

## Game Brainstorm

**Premise** - Conveys to the audience what was driving your story, or why the audience should care.

Everything has a purpose, or premise. Every second of our life has its own premise, whether or not we are conscious of it at the time. That premise may be as simple as breathing or as complex as a vital emotional decision, but it is always there...Every good play must have a well-formulated premise...No idea, and no situation, was ever strong enough to carry you through to its logical conclusion without a clear-cut premise.

*The Art of Dramatic Writing* (1977) Lajos Egri

Every good story starts with a **protagonist**, or pivotal character. According to Egri, the protagonist "is the one who creates conflict and makes the play move forward...A pivotal character must not merely desire something. He must want it so badly that he will destroy or be destroyed in the effort to attain his goal."

The **antagonist** is the one against whom the **protagonist** "exerts all his strength, all his cunning, all the resources of his inventive power." A good antagonist must be as strong and willful as the protagonist. Machines, animals and monsters can be effective antagonists only if they are capable of independent thought or emotion.

In your sketchbook, create an original short story and a few thumbnail sketches for a simple hand-held video game.

Be sure to indicate the following information in your research:

Who or what is the protagonist?

What is the quest or journey of the protagonist? Why are they taking this particular quest?

Who or what is the antagonist?

Why is the antagonist doing what they are doing?

What is the setting of your game? (You will need to have three variations for your project.)

What obstacles might the protagonists encounter along his/her/its journey?