

# TO THE MOON

## GDC NARRATIVE REVIEW

### Character interaction isn't always necessary

- Players don't always need to interact with characters to learn about who they are.
- Watching character behaviour alone is enough for players to form an emotional bond.

### Breaking traditional structure

- Using non-typical storytelling structures creates for an engaging narrative.
- Narrative frameworks should reflect on game context, leaving players asking for more.

### Symbolism can impact narrative delivery

- Symbols should signal to players the significance they play in context to the game.
- Connecting symbolism to story allows for a more meaningful narrative experience.