

Story Designer Worksheet

Story Designer

In this activity, you will be designing a story for your video game. This worksheet will help you brainstorm story ideas, encouraging you to use common storytelling elements in your work. Write out your ideas in the boxes below as you think about what you want your story to be.

Central Hub/Starting Point

This is where you set the stage for your story—the “who,” the “what,” and the “where.” Think about who the main character(s) in your story will be. Who will the main character meet to get the story started?

Exposition

- All Expositions are the same
- Starting at Base Camp
- Four Characters (Warrior, Mage, Healer, Brute)
- “Looking around the camp you notice...”

Inciting Moment

Now it's time to consider what the inciting moment will be. This is the event that will kick off the rest of your story. What event or discovery will pull your main character into the quest? Is there a moral dilemma? A puzzle? A challenge?

Inciting Moment

Rising Action

What challenges will appear as your main character takes on their quest? This is the time where you introduce obstacles, choices, or conflicts. This will build tension for the character (or characters) and open branches.

Rising Action

Crisis

What is a hard decision or turning point your character will have to tackle? What is a big moment in your story where things will escalate or seem impossible for the character?

Crisis

Climax

Now that your character has gotten to their crisis—what is the action they need to take or resolution to their issue? This will be the high point of your story. Usually, the climax is one of the most dramatic moments in the story.

Climax

Falling Action

Now that the climax is over, the story can start winding down for the main character. What happens as a result of the climax? Are there any loose ends that the character needs to resolve?

Falling Action

Denouement

It's time to wrap up the story! How does this all end? Is there any final takeaway to your story? What is the closing scene?

Denouement

Flowchart

