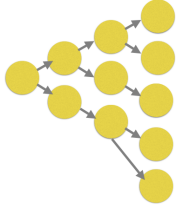
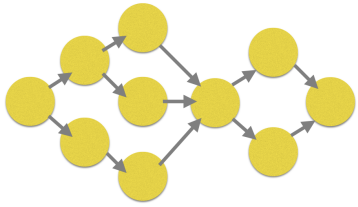
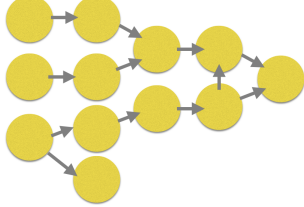
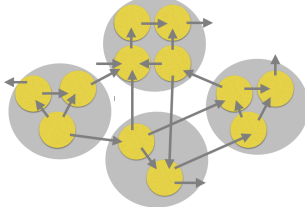


terminology	branching	parallel paths	threaded	dynamic/object-oriented narrative
visualization				
explanation	<ul style="list-style-type: none"> - interactive, - choice points given in the game - story follows one path until another choice point is reached 	<ul style="list-style-type: none"> - player can make choices - all choices lead to several mandatory events - choices may lead to additional story elements - players' choices may influence the ending 	<ul style="list-style-type: none"> - story is divided into small pieces - these small pieces may intersect - different narratives are possible at the same time - players can choose the paths and sometimes the order of the paths 	<ul style="list-style-type: none"> - consists of different mini-stories (like chapters of a novel or acts in a play) - mini-stories have several entry points and exit points (unlike chapters or acts) - exit points can lead to another mini-story or final ending (unlike chapters or acts) - the players' choices determine the order of the mini-stories (unlike chapters or acts)
advantages	easiest level of writing non-linear stories (which is still difficult)	not as many stories have to be written	complex	intertwined chapters can be written, also cooperatively
possible difficulties	<ul style="list-style-type: none"> - many story lines have to be written - the player/reader does not see/read all of them 	the narrative is linear	<ul style="list-style-type: none"> - writing a threaded narrative is difficult because events can happen in any order - any order of the narratives needs to be logical, so the players do not get confused 	very complex

The information is adapted from: "Game Design Concepts - An experiment in game design and teaching" by Ian Schreiber: <https://gamedesignconcepts.wordpress.com/2009/07/30/level-10-nonlinear-storytelling/> (<http://t1p.de/c3eg>) (Game Design Concepts by Ian Schreiber is licensed under a [CC BY 3.0 US](https://creativecommons.org/licenses/by-nc-sa/3.0/))

Next Level: Story Writing

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