



Narrative acts in *HADES* are built of smaller acts based on relevant characters and their resistance or affinity to a narrative theme.



Successful narrative design is rooted in characters with believable and compelling motivations who act on events personally, not due to narrative goals.

HADES



Players are more likely to remain engaged and retained when a game offers narrative elements to tackle rather than one large goal to address.



Compelling narrative design continually offers players moments to root for/against characters and gain glimpses into their development over time.