**Three Act (more or less) Structure**

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| **Act I** | **Act II** | **Act III** |
| Set-up | Confrontation/Complication –Bulk of Game | Payoff/Resolution |
| * Opening
* Inciting Incident
* Establish characters and world
* Game: Tutorial
 | * Point of No Return
* Threshold Guardian
 | Into the new world | MidpointTwist or Reversal | Darkest before dawn | Biggest challenge | Ending reward |

Within each of these sections, we have sequences of scenes or actions… different levels, new bosses, new dungeons. And each section both finishes off the previous section and sets up the next one.

Action 🡪 result 🡪 Action 🡪 …