This is a mind map. You can think of narrative structure as the way a story (maybe your favorite book or type of book) unfolds. The layout of the game could then be somewhat like a flow chart (or a recipe or blueprint) with branch points (maybe binary decisions or multiple choice) selected at will or by a dice roll and/or by card draw.

Narrative Game Structure (based on a story)

Linear Development (chronological or time order)

Protagonist(s)   → Assets   → Abilities (skills)
                                  → Artifacts (things)
                                  → Allies (people/helpers)

Antagonist(s)   → Assets   → Abilities (skills)
                                  → Artifacts (things)
                                  → Allies (people/helpers)

Goal(s)   Obstacles :   COST / REWARD

Plan A   Plan B   Plan C

Protagonist   Goals ↔ Obstacles | Antagonist   Goals ↔ Obstacles
                                             |

Hope   False Hope

Incremental progress   Progress indicators

Large (Overall) Goal
        - Sub Goals
        - Tangential Goals / Peripheral Goals

Detours

Backward or "Retrograde" Motion

Forward Movement … then, the goal moves or changes as quick as a deer or butterfly you've run after.