



LET'S PLAY:

GAME WRITER

Game writers are responsible for crafting the stories that spirit us away and engage us within games, and sometimes the systems that carry those stories as well! They may be tasked with constructing the overall narrative of the game and how that story is delivered to the player, or they might be part of a team specifically writing missions, 'flavour text' or a specific character in the narrative. Game writers require a **good command of your chosen language, talents in logic and communication for crafting engaging stories and systems**, and sometimes you may be required to do **in-engine scripting** as well.

NOTABLE CHAMPIONS



- **David Gaider** (Dragon Age series)
- **Emily Grace Buck** (Batman: The Telltale Series)
- **Sachka Sandra Duval** (Dishonored 2)
- **Leighton Gray** (Dream Daddy: ADDS)

TOMES OF KNOWLEDGE



- **"The Game Narrative Toolbox"**
Tobias Heusner et al. (2015, Routledge)
- **"Video Game Storytelling"**
Evan Skolnick (2014, Watson-Guptill)

PARTY ROLES



These are some of the roles you might encounter underneath the umbrella of **Game Writer**:

- Editor
- Writer
- Narrative Designer
- Quest Designer
- Story Developer
- Copywriter
- Creative Writer
- Technical Writer
- Character Writer

SKILL TREE



LANGUAGE SKILLS

Obviously, a good command of your language of choice and grammar is important!



COMMUNICATION

Connecting with the player through narrative & communicating the story to them.



CREATIVITY

Being able to write in multiple styles, from multiple perspectives to fit game narrative structure.

KEY ITEMS



- **Writing programs** - Scrivener (paid), Word (paid)
- **Narrative engines** - RenPy (free), Twine 1 & 2 (free), Inkle Writer (free)
- **Planning programs** - Evernote (free), Trello (free), Asana (free)
- ... and always carry a **notebook** around with you to jot ideas down.

QUICKSTART QUESTS



- **Try practicing a few different styles of game writing.** It's more than just prose! Try writing twenty 'barks' for a village NPC (short one-liners NPCs say within the game world). Try writing quest descriptions. Try it all!
- **Explore narrative engines and make small games.** Engines like Twine, Inkle and Ren'Py are great for solo development or simply practicing getting your writing into a playable form - write a small game and give it a go.
- **Use limitations to help ideas flow.** Whether word count or theme limitations, design comes easier when we have constraints. Write a story in a Twitter poll or a five word horror; or write a short in a genre you haven't yet.