

# machinarium



Using an online game to inspire Steam Punk-style descriptive writing.

<http://machinarium.net/demo/>

## TASK 1 (Due Period 1, Monday):

1. WATCH THE OPENING TO THE GAME MACHINARIUM AND COMPLETE LEVEL ONE, TWO AND THREE AND THEN COMPLETE A CHARACTER PROFILE FOR THE ROBOT.

### TIP:

Be as original as you can - look at the style of the art, look deep into the background landscape/setting, look closely at the robot ...

Who is he/she? Give him/her a name.

Where is he/she from?

What's his/her background?

Where is he/she going?

Why?

Who are his/her friends?

Who is his/her family?

Who are his/her enemies?

## TASK 2: (Draft due Monday, Period 6, Polished due Thursday)

2. SELECT ONE OF THE GAME LEVELS OR A CUT SCENE (THE LITTLE BITS OF ANIMATION YOU CAN'T CONTROL BETWEEN LEVELS) AND WRITE A DESCRIPTION OF IT. YOU MAY ONLY WRITE ABOUT ONE PART OF A LEVEL/SCENE IF YOU LIKE. TRY TO GET YOUR READER TO **\*\*IMAGINE\*\*** THE SETTING, CHARACTERS AND ACTION, TO **\*\*FEEL\*\*** EMOTIONS FOR THE CHARACTERS, ABOUT THE SETTING AND THE ACTION AND TO **\*\*THINK\*\*** ABOUT THE CHARACTERS, SETTING AND ACTION.

## PRO WRITING TIPS

Imagine you are looking at this scene from within the world itself. Write a detailed description of the scene.

### CONTENT:

Focus on the FIVE senses:

- what can you see? (in the landscape but also include descriptions of the characters and what is right in front of you, in the sky, at your feet etc)
- what can you hear? (the sound effects of the game but also what would you hear as a character in this world? metal scraping, the engine of the flying machine, the dialogue of the characters, your own breathing or heart-beating)
- (if you were in the world) what could you smell?
- what can you taste? (literally taste like saliva, last night's garlic pizza, oily air and metaphorically like fear, nervousness, excitement)
- what can you feel? (include your emotions)

### STYLE:

- use a variety of sentence types - simple, compound and complex - you might even use one word sentences to draw our attention to an object or action or sound
- use a variety of sentence beginnings (grammatical theme). Draw your reader's attention to different aspects of the scene by being clever with the beginning of your sentences. If you want to draw attention to an action, start the sentence with a verb or an adverb. If you want to draw attention to a feature of a character, like his feet, start the sentence with a noun or an adjective.
- use interesting verbs - use the word 'shuffled' instead of 'walked'
- use vocabulary appropriate to the style of writing. This is steampunk so use words like 'hissed', 'metallic', 'guzzled', 'screeched', 'hummed', 'robotic', 'cogs'. Steampunk writers have invented their own words, find some here: <http://brassgoggles.co.uk/forum/index.php?topic=13753.0>

### GENRE:

Because this is quite a specific style of game - steampunk - you should try to use elements of this style in your writing. Go back to the story about Rose we read in class and see how that is written.

### DESCRIPTIVE LANGUAGE:

You should try to use poetic techniques to help your reader really experience what is being described. Use **metaphors** and **similes** to create comparisons and images; use **personification** to give your reader a new way of looking at an object; use **alliteration** and **assonance** to create a musical effect and draw attention to certain words; use **onomatopoeia** to capture sounds of objects and people; use **symbols** to help your reader think about an idea, person or place more carefully.

