

## Overview

*Little Nightmares II* can be seen as the whole plan of The Thin Man by creating a natural and unnatural conflict (by corrupting the citizens), The Thin Man makes the Mono think that he is natural, on the good side, and thus needs to escape the corrupted world. However, this false, constructed relationship between the protagonist and the scene makes Mono and even the players think that they are doing the "right" thing.

## Lessons

- The author can set up a **surface conflict** and sets up a **core conflict** to hide under the surface conflict. This can make the **conflict interesting** and make the **meaning** of the work more **profound**.
- Authors can use **Kernel Scene** more to make the **plot structure compact**, which can continue to **attract players to play the game** for better narrative.
- The author can use more **contrast** to **enrich** the **opposites**, **complicate** the **story**, and **increase** the **depth**.

## Narrative Structures

Act 1			
In Scene column: "S" stands for <u>Satellite Scene</u> , "K" stands for <u>Kernel Scene</u> . (Porter et al., 2002)			
Scene	Function(s)	Settings	Plot
1 – K	Disturbance	INT. – Narrow Space	The player sees a mysterious door and is about to enter this door.
2 – S	Exposition	EXT. – Forest	The player controls the protagonist to explore the world (tutorial).
<p><b>Main Conflict - Person vs. Environment.</b></p> <p>Mono came to this world with the unknown. He wants to understand the world, therefore, he keeps moving forward (the front in the sense of the story line), exploring the world by facing difficulties. However, he meets some difficulties that the environment sets.</p> <p><b>Theme - Exploration.</b> The protagonist gains knowledge about the world (rules of the game) by constantly exploring the scene and coping with problems (puzzles).</p>			
3 – K	Complication	INT. – Hunter's Living House	Mono meets Six who is in the similar situation (small size) as Mono, and Mono tries to invite Six become a partner with him.

\*More in the paper