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Social story for losing a game worksheet

Sean McCabe for Reader's Digest, Everett Collection When watching old movies, I can't help living on an important plot device lost to the device. Missed calls ringing in our pockets today. Long-lost love now lives forever on our Twitter feed. Consider Dr. Divago: An accidental sighting of Lara on the city streets will lead to a rupture in Yuri's heart as she disappears before she reaches her. If the Internet had become popular during the Bolshevik Revolution, Yuri and Lara would not have lost each other. They would have been comrades on Facebook. Consider the moments in our own lives that affected plot twists, uncertainties, when not all the information was laid out before us. Modern technology has made our world smaller and our lives easier, but perhaps it also diminishes the mysteries of life and, with them, some sense of romance. In the summer of 1991, without social networks to tear us apart, I felt such a heart-setting longing for a beloved woman who had travelled two countries and the sea to make sure she didn't wander out of my life. It was in her absence that I was able to understand the depth of love I felt. I met Joel in March while I was still in college. She had recently graduated and was knocking her hometown of Peoria, Illinois, to come up with her next steps. After two chance meetings, we started going out. Before long, we were rarely apart. We spent less time with our friends who were unable to track the electronic footprints of our relationship. The outside world fell and it slowly unlocked each other's secrets and became us who were not posted on the wall for everyone to scroll. But our time together was coming to an end. Before we met, I was planning summer backpacking adventures across Europe, and Joel was talking about moving to Chicago. I told her I would write to her and I told her the address of a friend in Wales. After landing in Frankfurt, Germany, I visited the Roman ruins of Trier, spent the summer solstice in Strasbourg and watched a rock concert in a football stadium full of bikers looking like 50,000 Germanic people in Basel. In Budapest, my ancestral home, I listened to church choirs and stood in front of art masterpieces. It was beautiful. And I was miserable. I wouldn't have been lonely. All I could think of was Joel. Sitting on a bench outside St. Stephen's Cathedral in Vienna, eating schnitzel in the street, I wanted to sit across from her and be in Peoria. I wrote her letter as if I could go on my trip - a long, hearty missile. By the time I got to London to rendezvous with my parents, I was uncomfortable. The distance between us was immeasurable, and my spirit sank to depths I did not know. I sobbed for three days, flew around London and spun around. Finally, my father suggested (really insisted) that I call her. So, from my hotel room in London, I called Peoria. Except that was not in Peoria. Her mother told me that she packed up and moved to Chicago. My letter, she said, was not open and sat on a table. I called Chicago the next time, but I couldn't reach her. There was no answer, no machine, no voicemail, no caller ID indicating missed calls. Landlines called in empty apartments. There was no way to know where she was or when she was coming back. I was struck by jealousy and panicked at the idea of her dinging into a new life. Here I am in Europe, crying in front of relics for all the wrong reasons, was she meeting people around Chicago? My parents and I were driving to Wales the next day and when Joel's letter wasn't waiting, I got into a blushing mess. My body was in Wales, surrounded by rugged green hills and bleeding sheep, but my heart took me on a train back to London for my Chicago. My parents to board the next flight. However, at Heathrow Airport, I was told that the round-trip tickets my parents bought me could only be used outside of Paris. So we headed to Dover, where we crossed the Channel and boarded a ferry. The boat was full of fellow students, we staggered in Calais, and as we boarded the night train to Paris, I captivated them with stories of my anguish. Forget it, they said. One guy said he was meeting Pamplona's mates to run with the bulls and I needed to join in. The girl was heading to France to wait on the table and lie on the beach. Come with me, she offered. No, no, I said. If I don't come back, I'm going to lose her. I was round and chilled and they said they would forever regret that I cut this trip of a life short. In Paris, we headed to Charles de Gaulle Airport. I'll be in Chicago soon. I got on the plane. But I couldn't get on the plane. Inside United's terminal, 40 people at the ticket counter were deep and utter chaos. I won't be on the next plane. Exhausted, I hugged my backpack towards the train and had tears in my eyes. What a catastrophe! Stuck in Paris for three weeks! I was facing three smiling ticket agents. Can't you get a seat today? I asked we have a seat, one said, but the plane departs in 20 minutes. The one-way ticket was paid twice as much by my parents as the round-trip fare. I sned at my credit card: Emergency use only. I bought a ticket. This was the part I didn't tell my parents. At least four years later, until the night before Joel and I got married. I confessed it after my father told a room of friends and family the story of a pejorative boy who chose love over sheep, Roman ruins and all the wines of Paris. It's hard to believe what's going to happen when you look at the factors that work against them. The game has a good story. For one thing, stories are just one component in the game and often need to be pushed to the side during development. Many unexpected things happen during the development process, and I need to rewrite the main sections of the script with little care. To make matters worse, plot-heavy games are often tens of hours long, and it's difficult to maintain a story. Despite these challenges, some game makers have made up great stories to accompany their games. If it works, the story and gameplay will work together and create something bigger than the sum of its parts. These are the games that will stay with us the longest. Below are five games with incredible stories. Source: Japan No.1 Software 1. Dangan Rompa: Trigger Happy Havoc Do You Know The Idea of a Closed Room Murder Mystery? In a closed-door mystery, a group of people are trapped somewhere and someone is wound up dead. The killer is one of the group and the rest need to figure out which one it is. It's a Dangan Rompa setup, but as the game progresses, more and more people die. Here is the plot. Sixteen students are trapped in the school by a murderous teddy bear called Mono bear. Only one person survives and the only way to do it is if someone kills a fellow student and escapes murder. Every time a character dies and wounds up, survivors are tried for crumpled clues and identifying the killer. The characters fall one by one and the characters try to find a way out alive, but preferably without killing the students you befriend. If you have a PS Vita and are old enough to handle R-rated subjects, Danganronpa is a must-see. Source: Naughty Dog 2. When our last game can be compared favorably to Cormac McCarthy's *Lord of the Flies*, you will find that you are seeing something special. That's what our end is like. It's a heart-a-heated, movie-like game centered on two very different people who become dependent on each other as they traverse America ruined by disease and destruction. At the heart of the story is a character who feels more like real people than virtually any other video game hero. Backed by a sharp and brutal script and a set of talented voice actors, leave a lasting impression on those who watch the journey to the end. It's also impressive that the ending of the game was oval and open to interpretation, spurring a lot of debate among fans. Source: Bandai Namco 3. Legend of heroes: Trail in the Sky This game is set up like a million role-playing games before that. Joshua and his sister Esther are young adventurers who life kicks into gear when their father goes missing. As expected, they decide to travel on their own to find him and in the process explore all corners of the great big world. What set this game apart from the rest of the herd is writing. HeroWarm and funny enough to captivate the most stonys of players. You'll also meet a rotating cast of secondary characters roaming from town to town, slowly learning what's going on in the world. The story of this game has many layers and they continue to be more interesting as you progress. You can buy empty trails at playstation stores for PSP or Vita. Source: Rockstar Game 4. Grand Theft Auto: San Andreas On the surface, Grand Theft Auto: Vice City may seem more like a skarface than San Andreas, but when it comes to the story of a raggedly rich gangster, San Andreas is the better of the two. You play as CJ, a poor kid from a poor neighborhood who comes back to bury his mother. This is a GTA game, so when you get off the plane you are roped into the world of crime. As you perform missions, you'll gradually work your way up the ladder, trying to save your friends from making bad decisions while repelling rival gang members and crooked cops. By the end of the game, you had cleaned up the streets, eliminated most of the rival gangs and left what was left of you and your family safe - at least for the time being. It snies through piles of cocaine and goes down in a hail of gunfire. Source: Quantic Dream 5. HEAVY RAIN This thriller begins when a boy is kidnapped by a serial killer origami killer who waits for a storm to come and rainwater binds his victim to perform an actual killing for him. As you can probably guess from that description, this is a terribly dark game, with a lot of terrible things happening to the characters. But the story is infinitely compelling, with one plot after another twisting and pulling the player forward. Many parts of the story are malleable, so your actions have consequences that are performed as the plot barrel moves forward. If you fail to save someone at an important point, that character is dead forever. If you like dark thrillers, you will love heavy rain. This list only scratches the surface of the game with a good story. Redemption of the Red Dead, Persona 4, Eternal Pillar, Slaves: Odyssey to the West, Star Wars: Knights of the Old Republic, The Walking Dead, Silent Hill 2, Mario & Luigi: Bowser's Inside Story, Bioshock, The Witcher 2, Mass Effect 2, Final Fantasy VI, and The Unknown 2. Follow Chris on Twitter@CheatSheetChris tech cheat sheets on Facebook from tech cheat sheets: Sheets: