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 Str	ructure (based o	n a story)			
Linear Developmen	nt (chronologica	l or time order)			
Protagonist(s)	→ Assets → Abilities (skills) → Artifacts (things) → Allies (people/helpers)				
Antagonist(s)	→ Assets → Abilities (skills)				
Goal(s) Obs	tacles: COS	T / REWARD			
Plan A	Plan B	Plan C			
Protagonist	Goals ↔ Obstacles			Antagonist	Goals ↔ Obstacles
Hope Fals	е Норе	,			
Incremental progre	ss Prog	ress indicators			
Large (Overall) Go - Sub Goals - Tangential	al Goals / Peripho	eral Goals			
Detours					
Backward or "Retro	ograde" Motion				
Forward Movemen	t then, the go	oal moves or changes	s as quick a	as a deer or butter	fly you've run after.

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