

MARVEL SPIDER-MAN *MILES MORALES*

STRONGEST ELEMENTS

Miles' personality shines through all of his actions, major and minor...he just oozes character. From the way he talks to the way he dresses, to the way he web swings, all tell you something about his character.

UNSUCCESSFUL ELEMENTS

Since the villain's cause is so justifiable, the writers need to have them "go too far" by doing something heinous or unbecoming of a hero, usually through acts of violence and hurting innocents.

HIGHLIGHT

The final Cutscene shows Miles walking around Harlem, mirroring the opening cutscene, interacting with the residents and neighbors. The mural of OG Spider-Man is now a dual mural with Miles Spider-Man alongside OG, signifying that the people see them as equals now.

LESSONS

We're not *just* writing a story that the player passively experiences. The world-building and characterization must be ingrained into the gameplay itself.

IMPORTANCE

Miles is a beacon for young black and brown people. This is exemplified in the game and marketing itself. One of the suits you can unlock is a black and yellow BLM suit and the major tagline for the game is "*BE YOURSELF*".

