

Important Aspect Storyline for Mobile Video Games

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Abstract— Story is an image from a journey, in Story we follow the characters on a journey they go through some obstacles. Like for example a Hero, Villain, Retrieve Village and many more. Sometimes in video games story can be boring and flat because there's no special in it like flat character expression, boring plot, messy dialogue. Now as the mobile memory increased developer can add many things a variation gameplay mechanic and storyline. In this article we going to discuss why storyline in video game is important to player this day and this paper will contain: (1) Story of Video Games (2) Why storyline in Video Games is important (3) Important aspect that makes storyline good in video games, such as plot, dialogue, character, environment, and add-on; And in the end I will tell you the most important aspect from the 5 aspect that I mention above;

Keyword : Aspect, Mobile Video Games, Research Article, Storyline.

I.INTRODUCTION

Game is an application composed of synthetic regulations that involve players with the intention to entertain [1] Who doesn't play video game in this era? Everyone plays video games, from a toddler – old age. You can play anytime and everywhere. According to Eko Priyantoro, "Video games have become a lifestyle for urban people, not just for entertainment sometimes we can make money through video game and it called e-sport. Video game presence can be found everywhere from your device, malls, even sometimes in the street" [2]

Video game is an electronic game that involves interaction with user interface or input device you can play it with a keyboard joystick controller motion sensor, or smartphone. In the first, video game is so simple we just control up and down to gain a score nowadays video game is more complicated their have a better graphic, level design, complicated gameplay, and storyline.

There's a lot important aspect that video game need either its immersion the music, addictiveness, visual, or the story all of them make the game perfect but now I just want to share how the storyline in video games work. A video game story is crucial as it allow the gamers experience more involved and more immersed in the game. It offers the whole thing in the game and allows the participant to recognize what they want to do. The benefit of video games is that not like with different sorts of story, the gamer lives the whole experience, and

share the successes and setbacks of the main character. Sometimes with a good story we can feel every aspect in the game that we need in real life, we can be someone else in video games experience it without actually feel it in real life sometimes story teach us some valuable lesson from video game we know what we should do and we shouldn't do.

Just like with any story game or storytelling out there there's no mystery components to what makes a very good game. One video game may have turn-based combat, 100 hours game play or game can be 20 minutes long and have nothing but choices especially mobile video games. You can't write a lot of huge blocks of textual content for mobile video games, because visual media doesn't work that way, and it even greater so won't any person searching right into a small screen. Storytelling in mobile video games is all approximately organically attractive gamers without making them feel stressed over a big text, slowly revealing content material in small bits via game surroundings.

According to Ricardo Casañ-Pitarch "Video games that longitudinal gamified teaching materials based on storylines and played through tailored- designed videogames can raise player interest" [3]

And also, Yang Liu, Daniel Holden, Dongping Zheng said that "Story can be connected between storyline and in the real world "[4] if you can make it relate sometimes storyline can be relate to other story sometimes, they give us vision, answer, or even learn something valuable through a storyline.

That's why storyline is important in video games not only make game more addictive but can give us some lesson that we can choose in real life

II. METHODOLOGY

We use smartphone to talk with friends and family, for work or maybe to play video games for entertainment, [5]

Then how to make a good storyline? a lot of various aspect that matters.

First is plot. Plot is the chain of connected events that make up a narrative or story itself the plot can ruin a game sometimes we don't need the plot like some indie games but for AAA+ game we surely do. We need strong plot it has to be memorable, and plot has to be the foundation some concrete. In mobile video games we can't make a lot of scripts and text to make a game the player we will be bored if it was all text, yet a plot should be simple and meaningful and its involving lots of gameplays. According to Octavianus Frans, Jonata Witabora "Video games is an energetic and co-innovative media where in storyline flows from the plot made through developers and to the gamers interactions within side in the videogame itself [6] just trying to be simple not too much and don't too less that's the key. But if you don't want the plot it's okay Konstantinos Papangleis , Melvin Metzger, Yiyeng Sheng, Hai-Ning Liang, Alan Chamberlain, Ting Cao said "If you didn't use plot means that the player capable of make their very own tale to the game itself both from game and virtual reality "

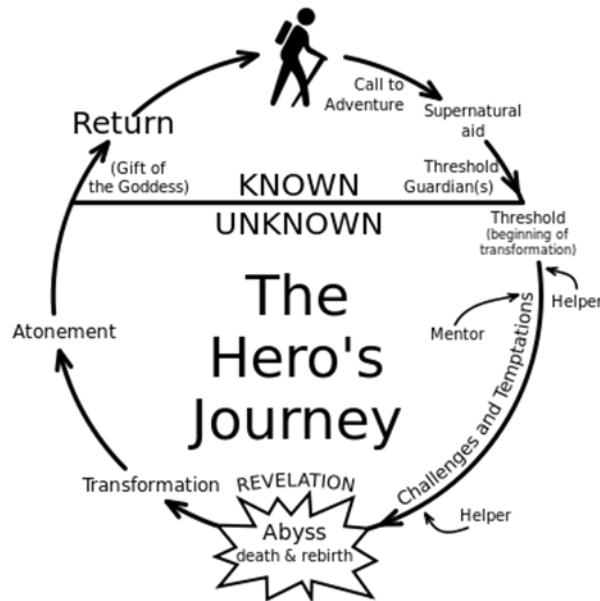


Figure 1. The Hero's Journey Plot

This is the illustration of the hero journey plot. Hero journey is the basic template.

Second is Dialogue the conversation between two or more character. In mobile video games is better have a minimal dialogue. Just keep it minimal like always but have a key to something in the story or the plot, but that doesn't mean you didn't add something flavors in it like for example: you need to put the jokes in it, or if the character angry you caps lock all the word sometimes it's necessary and sometimes it doesn't. When writing dialogue, it's good to keep in the mind that some gamers, no matter how great the dialogue is they want to get back to the action as fast as they can. But doesn't mean you should waste your video games dialogue the game design must be very selective about where, when and how they use their valuable dialogue. Mathilde Janier, Mark Snaith, Katarzyna Budzynska, John Lawrence and Chris Reed said " Dialogue may be effortlessly model and formalized to outline a mediation dialogue game" [8] Hannu Korhonen " Story is an crucial a part of the game and it's far used to create a premise or fiction of a game or it can offer a theme that give a taste to the game the story tale also can direct selection or choice that they made in game "[9] That's why you need dialogue that on point the vocabulary is important too in dialogue find a translator or something else if your English is bad for example like this one

Avoid these mistranslations it's okay if you make one or two mistake but its better find better translator



Figure 2. Mistranslations dialogue from game Tamagotchi

This is from Tamagotchi (Game Boy) it should be like “Remember to flush the toilet”

Third is character. Characters are the most important asset. A good character is the one who can relate to gamers. Character must have individual unique, main character he/she must have a lot of charisma, unique with a strong motivation and solid backstory. A good video game character has a personality (despite the fact that it’s unlikeable), and their backstory has enough detail that the gamer can get an awesome feel of who they’re and what they need. Even mysterious protagonists reveal enough information to ignite interest in the gamer, making them need to discover more. Martin Delhove, Tobias Greitemeyer said “Antagonist character yielded greater delinquent behaviours while as compared to play as a heroic character “[10] “video games can offer significant tales and characters in a traditional experience or video games can offer significant stories through permitting the gamer from the story as well. [11] KiTeok Nam, Taesuk Kihl said “Game characters can connect and interact between developers game and player through personality in game “[12] Character must be designed with each shape and distinctive personality, and uniqueness, particular and suitable to the context.[13] Video games allow gamer to apprehend and doubtlessly pick out with the motives on their character [14] video games are frequently quite concerned with growing vibrant and believable characters, telling private stories, or conveying emotional reports using interplay to enhance the narrative.[15] Backstory also important to a character it will inform the character’s actions and provide the character with motivation

This is Kratos from God of War (2018) he had a unique character, a strong father figure and a really dark background story since he kill his father and all of his brother.

Fourth is Environment since its mobile video games we can’t make many things in the game, we must make it stable, so it looks fine both frame per second (fps) and gameplay. Best story games are told through interacting with surrounding environments. Like walking through some traps object scribbled walls, secret letter, etc. Key to expertise the atmosphere of production,

isn't just designers themselves however the wider exercise of game design. [16] That Video games give us an environment where failure is awaited or maybe it memorializes. [17]

This is from game called Grand Thief Auto San Andreas Mobile that it's not empty environment there's a cop, civilian, and gang members. You can shoot the civilian and get arrested by the cop or even started a gang war

And the last one is add-on you will need an update if u want to make a sequel in your game like for example if support character have an interest from the player, you should make their own story like now it's called DLC (Downloadable Content). As the company game maintains to grow, increasingly more game developers have proposed routine sales models that offer constant income streams from their games.[18] Sometimes they using loot boxes, for my perspective its very bad that using this because some gamer might be hate it One element of the attraction of the loot box in a few video games is the special availability of item from inside loot boxes[19] this will impact the game that you make and the story itself. Story games and non-story games are the same but not quite the same each proportion interface that form sensemaking That offers upward thrust to a player's interpretation of the sport in a ludo-logical and narrative purpose sense, and as a consequence each have want of narrative design [20]

III. CONCLUSION

Of all aspects that describe above the most important is character. Characters can bring a game to life. Character can reflect the player itself. Characters also can provide their own lessons. Starting from the character background, character personality and the appearance of the character. Like characters who have handsome or beautiful faces or non-human characters such as aliens, ogres, or demi-humans. However, characters cannot stand alone in a game. That's why other aspect also important. And next is plot. The plot will be very concerned because it is included in the core story game. Plot can help explain the background of a character. Trough plot we know what the main goal in video game. For Example the main character who need survive in the forest where the main character must return to the village and pass various obstacles. Then after plot there's a dialogue, dialogue is very influential with character expressions, characters with flat expressions will be very boring to played. Dialogue is the key to uniqueness in character which can reflect the personality of each character. Next is environment, the environment in the game world cannot flat without objects or obstacles around it. For Example, I mentioned earlier, When in the forest there will be many obstacles at every step, like fallen trees, leaves, and also animals that hunt them. A good environment will make the game beautiful. The last one is add-ons, why add-ons are the last ones? Because actually these add-ons are optional if you want to use it or not, but usually add-ons are the addition of certain content in a game. Add-ons can be include in new characters or it can be a new plot or even new environment.

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