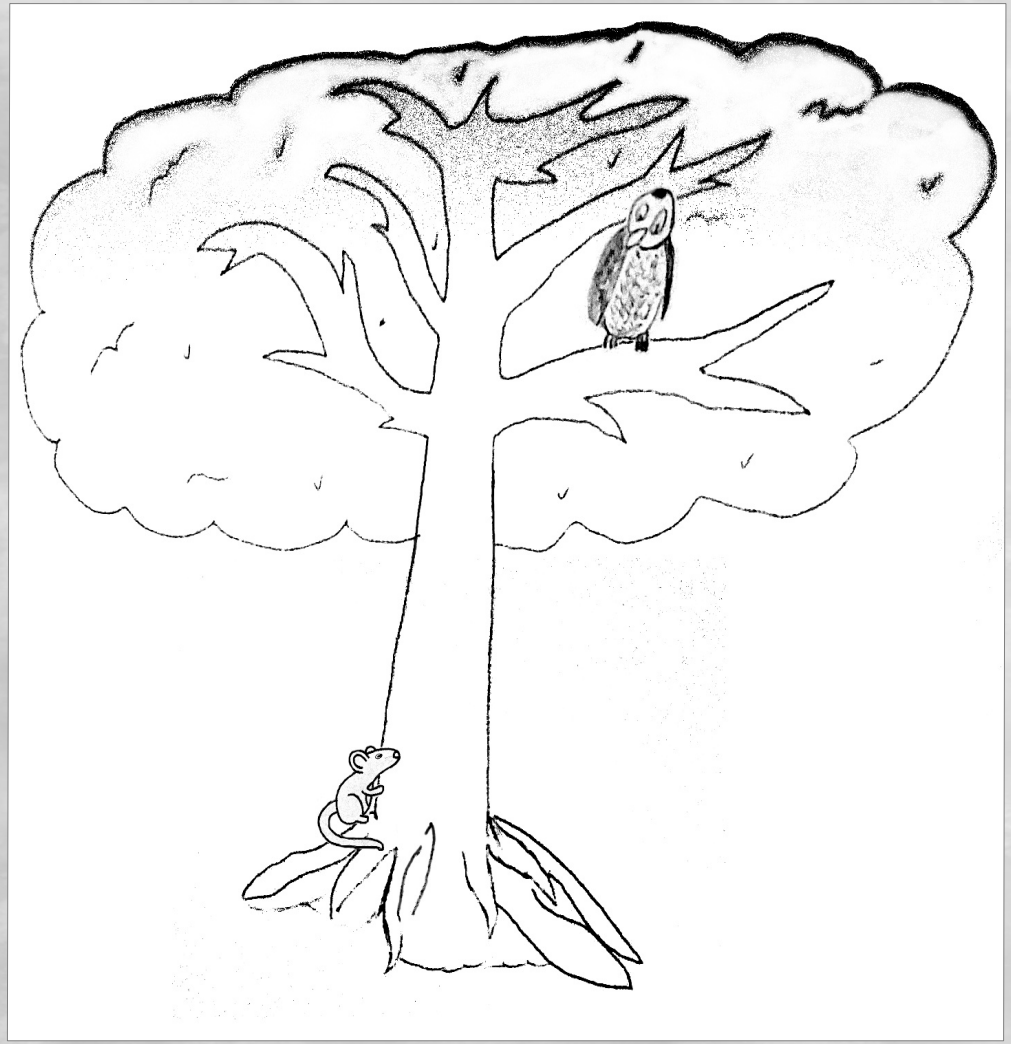
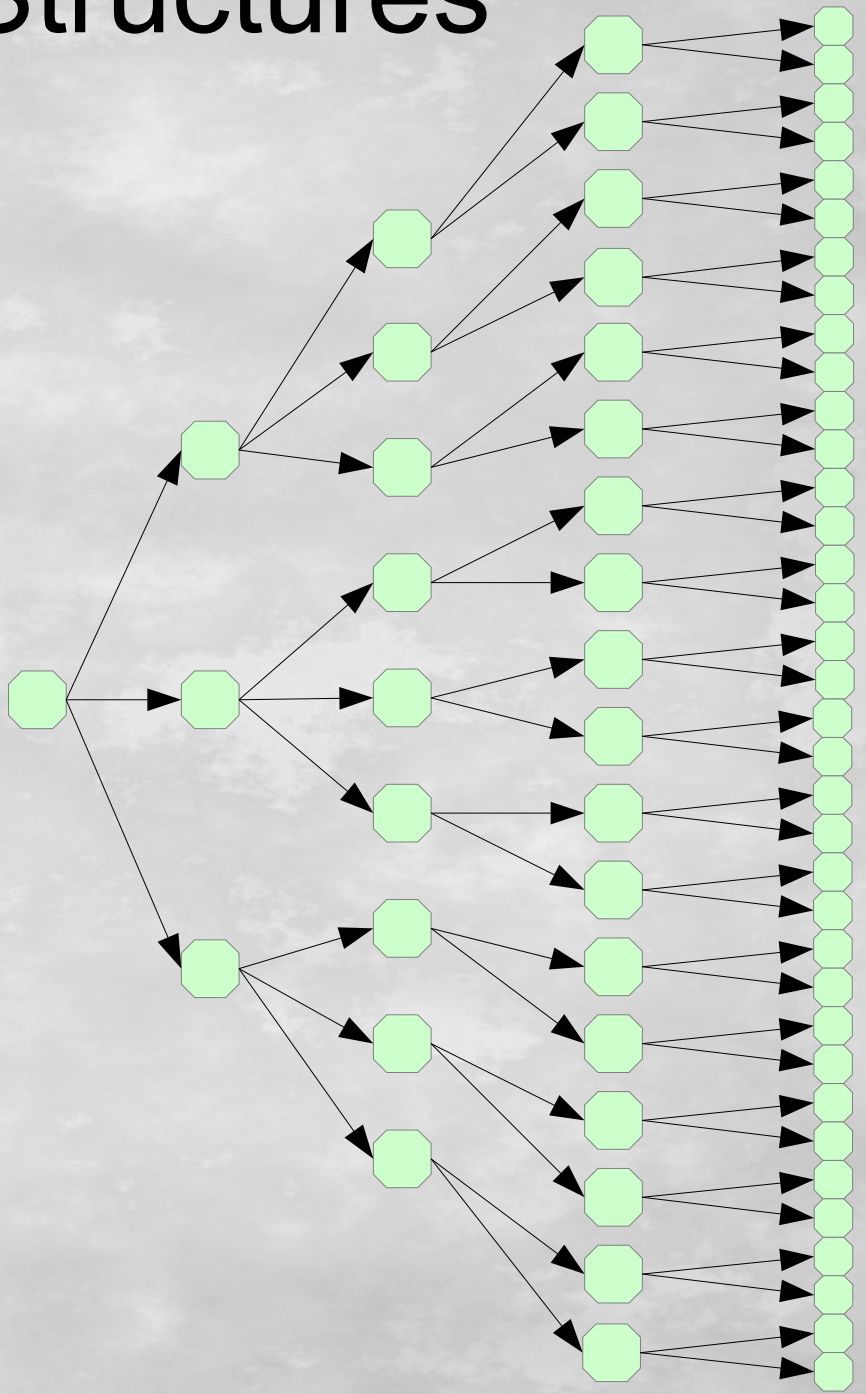




Narrative Structures

4 turns, 66 options, 67 pages.





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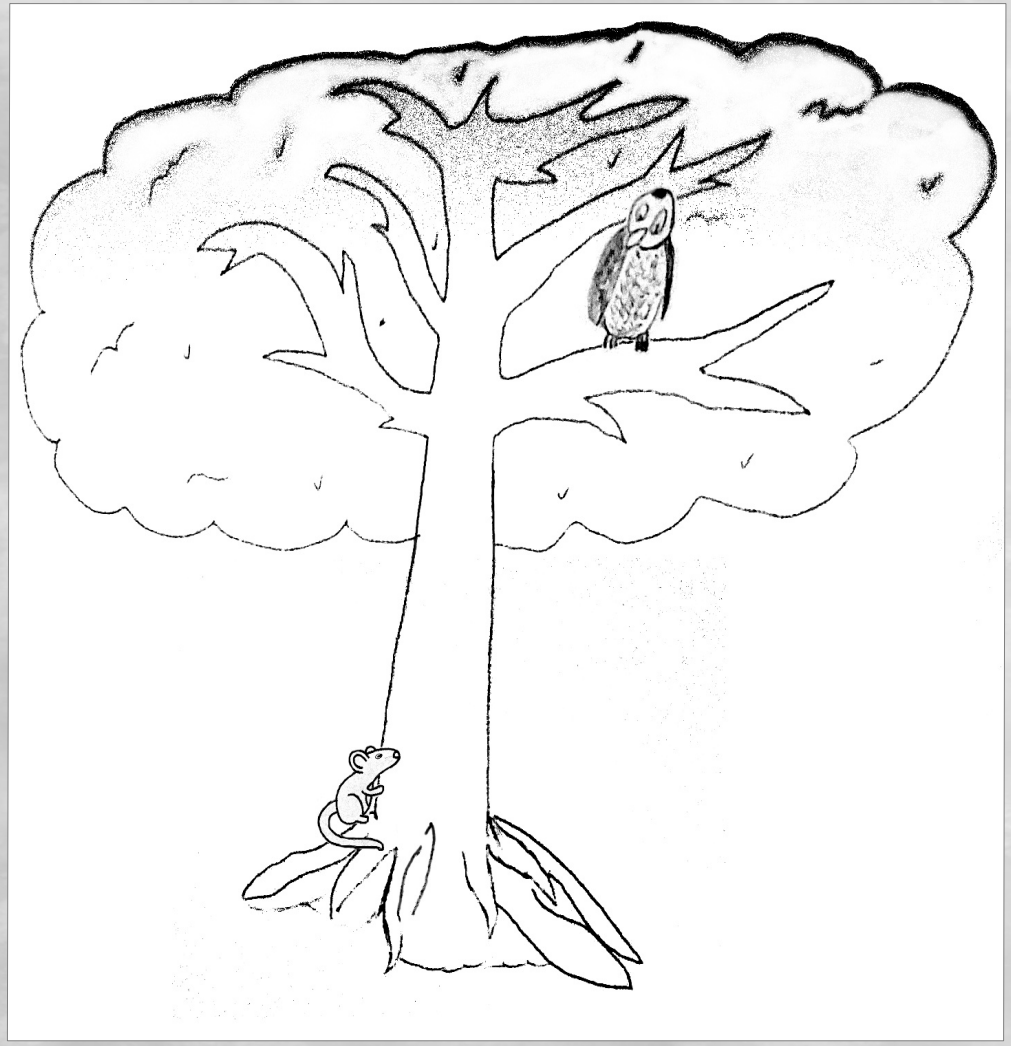

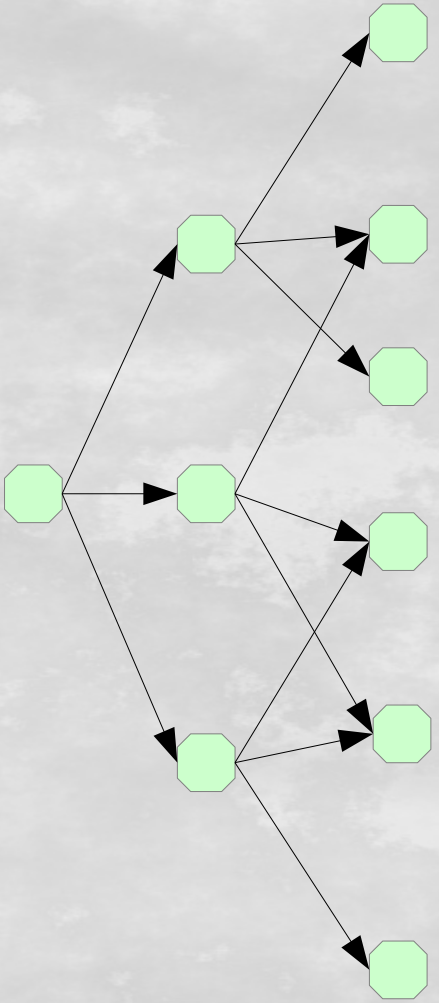

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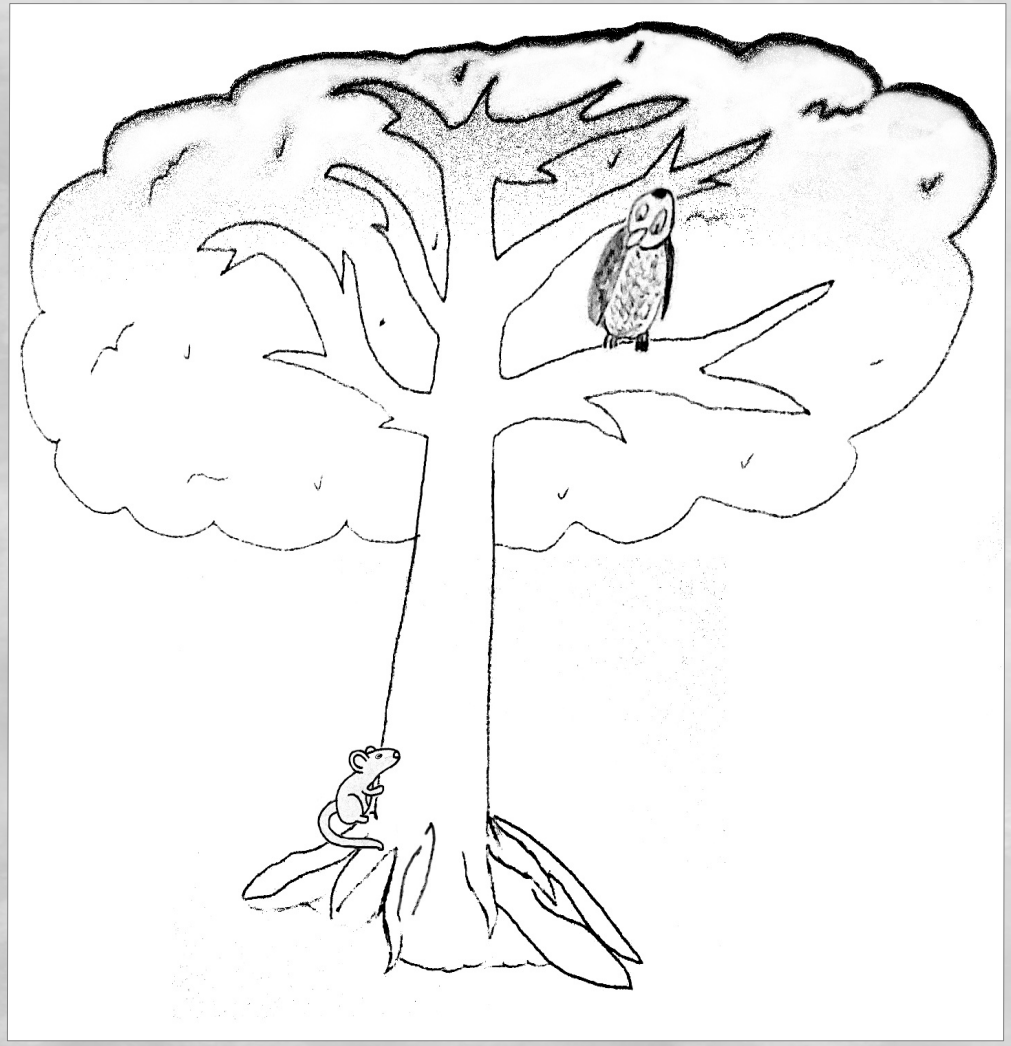
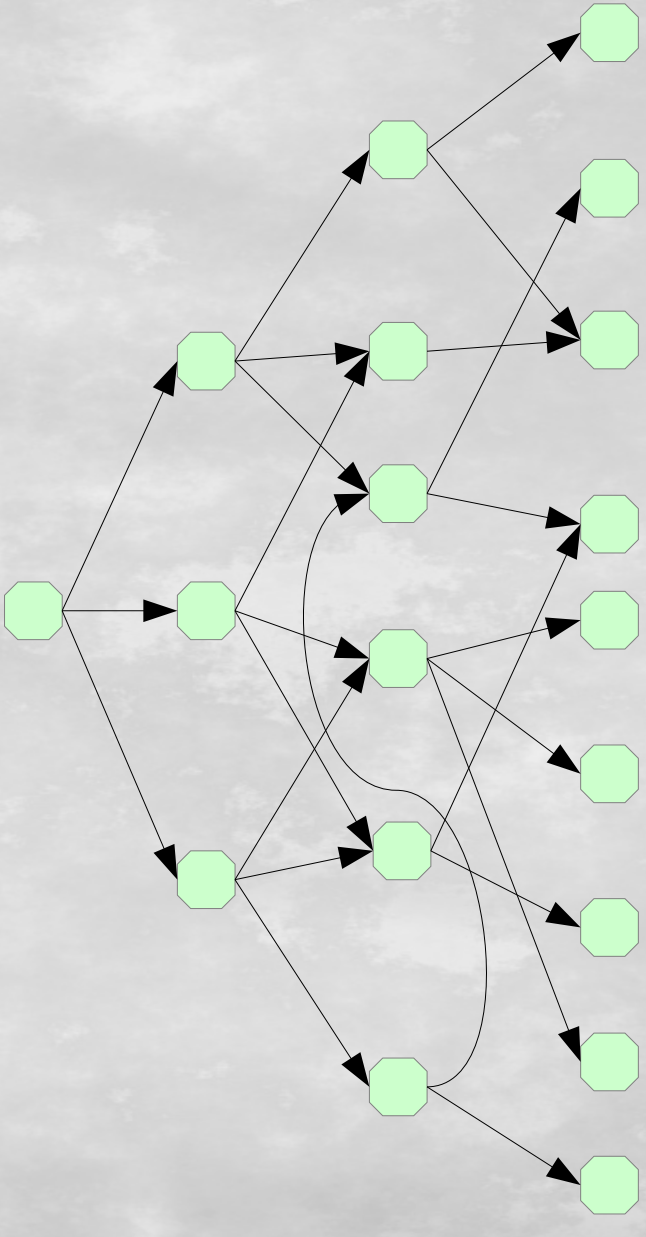
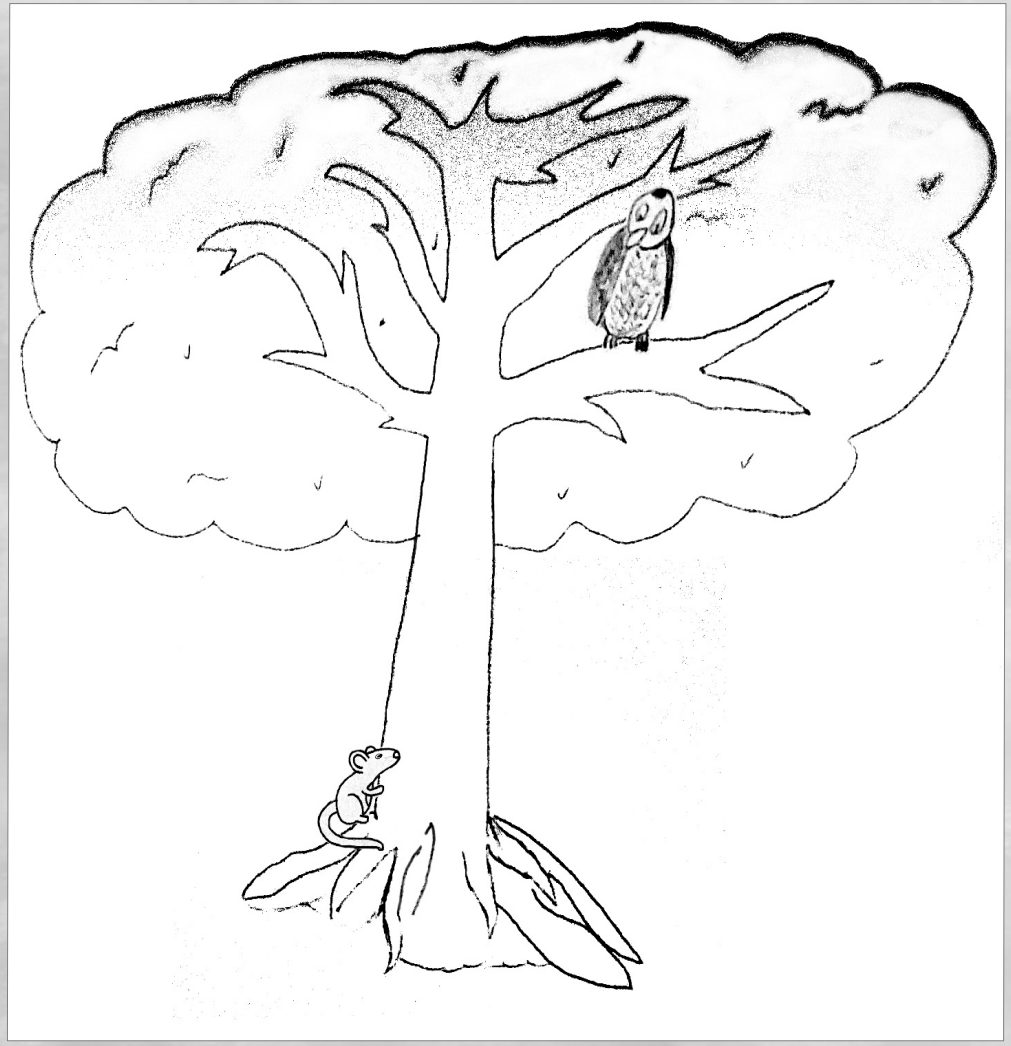
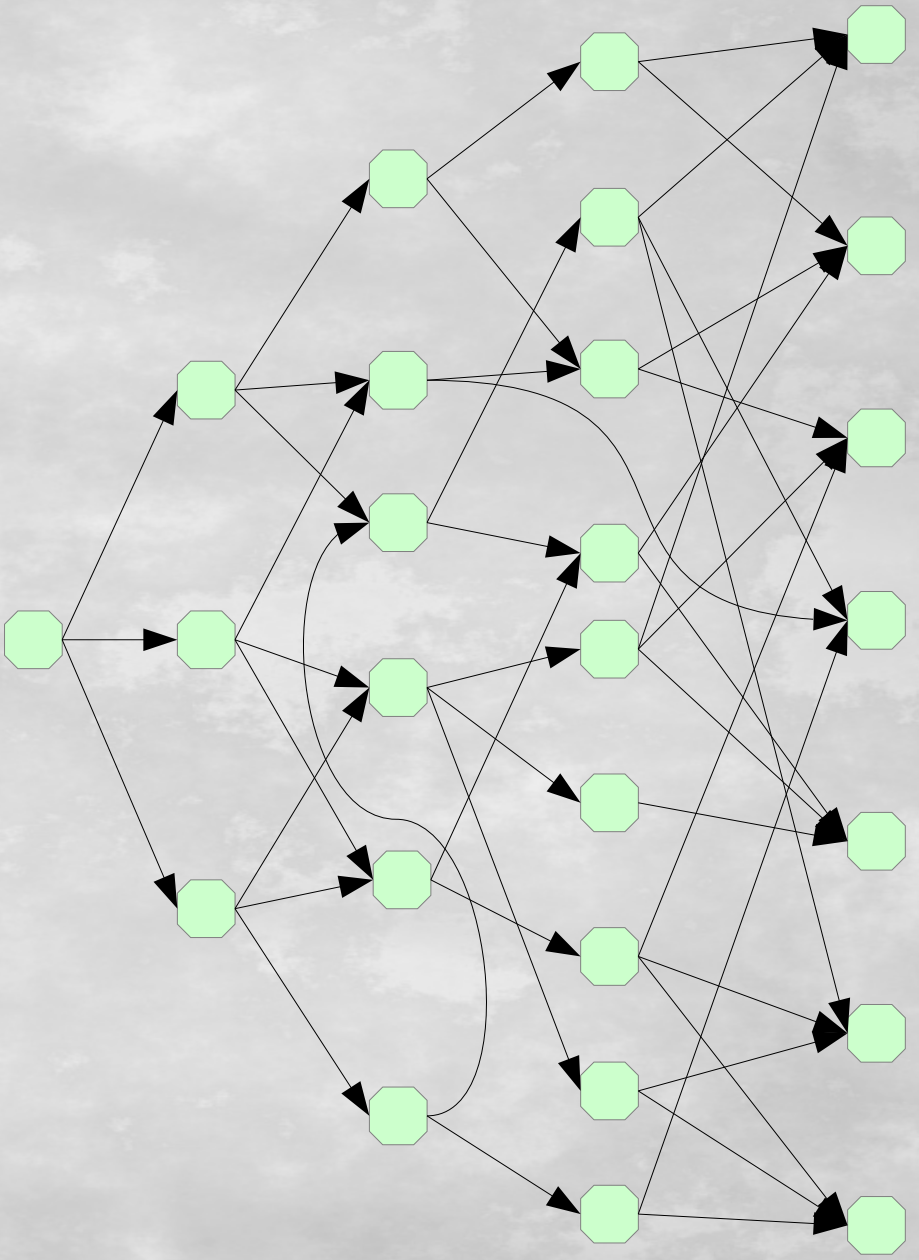




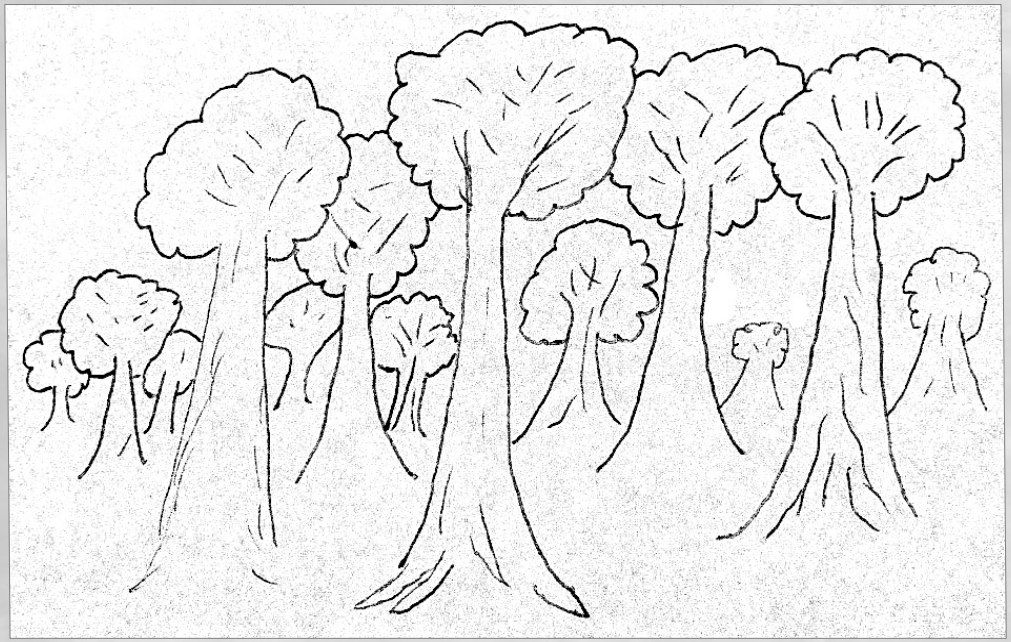
Narrative Structures

4 turns, 45 options, 26 pages.

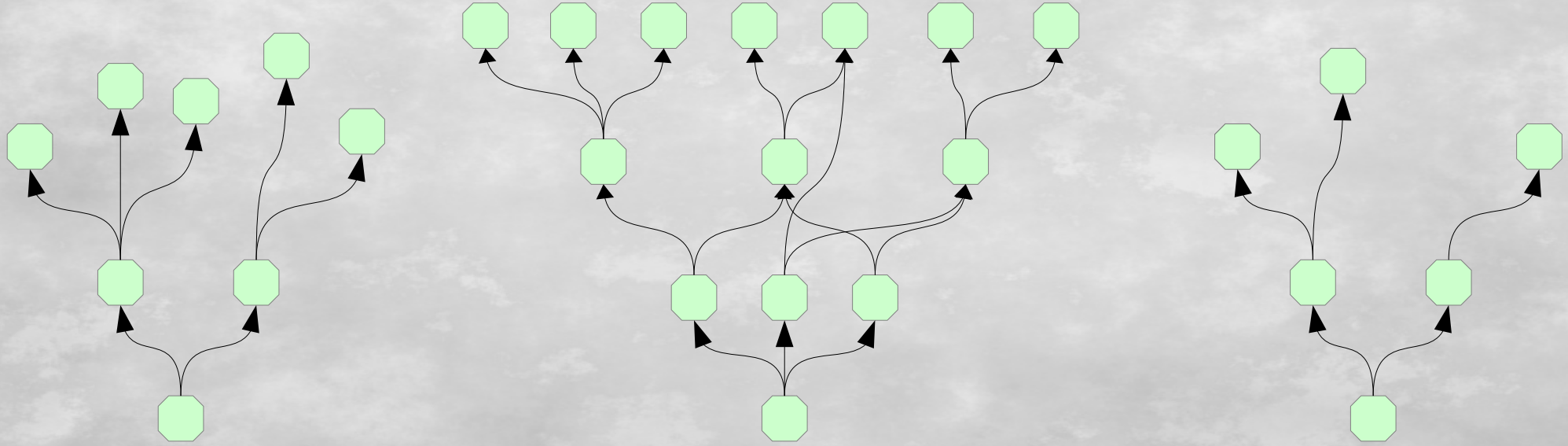




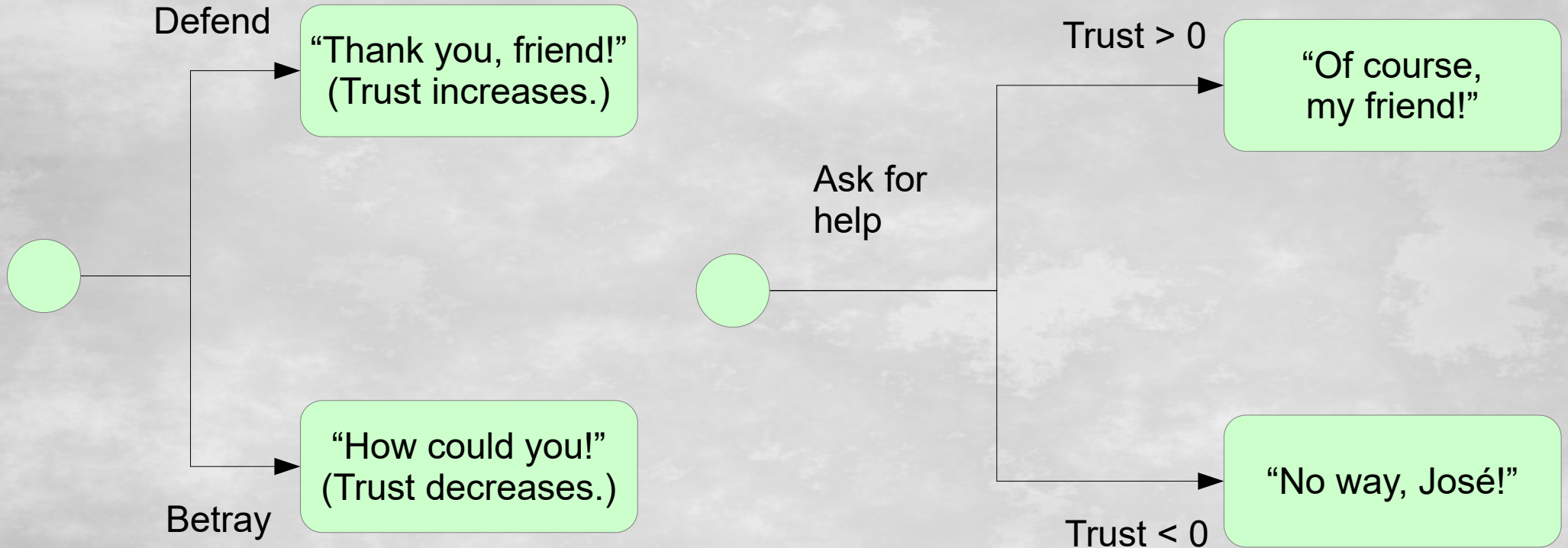
Narrative Structures



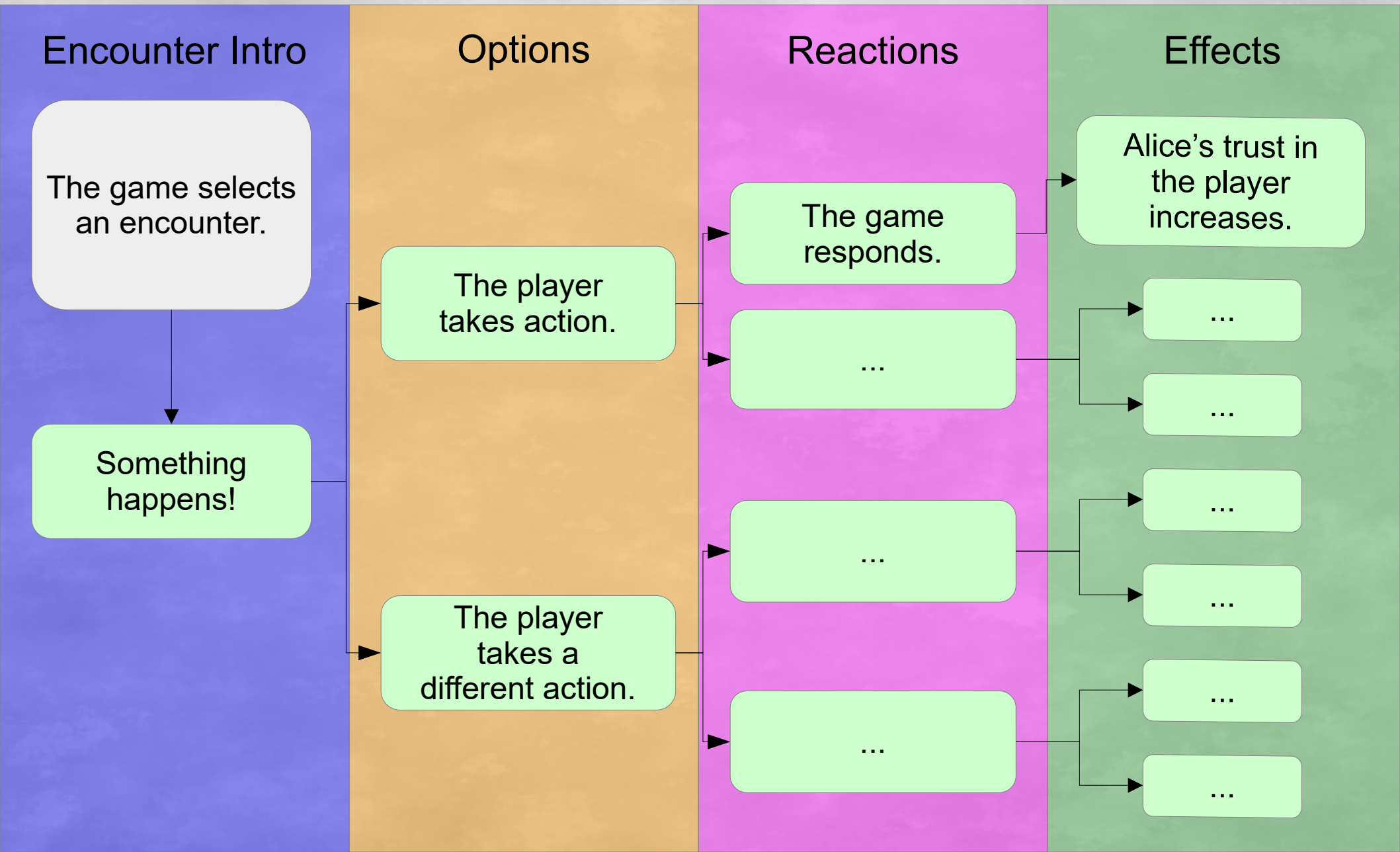
6 – 7 turns,
28 options,
28 pages.



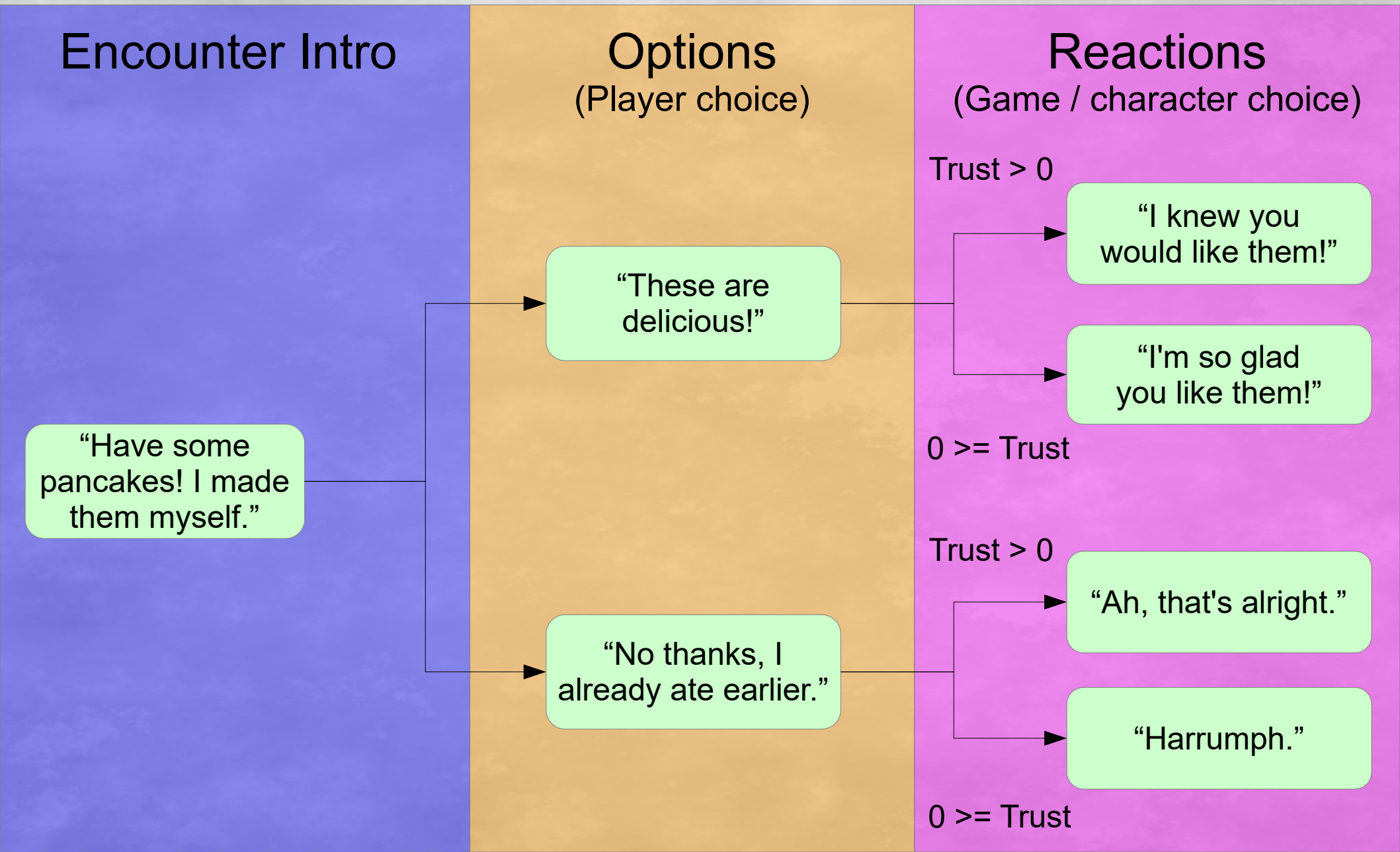
Narrative Structures



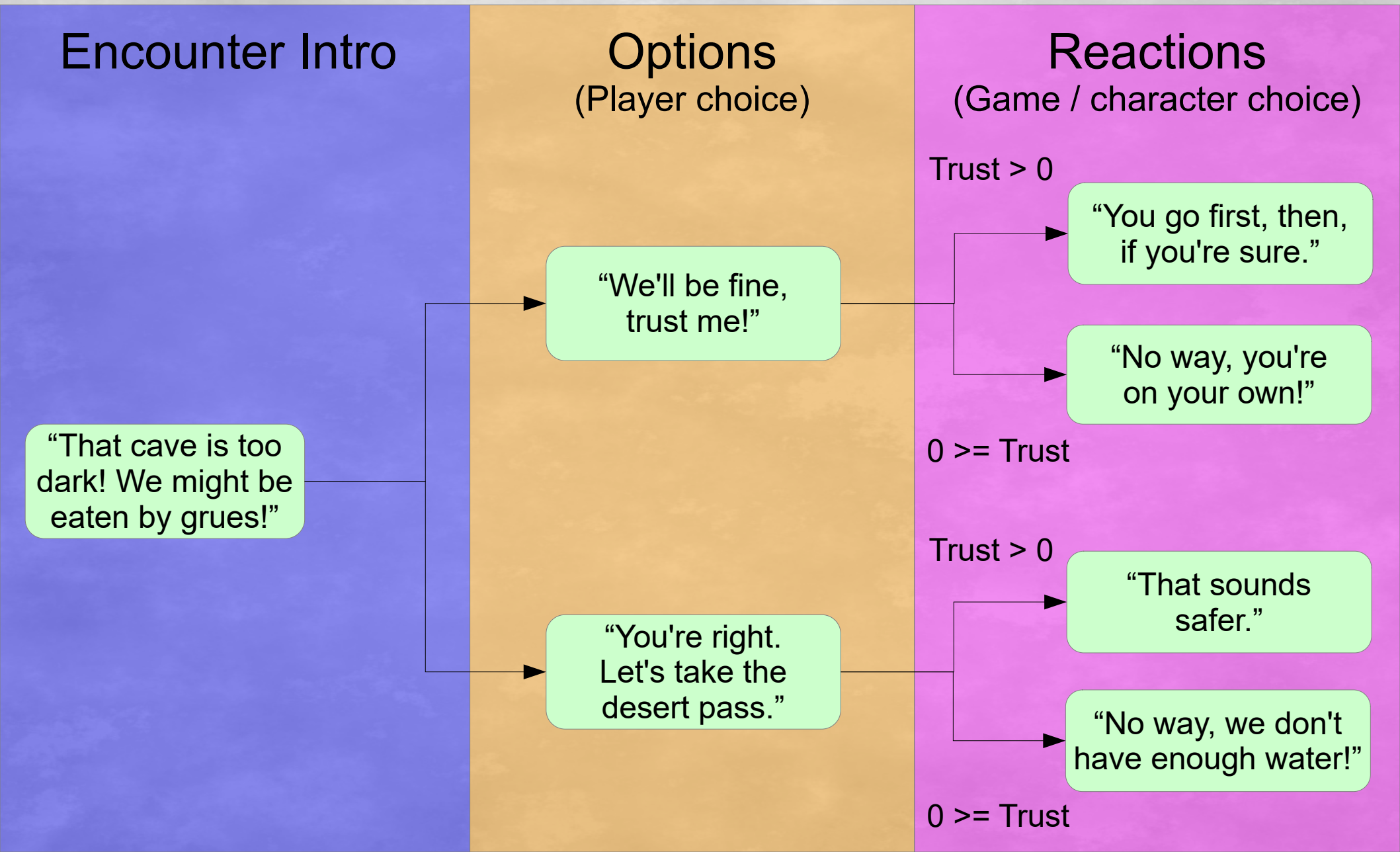
Encounters


Encounter Intro
Options
Reactions
Effects
The game selects an encounter.
Something happens!
The player takes action.
The player takes a different action.
The game responds.
...
...
...
Alice's trust in the player increases.
...
...
...
...
...
...

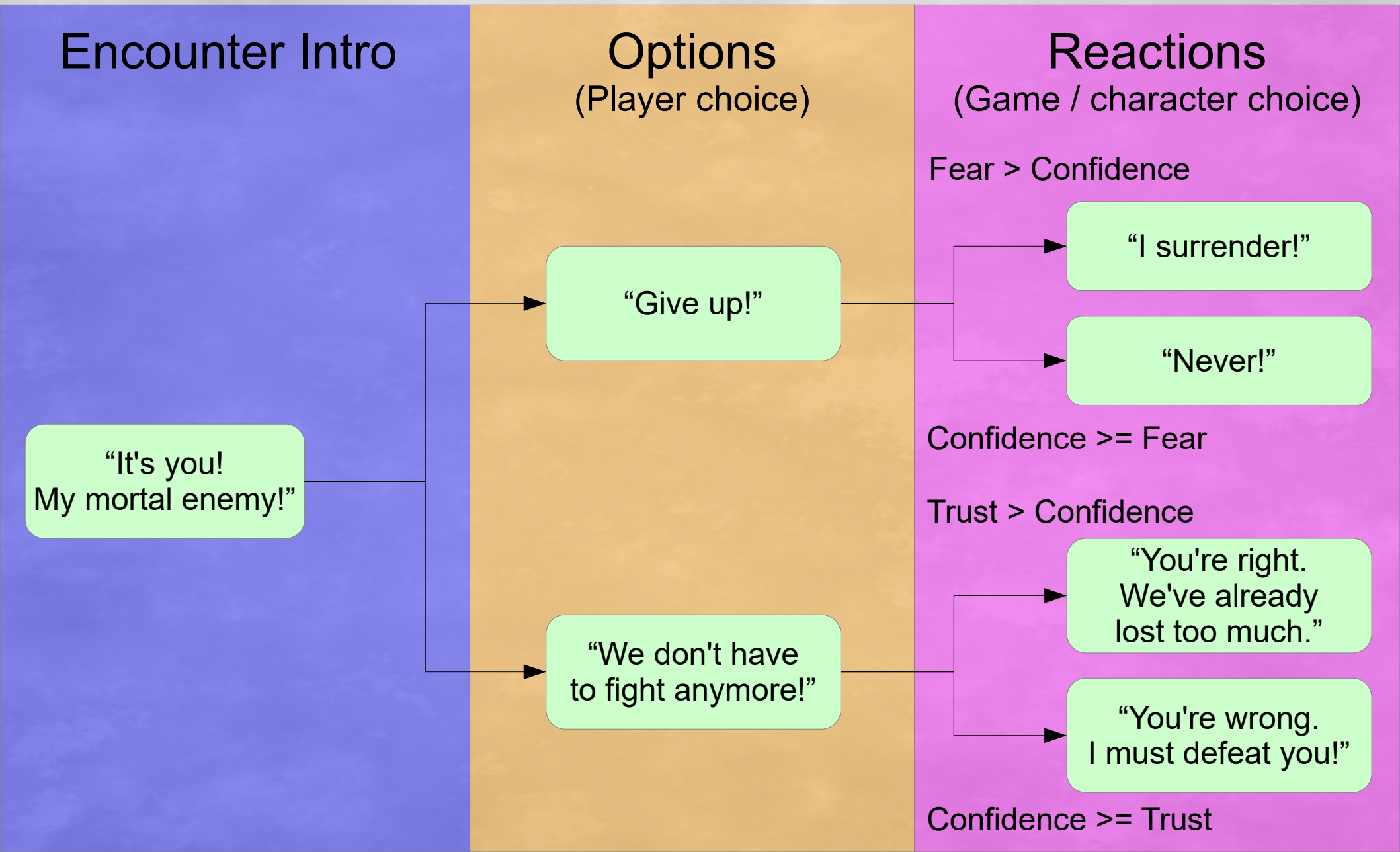
Encounters


Encounter Intro
Options
(Player choice)
Reactions
(Game / character choice)
“Have some pancakes! I made them myself.”
“These are delicious!”
“No thanks, I already ate earlier.”
Trust > 0
“I knew you would like them!”
“I'm so glad you like them!”
0 >= Trust
Trust > 0
“Ah, that's alright.”
“Harrumph.”
0 >= Trust

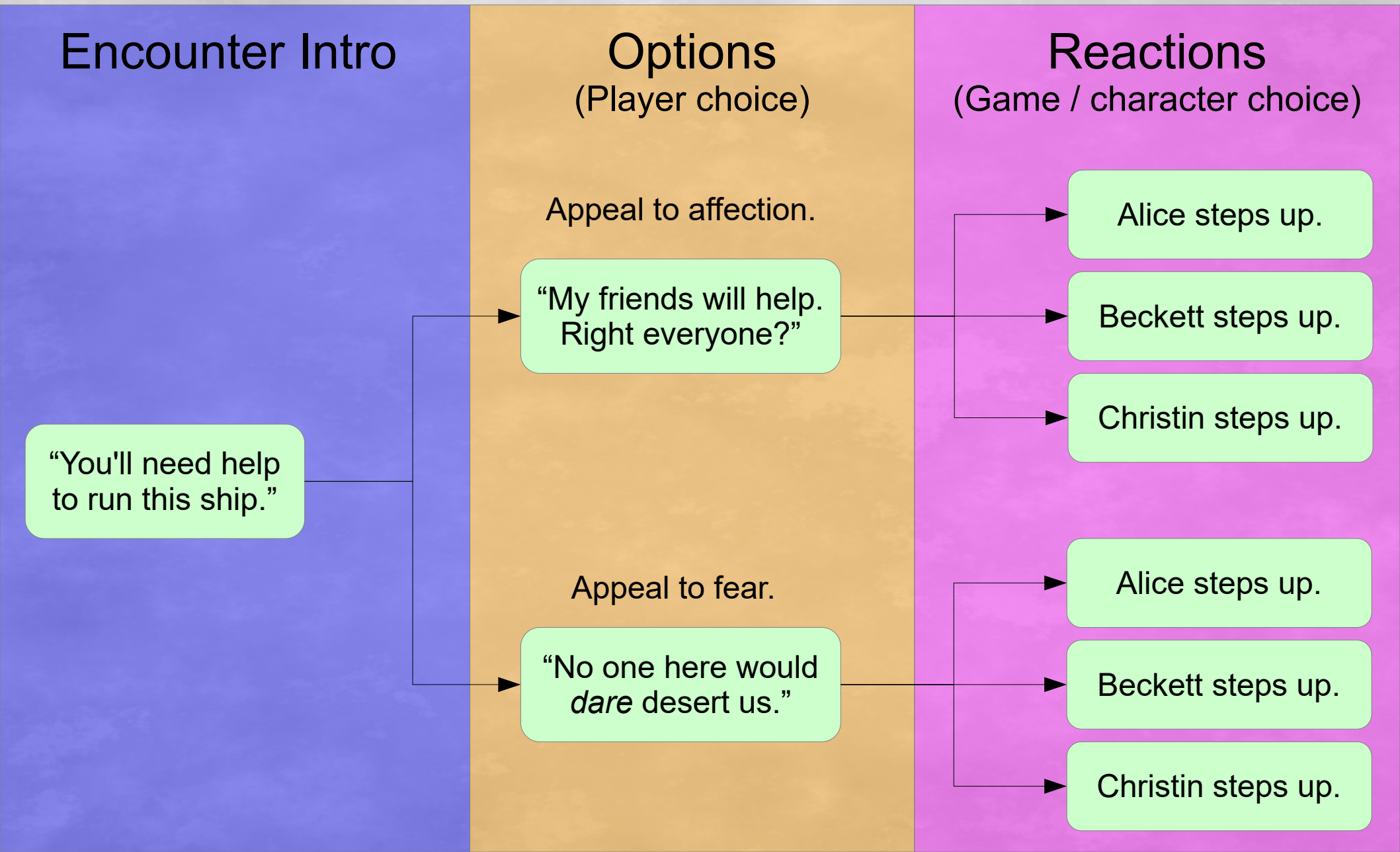
Encounters


Encounter Intro
Options
(Player choice)
Reactions
(Game / character choice)
“That cave is too dark! We might be eaten by grues!”
“We'll be fine, trust me!”
“You're right. Let's take the desert pass.”
Trust > 0
“You go first, then, if you're sure.”
“No way, you're on your own!”
0 >= Trust
Trust > 0
“That sounds safer.”
“No way, we don't have enough water!”
0 >= Trust

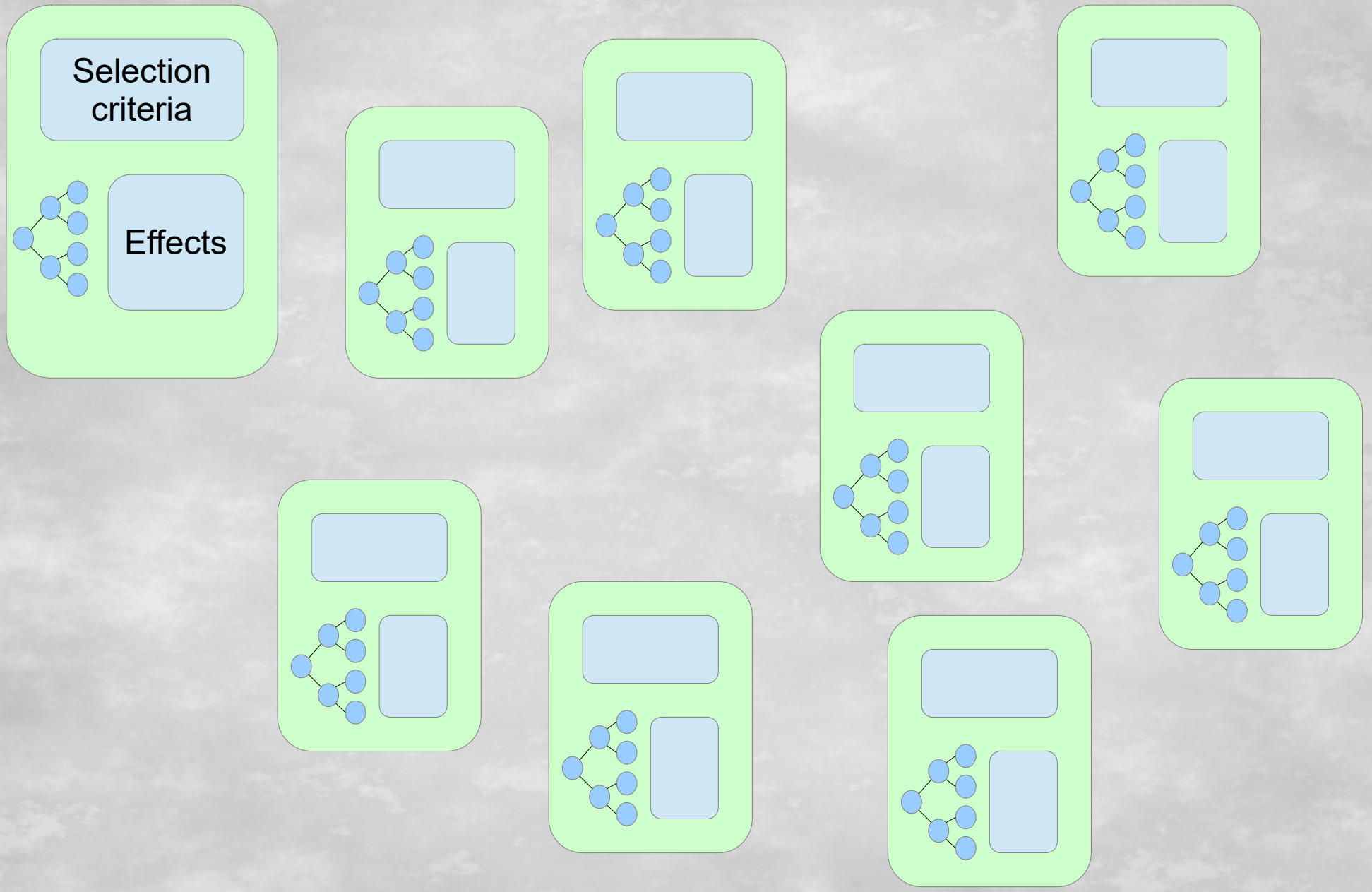
Encounters


Encounter Intro
Options
(Player choice)
Reactions
(Game / character choice)
Fear > Confidence
"I surrender!"
"Give up!"
"Never!"
"It's you!
My mortal enemy!"
Confidence >= Fear
Trust > Confidence
"You're right.
We've already
lost too much."
"We don't have
to fight anymore!"
"You're wrong.
I must defeat you!"
Confidence >= Trust

Encounters


Encounter Intro
Options
(Player choice)
Reactions
(Game / character choice)
"You'll need help to run this ship."
Appeal to affection.
"My friends will help. Right everyone?"
Alice steps up.
Beckett steps up.
Christin steps up.
Appeal to fear.
"No one here would *dare* desert us."
Alice steps up.
Beckett steps up.
Christin steps up.

Encounters



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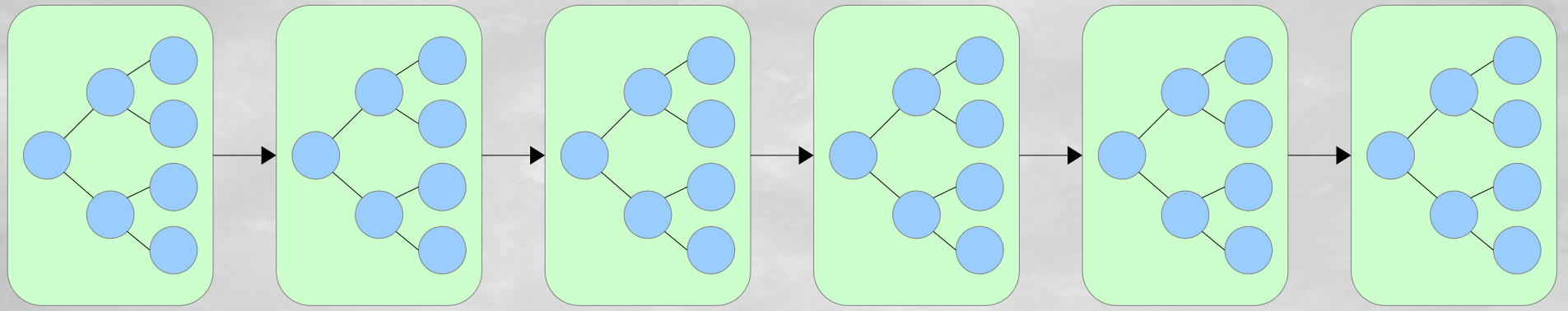
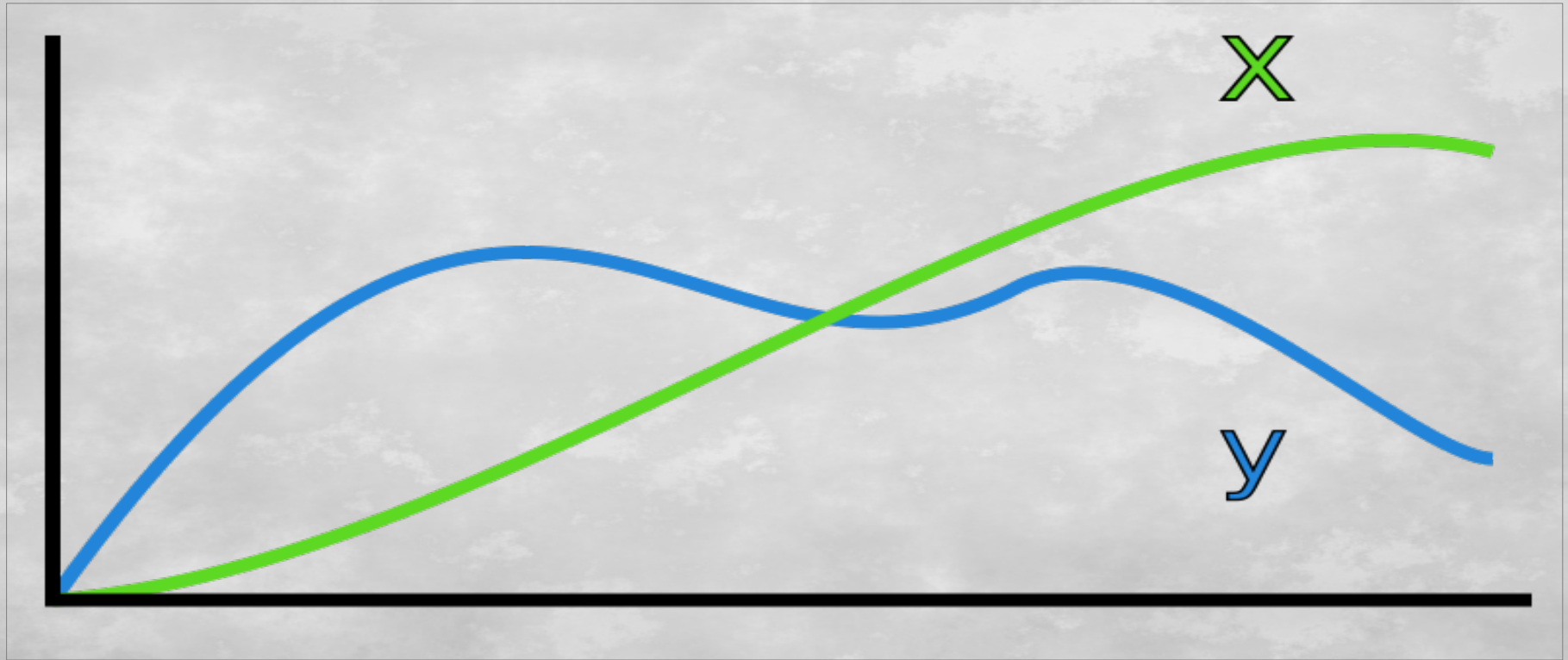
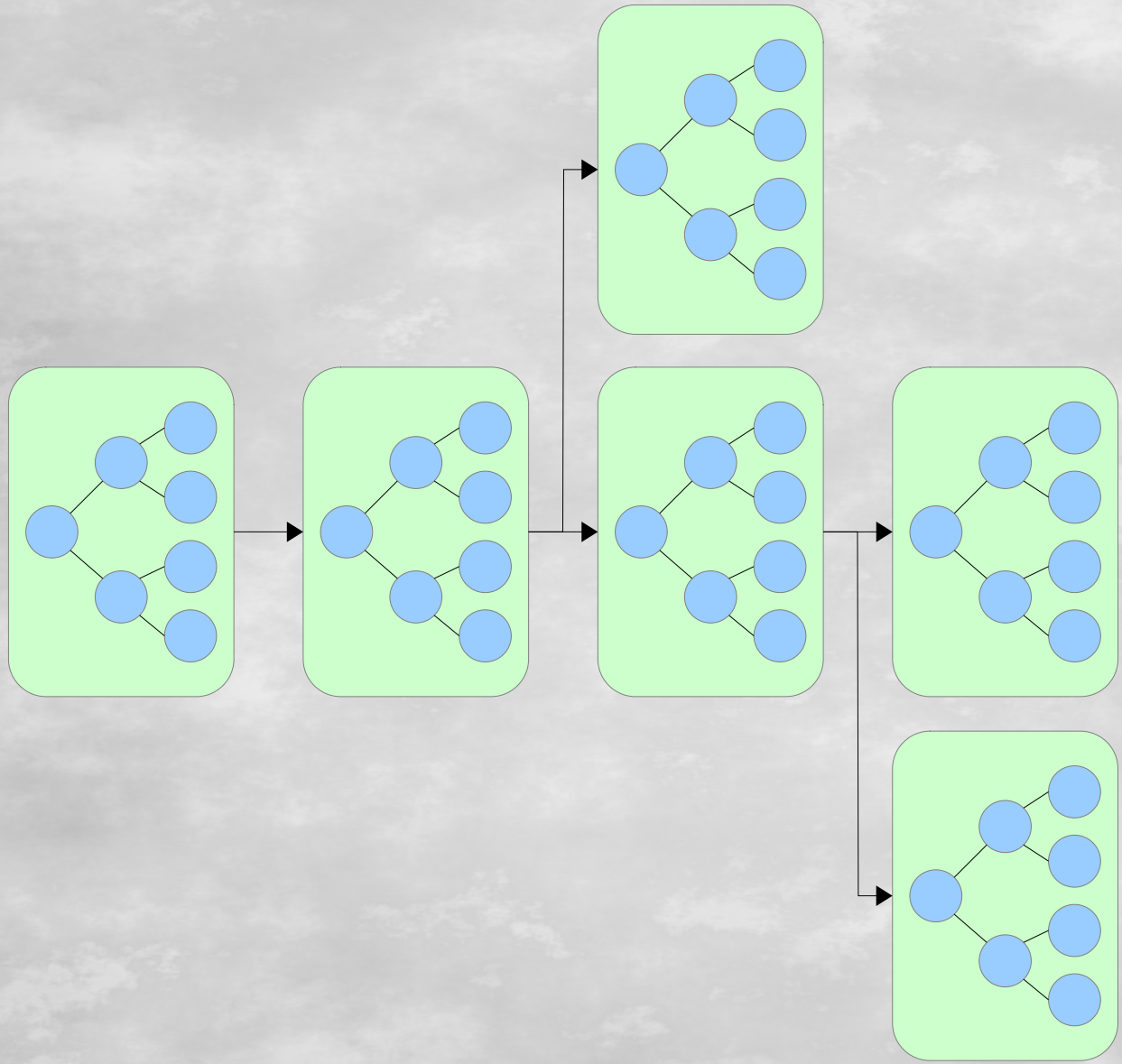
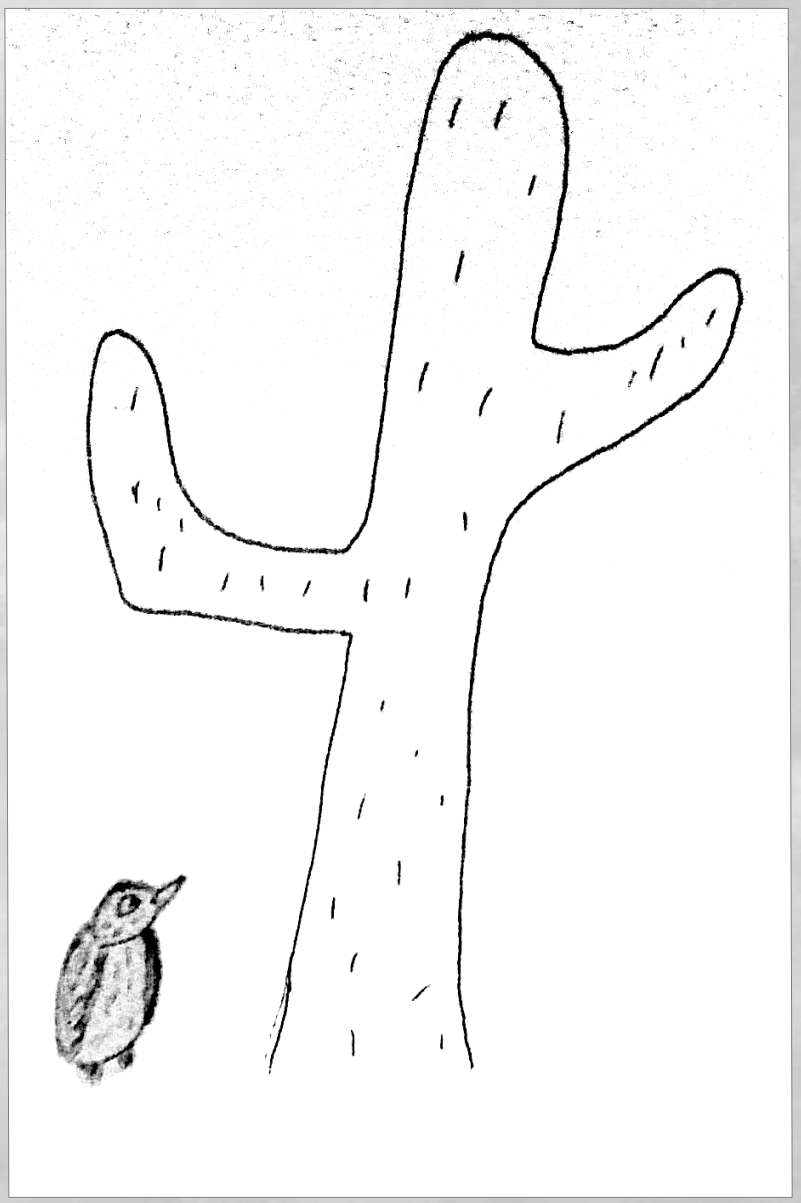




Encounters





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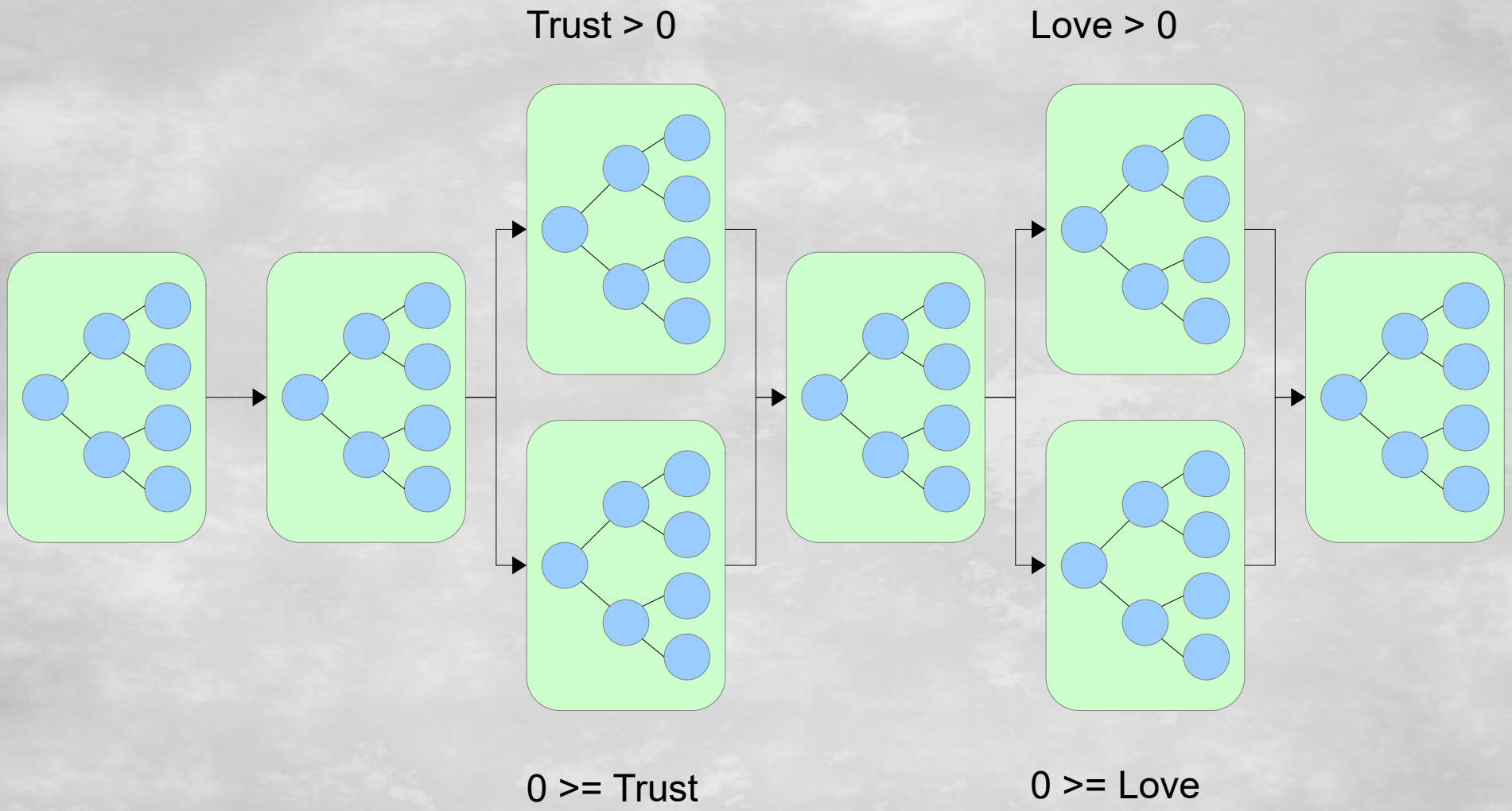

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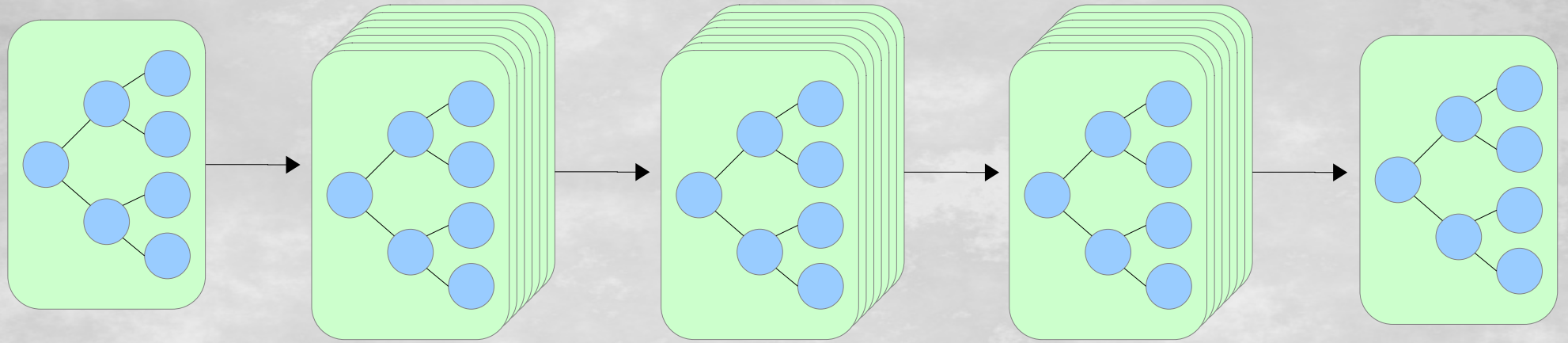
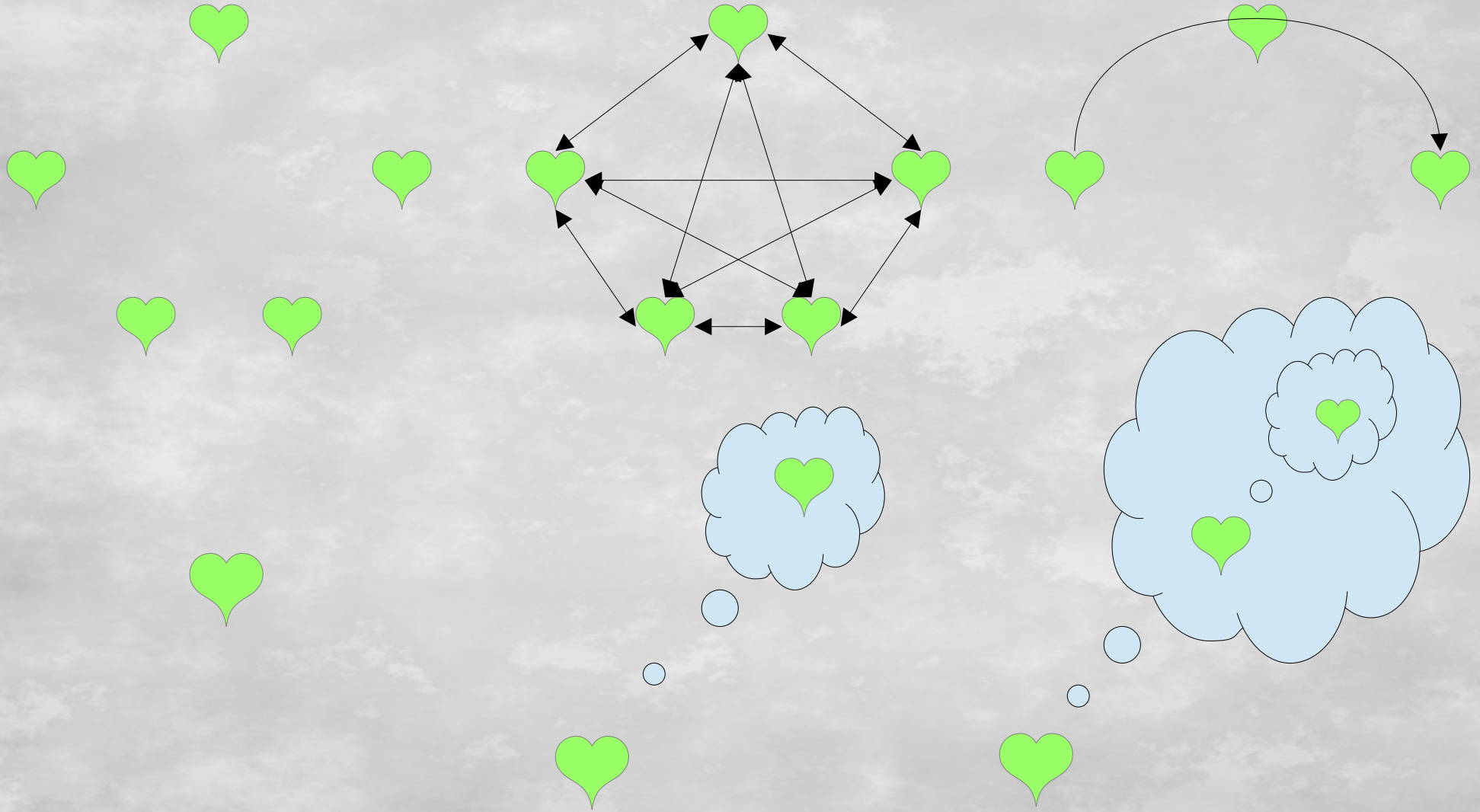
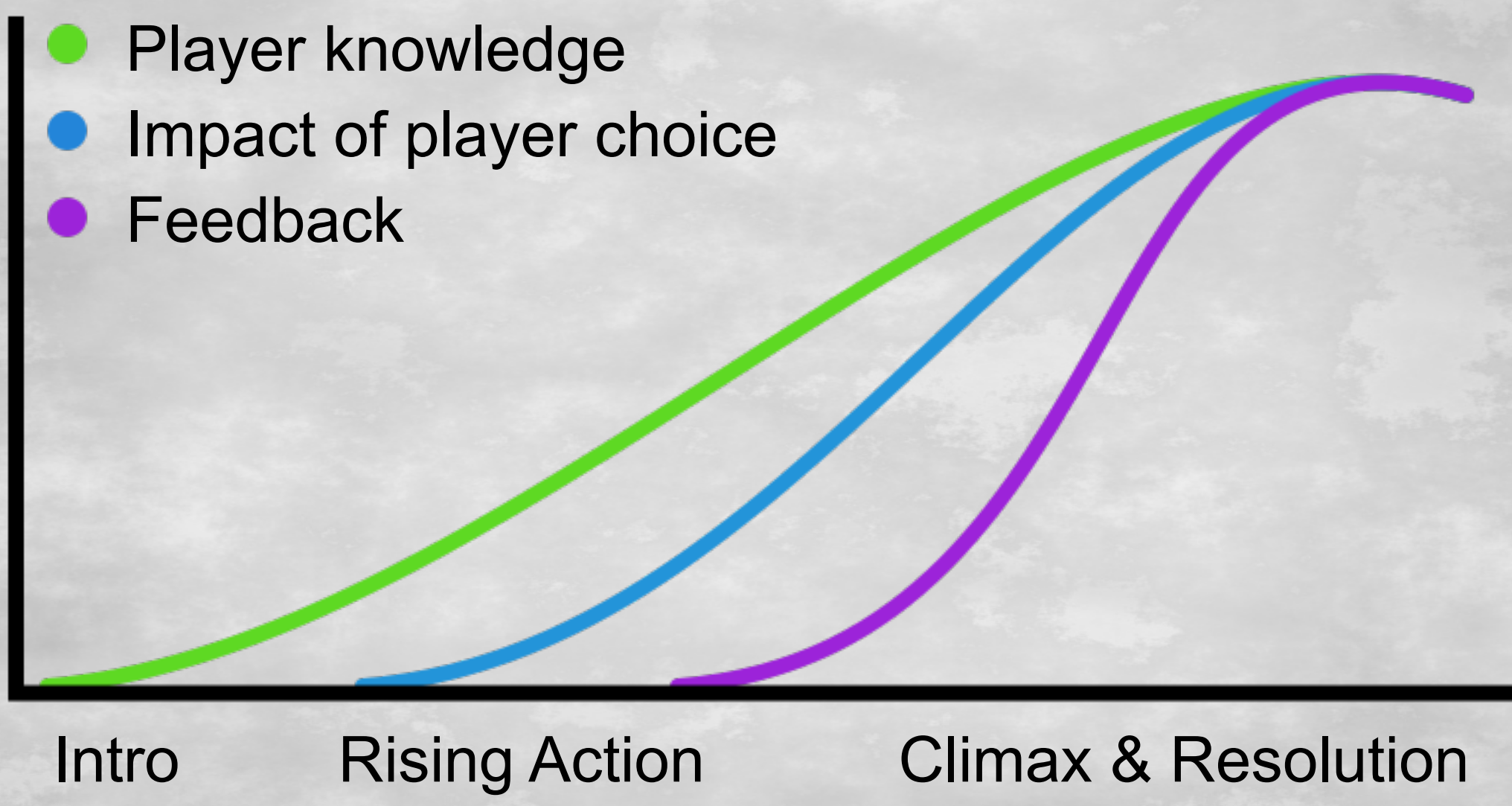
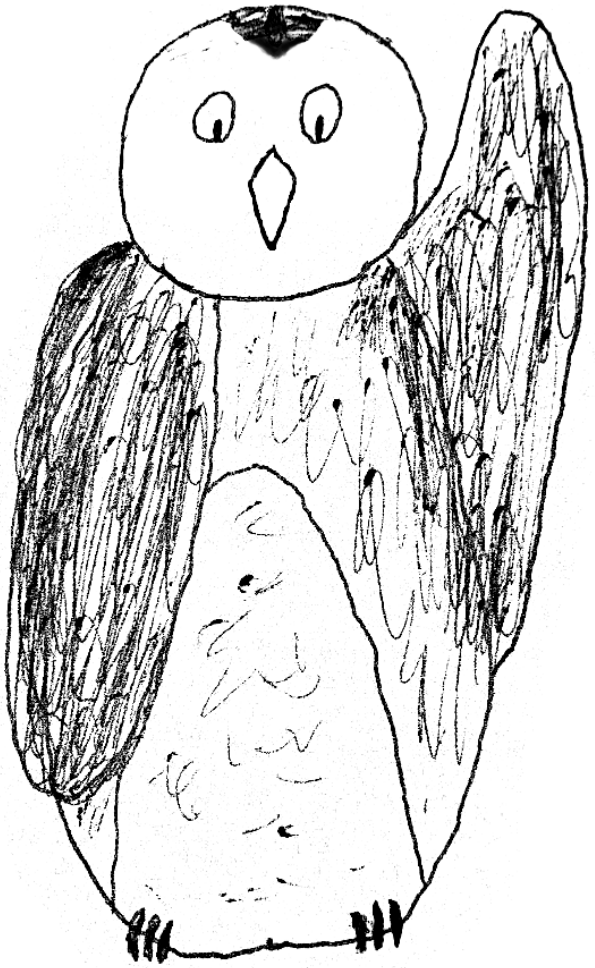


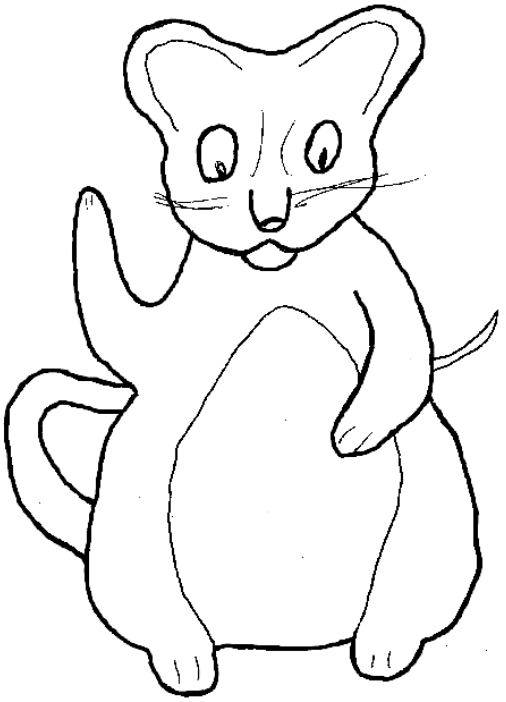
Character Relationships



Story Arc


Player knowledge
Impact of player choice
Feedback
Intro
Rising Action
Climax & Resolution





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Peace to you.