

Act Template

[Arc Title] Seq [#] | Sequence Title

Narrative Purpose

Brief overview of what this step accomplishes in the story and gameplay flow.

- Define emotional tone (panic, calm, discovery, dread).
- Identify immediate narrative or character goal.
- Specify any mechanical or tutorial purpose.

Narrative Breakdown

Each step is divided into **beats**, which are self-contained moments of action, emotion, or transition.

- Use as many beats as the pacing requires (sometimes one sustained beat, sometimes three to five).
- Each beat should mark a change in objective, tone, or control state.
- Keep every beat anchored in what the player *feels* and *does*.
- Player is not voiced, they choose interaction options dialogue style

[Beat] | [Title]

Base description of the beat in general terms—what the player *feels* and *does*.

- **Camera:** Describe the player's viewpoint, camera control state or Full Control if not specified.
- **Audio:** List ambient sounds or musical cues tied to this moment or "None".
- **Environmental Cues:** Lighting, motion, or visual storytelling that defines the space or "None".
- **Objective / Task:** What the player is trying to accomplish in this beat or "None".

- **Player Feedback:** Haptic, visual, or dialogue responses to success or delay or "None".

Actions:

- Bullet list of what happens in this beat.

Dialogue:

“ Short sample lines or reference tone for interaction. tone-driven, minimally voiced. Player is not voiced—they choose interaction options.

Branches (if conditional variations):

- Use when the beat changes depending on previous actions, variables, or states.
- **Branches inherit** all parent beat data (Camera/Audio/etc.) by default.
- **Override only what changes:** Add any data point (Gameplay, Audio, Environmental Cues, etc.).
- Minimum fields: **Condition, Variation, Transition.** Add NPC or system responses if applicable.

Branch A – [Condition Summary]

- **Condition:** [Trigger or state dependency, e.g., "If player saved NPC earlier"].
- **Variation:** [How the beat differs—scene tone, dialogue, animations, or objectives].
- **Transition:** [Next beat/step or "None"].

[Repeat for additional branches]

Choices (if decision beat):

- Insert after Dialogue using horizontal rules (---). Use 2-4 options maximum.
- **Options inherit** all parent beat data (Camera/Audio/etc.) by default.
- **Override only what changes:** Add any data point (Gameplay, Result, Camera, Audio, etc.) as needed—**do not restate unchanged elements.**
- Minimum fields: **Gameplay/Result, Purpose, Transition.** NPC Response optional.

Option A – [Descriptive Choice Title]

- **Gameplay:** [Specific mechanics/outcomes].
 - **Purpose:** [Narrative/mechanical intent].
 - **Transition:** [Next beat/step or "None"].
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[Repeat for additional options]

Triggers:

- Bullet list of triggers this beat can fire.

Notes:

- Bullet list of any notes (may be omitted if no notes).
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Narrative Intent

Explain why the step exists in narrative terms.

- How it develops relationship dynamics.
 - What theme or mystery it reinforces.
 - What knowledge or tone shift the player carries forward.
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