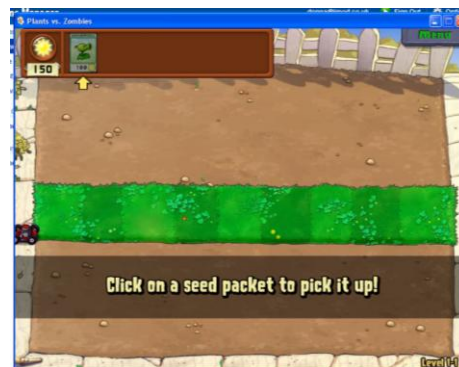


Writing for Games due Tues 29th Nov

The text you find in games is very particular. Lots of brief instructions written in a style that is appropriate for the sort of game.

Look at the following examples of text from commercial games and answer the questions.



Plants versus Zombies

The first text appears as a series of Popups in the game © PopCap Games www.popcap.com

Tap on a seed packet to pick it up!	Tap on the grass to plant your seed!	Nicely done! You can also drag and drop seed packets!
Keep collecting sun! You'll need it to grow more plants!	Don't let the zombies reach your house!	

1. What is the Game-maker doing with this text?
2. How do most of the pieces of text start?
3. How do they end? Do you think this works or would you like more variety?

The next text the Player encounters describes the Pickups.

Sunflower	Cherry Bomb
<p>Gives you additional sun</p> <p>Sunflowers are extremely important plants!</p> <p>Try to plant at least 3 of them!</p> <p>The more sunflowers you have, the faster you can grow plants!</p>	<p>Blows up all zombies in an area</p>

4. Describe the language used. Look at the choice of words and the number of syllables. Explain the structure and length of the sentences.

Next Players meet the Crazy Dave character who tells them ...

Greetings neighbour!
The name's Crazy Dave. But you can just call me Crazy Dave!
Listen, I've got a surprise for you. But first, I'll need you to clear your lawn.
Use your shovel and dig up those plants!
LET THE DIGGING COMMENCE!

At the end of the first level of play you are told that: 'You found a note'

<p>Hello,</p> <p>We are about to launch an all-out attack on your houze.</p> <p>Sincerely</p> <p>the Zombies</p>
--

5. From what you have read, what sort of game do you think this is? Who is it aimed at? Try to explain your ideas.