Video games are meant to have the participant actively make decisions that effect the action of the story. A good video games often has a players guide to help the player make his way through the game. The following steps will help you ensure you have a good story:

1st— Read through your story.

2nd— Create a 1 page game strategy guide. Start each bullet point in your guide with a **VERB!**

3rd—Once you look at your guide, look at the list. For a good game you should have a minimum of 10 actions or decisions (more is better) a character must make before the climax of the game.

4th— You should also have a variety of different actions the protagonist must complete.

5th— Revise your paper to include a minimum of 10 actions.

**For example:**

1. Walk to nearby tree to check out a strange person.
2. Meet Cyrus either behind the tree or near the red house. He will tell you to run away, the mafia is coming.
3. Go into the house, find a hiding spot.
4. Listen to the mafia thugs. Overhear their plans to search the barn first, then the house.
5. When they go off to the barn, run out the back of the house over to the neighbors tree house.
6. Find the neighbor kid’s bow and arrow.
7. Use the bow and arrow to puncture 2 tires on the thugs car.
8. Hear the gangsters running towards their car, and yelling that you must be in the tree house at the neighbors.
9. Jump out of the tree house with the thugs running after you
10. Ride the kid’s bike away from them as they grab for the bike