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## Storytelling within the Rules: The Effects of Gameplay Rules on Storytelling in Video Games

As an artistic medium, all video games seek to communicate a story and to guide the player through an experience. The rules and mechanics of the game affect how the story can be told and what tools the developer has to tell this story. In this project, I will take games that I have worked on from three different genres, which have divergent types of gameplay and rules, and examine how these differences affect the communication of the story of the game. In so doing, I will examine how design decisions in games can impact the story that is told.