



Momocuri
Lesson 1
Story making
BEGINNING!

bit.ly/momocuri1



Introduction

- Today we are going to design the beginning of our own story for the video game.
- Listen to the example story performed by Miss Laura, spread your imagination wings, get ready!
- Discuss how famous stories start. Discuss ideas with your classmates.

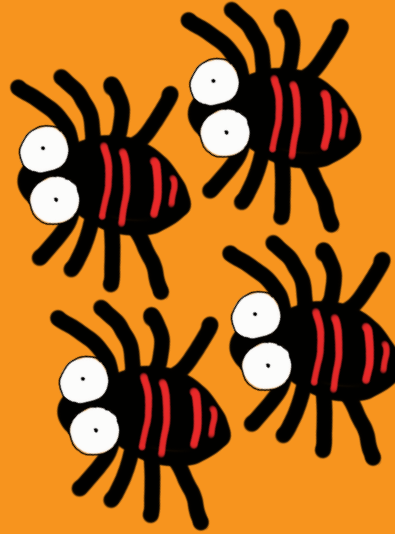
BEGINNINGS NEED ...

PLACE (WHERE, WHEN)

PERSON (WHO)

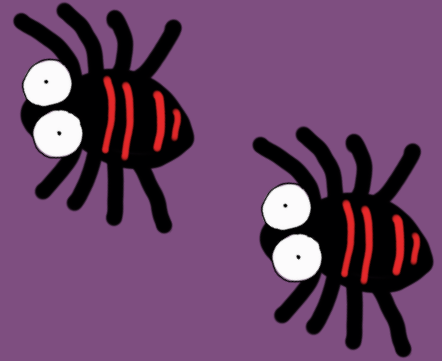
PROBLEM (WHAT, WHY)

PROCEDURE (HOW)



PLACE

AKA 'SETTING' OR 'ENVIRONMENT' ...



1. WHERE?

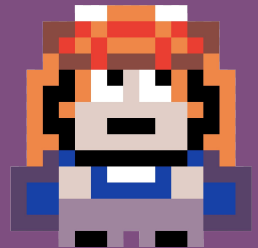
ANCIENT JAPAN

2. WHEN?

LONG AGO

3. WHAT'S THERE?

MOUNTAINS, TEMPLES, DEMONS.



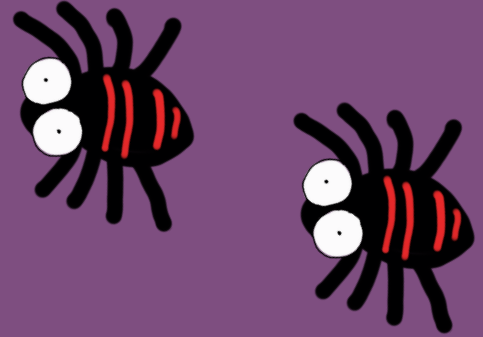
PLACE

AKA 'SETTING' OR 'ENVIRONMENT' ...

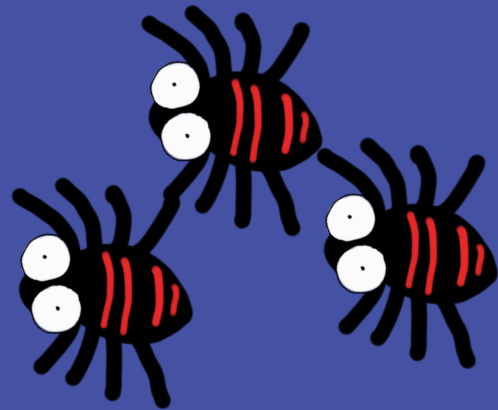
1. WHERE?

2. WHEN?

3. WHAT MIGHT YOU FIND THERE?



PERSON



AKA: 'HERO' OR 'MAIN CHARACTER' OR 'PROTAGONIST'!

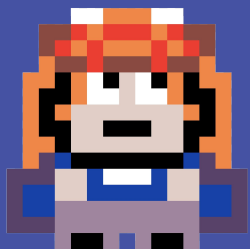
1. TYPE/SPECIES? BOY - TRAINEE MONK

2. PERSONALITY? ENTHUSIASTIC, SCARED OF THE DARK

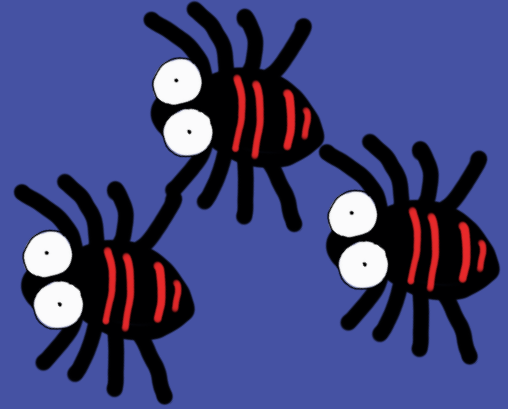
3. NAME? YUKEH

LOOKS? FAMILY? MORE...

*And this is
about me.*



PERSON

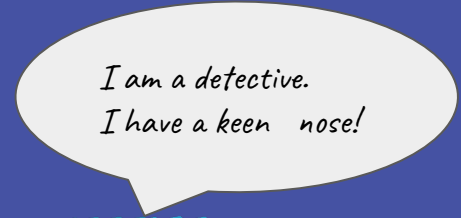


AKA: 'HERO' OR 'MAIN CHARACTER' OR 'PROTAGONIST'!

1. TYPE/SPECIES?

2. PERSONALITY?

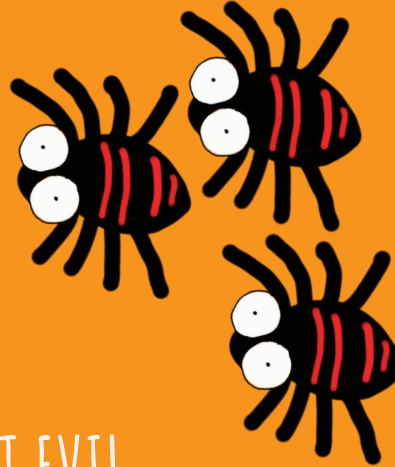
3. LOOKS? NAME? MORE...



PROBLEM

STARTS THE JOURNEY OF THE STORY!

1. WHAT DO THEY WANT? POWERS: HEAL SICK & FIGHT EVIL
2. WHERE CAN THEY FIND IT? HAUNTED PLAIN



PROBLEM

STARTS THE JOURNEY OF THE STORY!

1. WHAT DO THEY WANT?

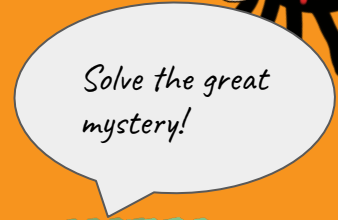
2. WHERE CAN THEY FIND IT?



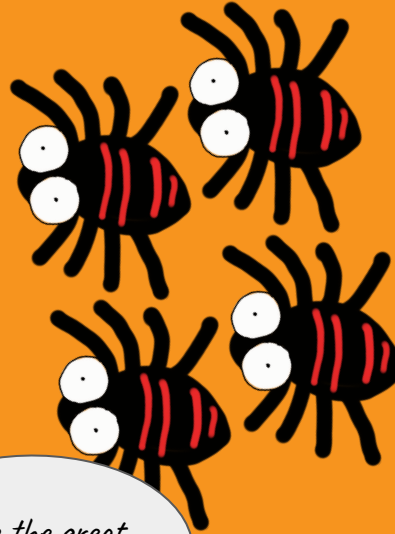
*I want to
save my
friend!*



*I want
become
super
ninja!*



*Solve the great
mystery!*



PROCEDURE

AKA: GAME MECHANICS OR 'WHAT CAN OUR PLAYER DO'

LEVEL 1 - COLLECT ITEMS

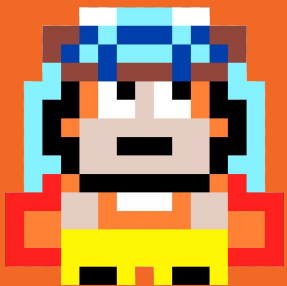


PROCEDURE

AKA: GAME MECHANIC OR 'WHAT CAN OUR PLAYER DO'

1. WHAT MUST YOUR HERO/PLAYER COLLECT?

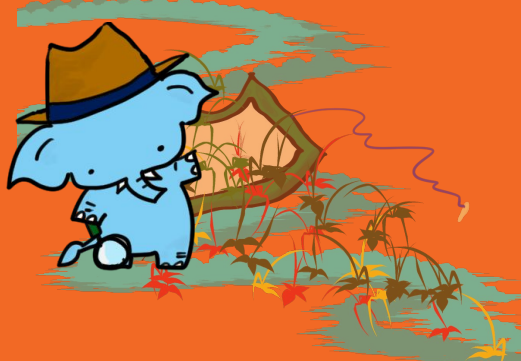
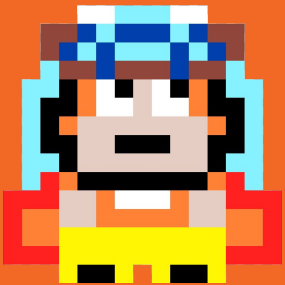
YUKEH - HEALING HERBS AND ...?



PROCEDURE

AKA: GAME MECHANIC OR 'WHAT CAN OUR PLAYER DO'

1. WHAT MUST YOUR HERO/PLAYER COLLECT?



Plenary

- How did we create our main character? Can you describe your character?
- What were the collectibles for your character? And why they need to collect them in your plot?



*Get ready for
creative
coding!*