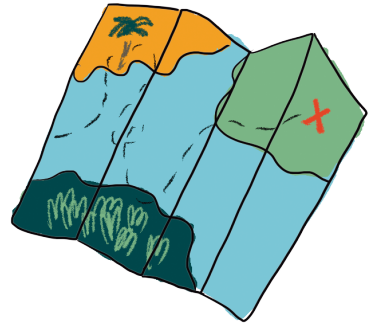# edugraal

GAMEPLAY TOOLS
6 steps to create an interactive story

1 Choose a nice setting (fictional/non-fictional place, past, present or future...)

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2 Create a main character with a goal, but keep it simple, avoid too many details.

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3 Limit your characters (it will be easier to keep only one viewpoint)

Main protagonist: ....

Helper/ mascot: ....

4 Include a handful of useful items (maps, healing charms, money or food and water)

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5 Plant hints

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6 Create several endings (successes and failures)

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