



Storytime

build your own adventure

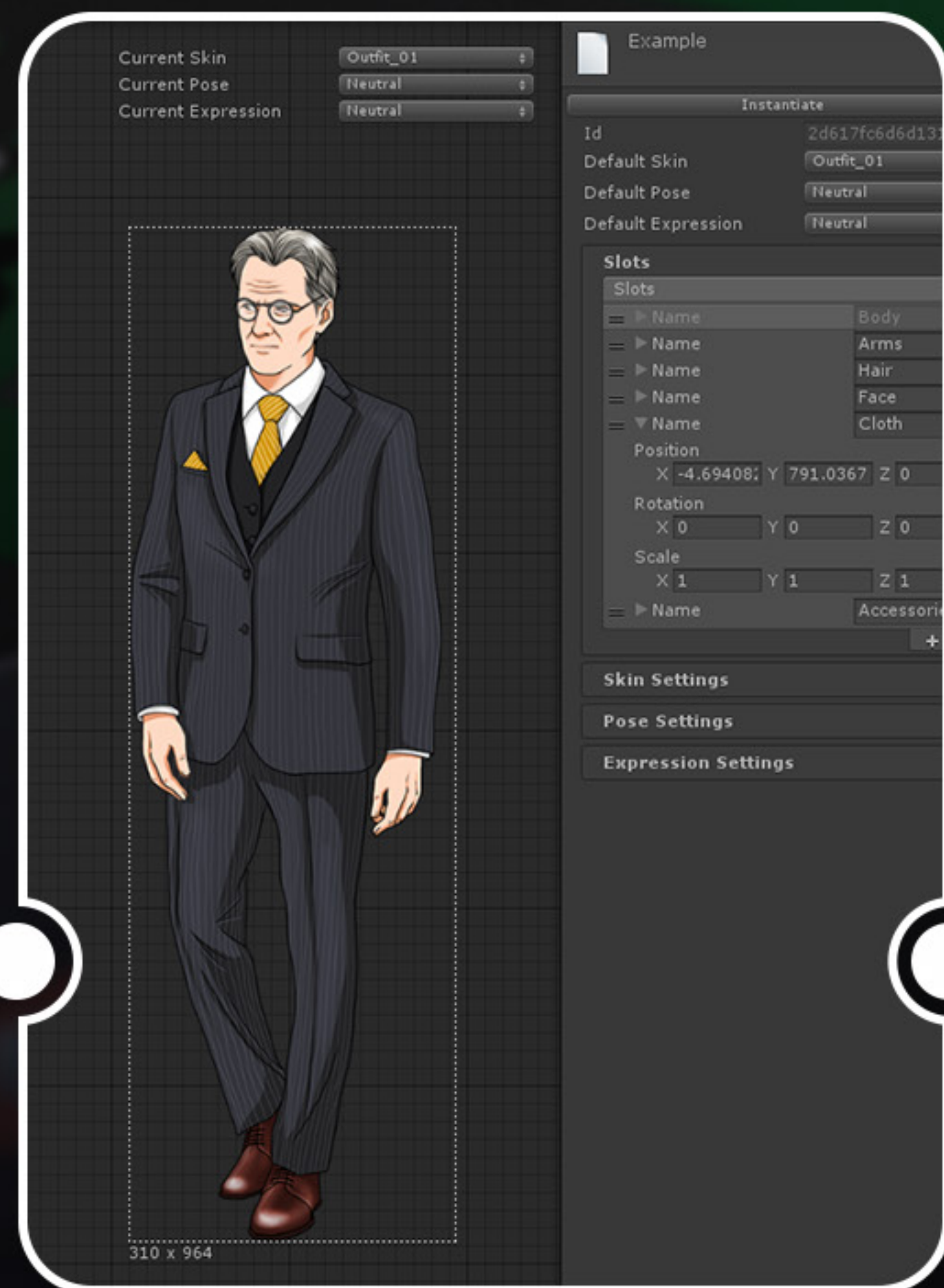


it **MATTERS**
GAMES

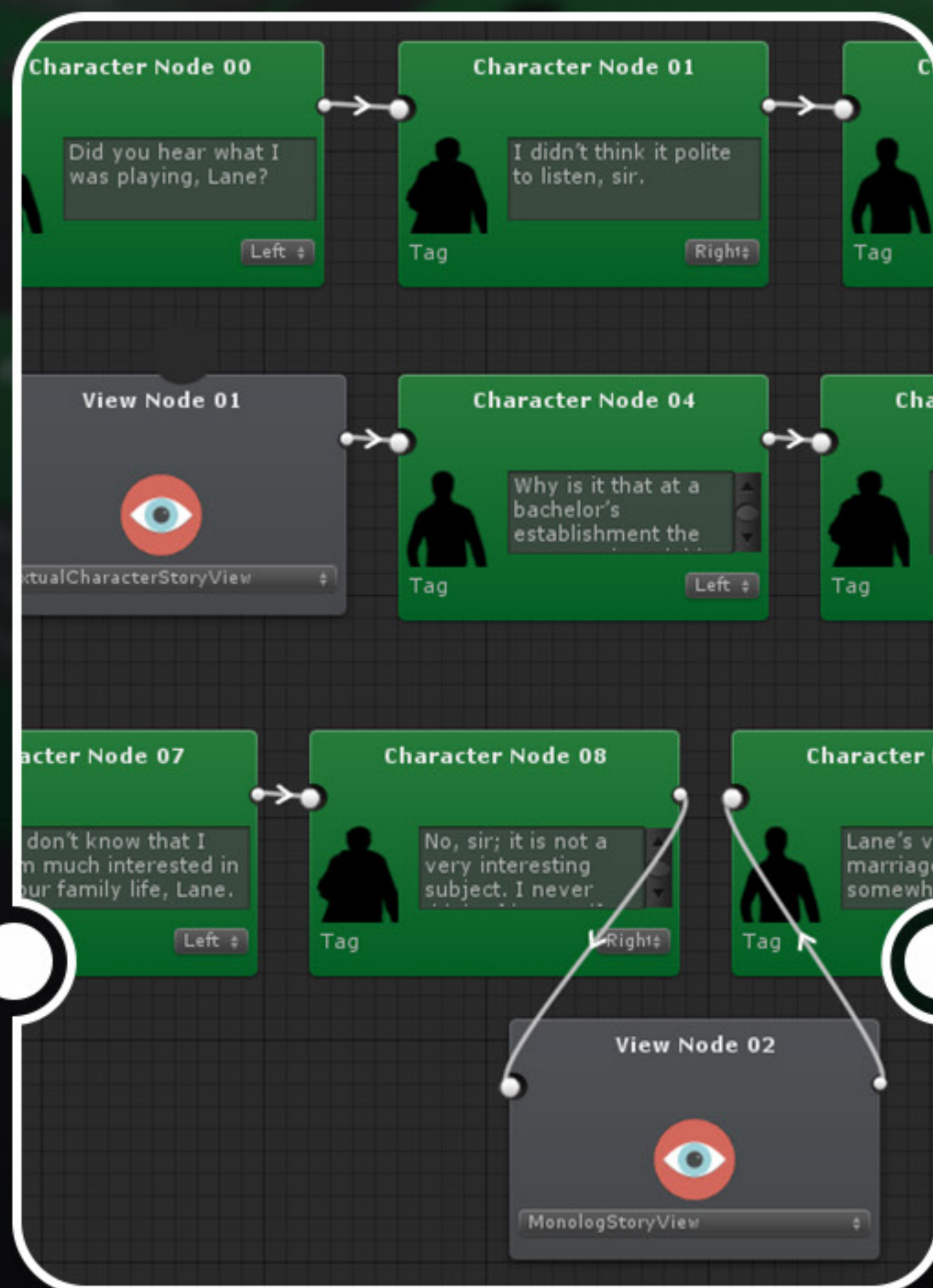
St Storytime Feature Set

Storytime offers everything you need to create a compelling story:

... characters...



... a plot...



... and a setting!



What is Storytime?

Storytime is a powerful and flexible narrative engine to easily implement and iterate narrative content. It allows for a very fast development path from first text draft to first playable. Easy to handle implementation tools make fast iteration cycles possible.



Unity Plugin

Create a narrative experience directly in Unity3D. No third party tools are needed, build your game in the Unity native story editor.



Node-based

Just like a visual scripting tool, story logic can be build in Storytime with nodes which have their own game-ready logic. Node for node the flow of the story is put together alongside the game structure.



Flexible

Not only can a large variety of features be created thanks to the flexibility of Storytime, but the engine itself can be extended easily to fit the project's requirements.

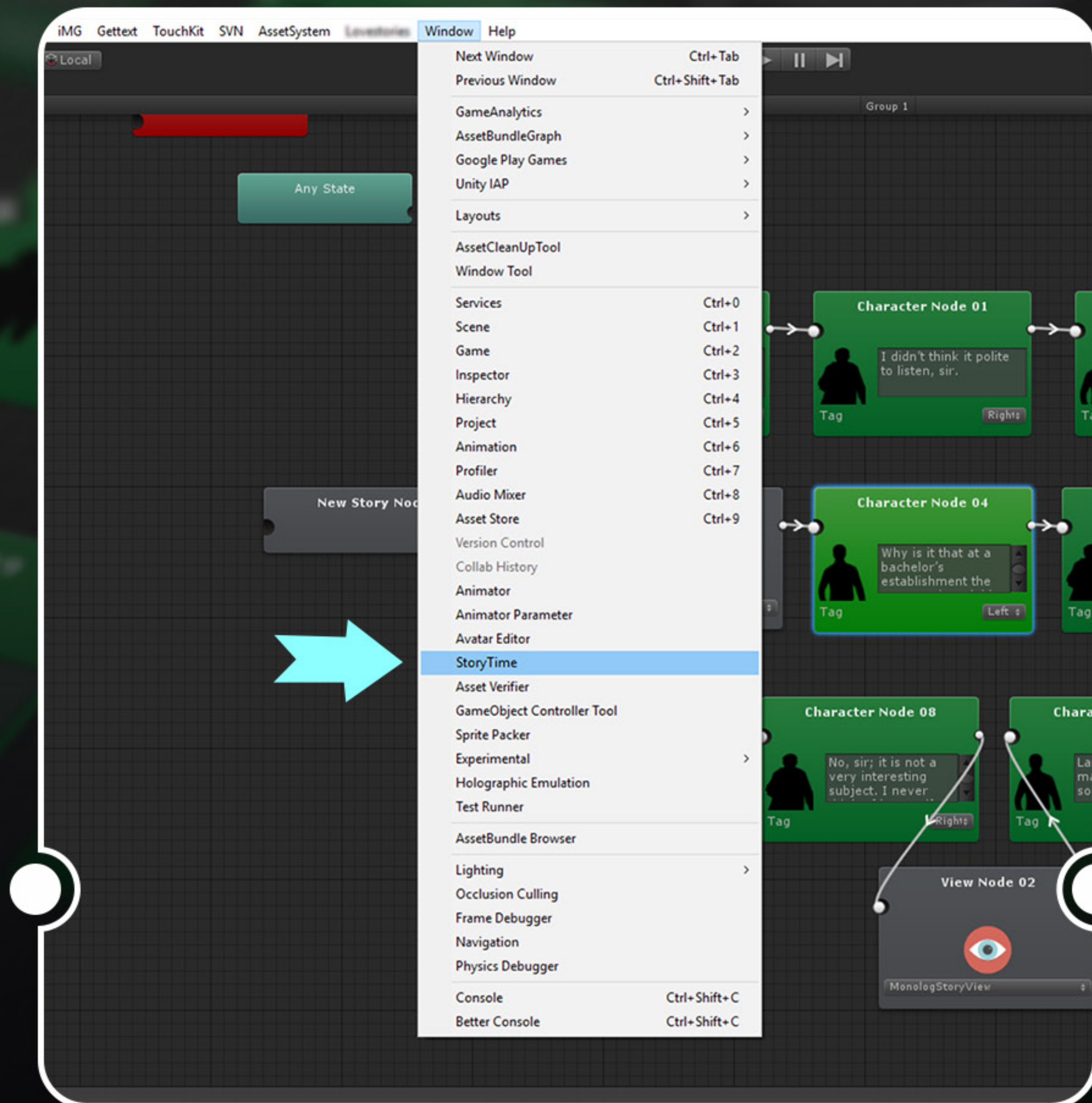


Unity Plugin

Create stories directly in Unity3D!

Storytime is a tool native to the Unity3D engine. Once set up, the whole game can be built through Storytime by a designer.

A writer or narrative designer can now work directly in the Unity project and ensure that the story is an integral part of your game.





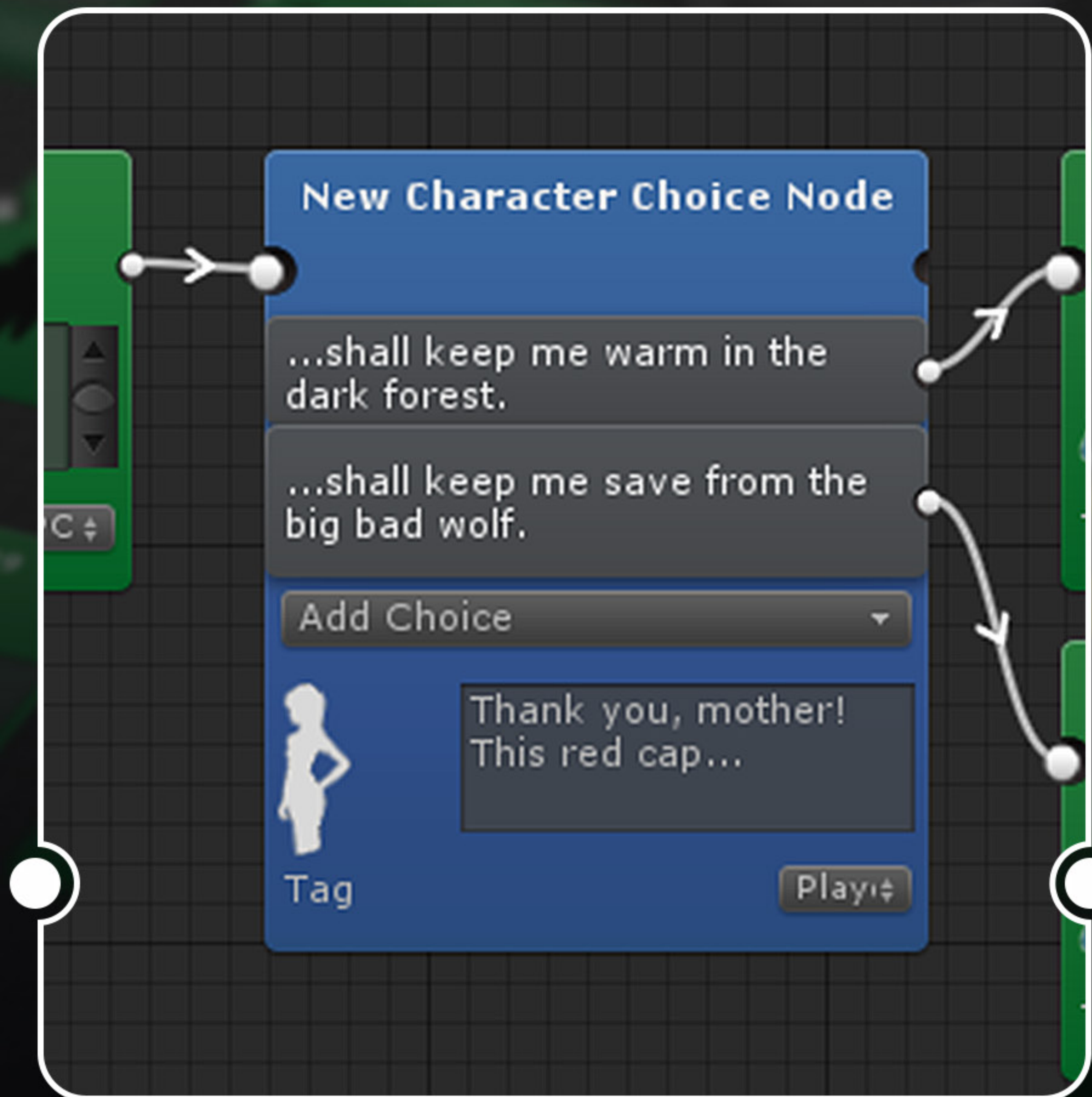
Node-based

Narrative engine meets visual scripting!

Storytime is a node-based editor that enables designers to create a narrative experience without writing a single line of code.

Thanks to the approachable interface various states, actions, transitions, variables and events can be added quickly.

The intuitive visual editor allows for state machine behavior to be watched and debugged in runtime.





Flexibility

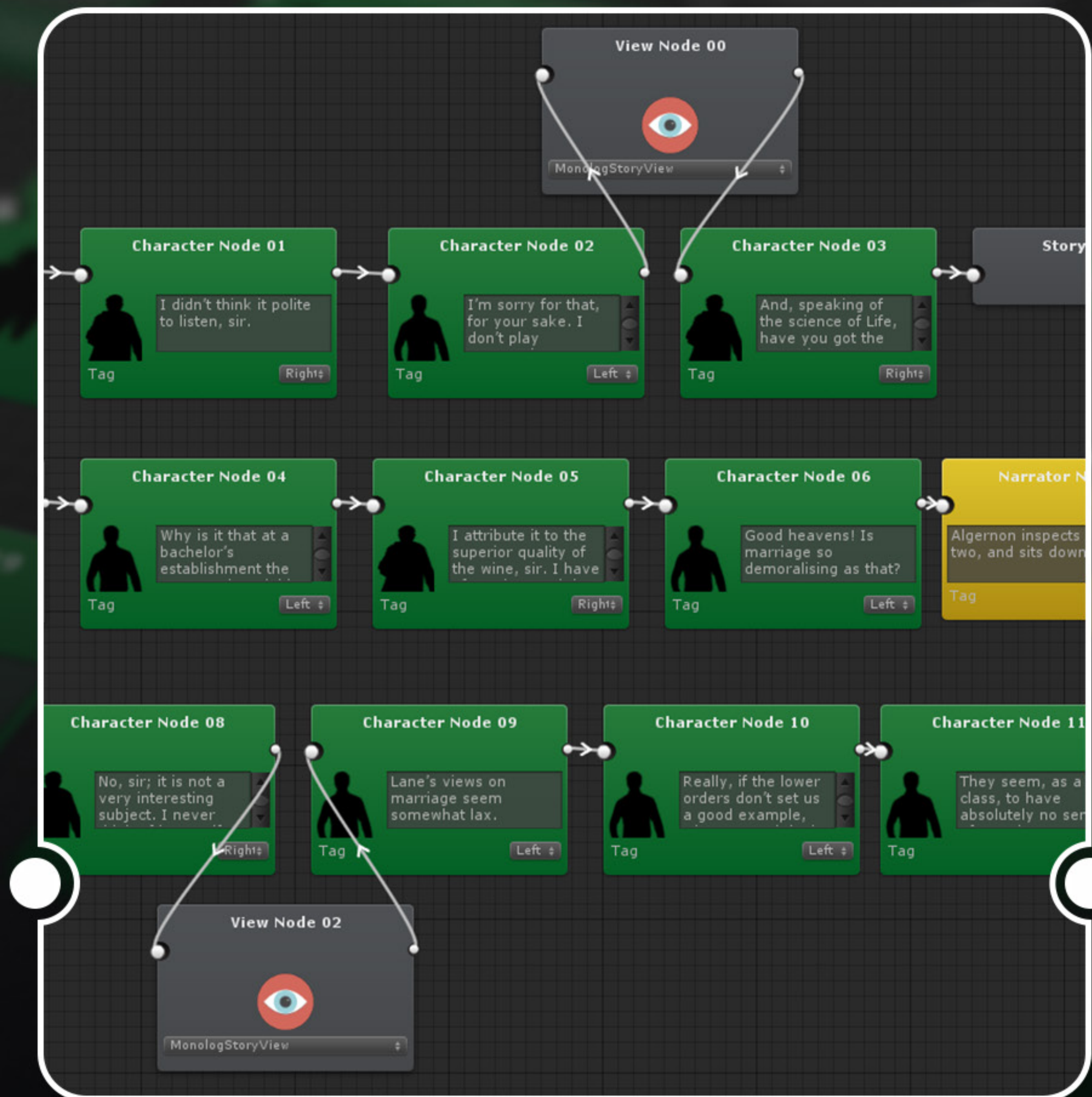
Easily extendable to fit your needs!

The flexibility of Storytime ensures that the engine can be extended without difficulty to match your project's requirements.

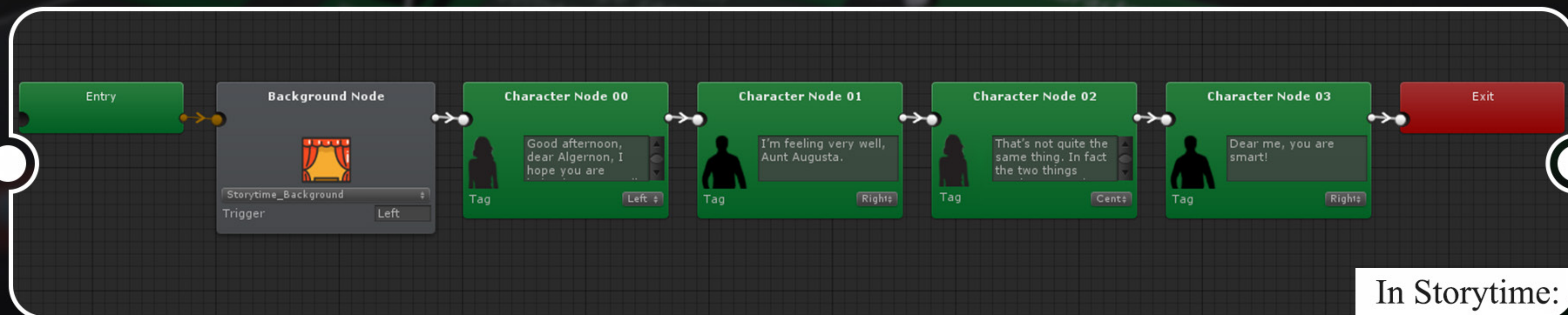
Features like custom actions, states and logic can easily be added and altered to your specific wishes.

In this way, a huge variety of story structures and game logic can be build with Storytime:

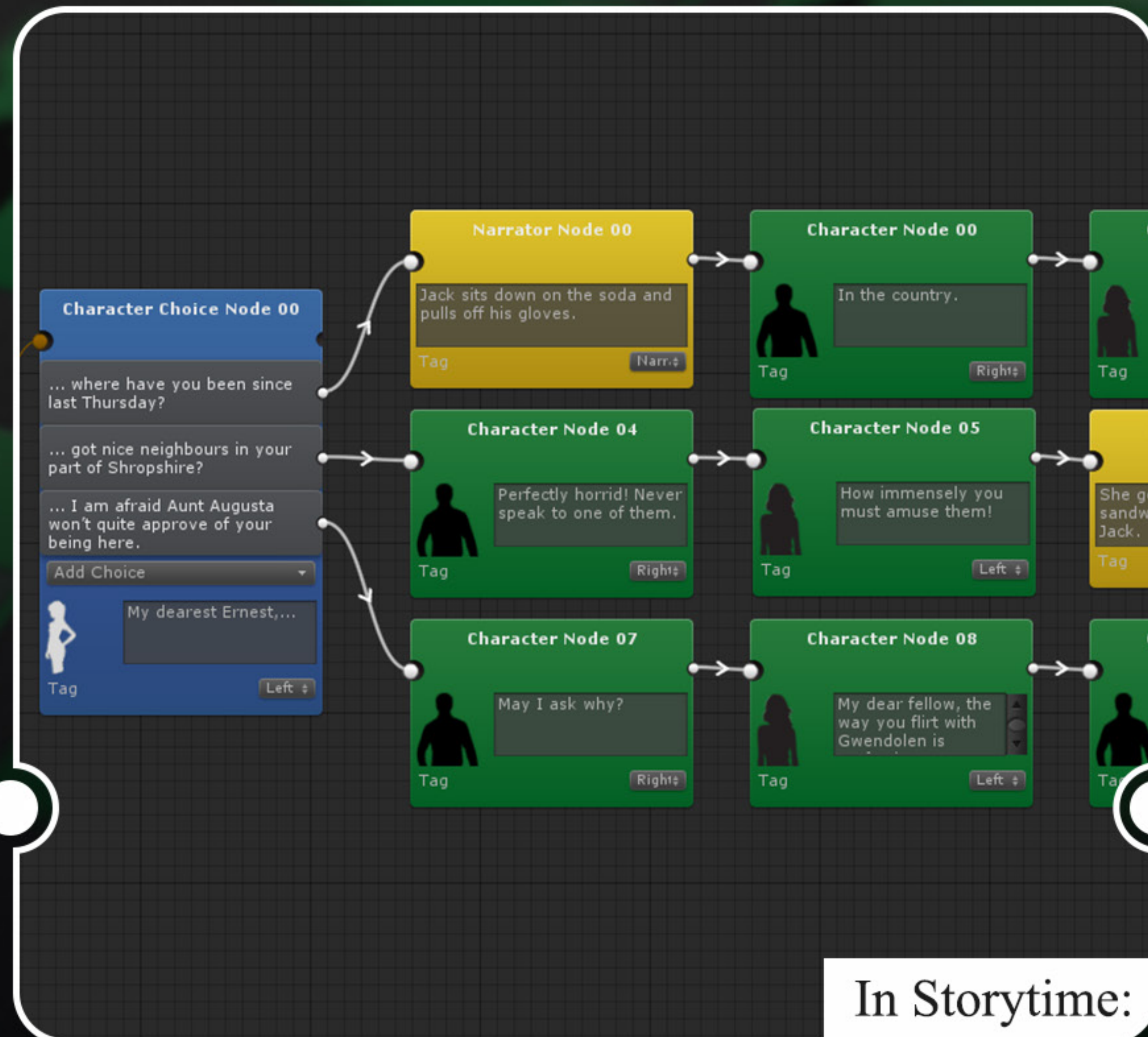
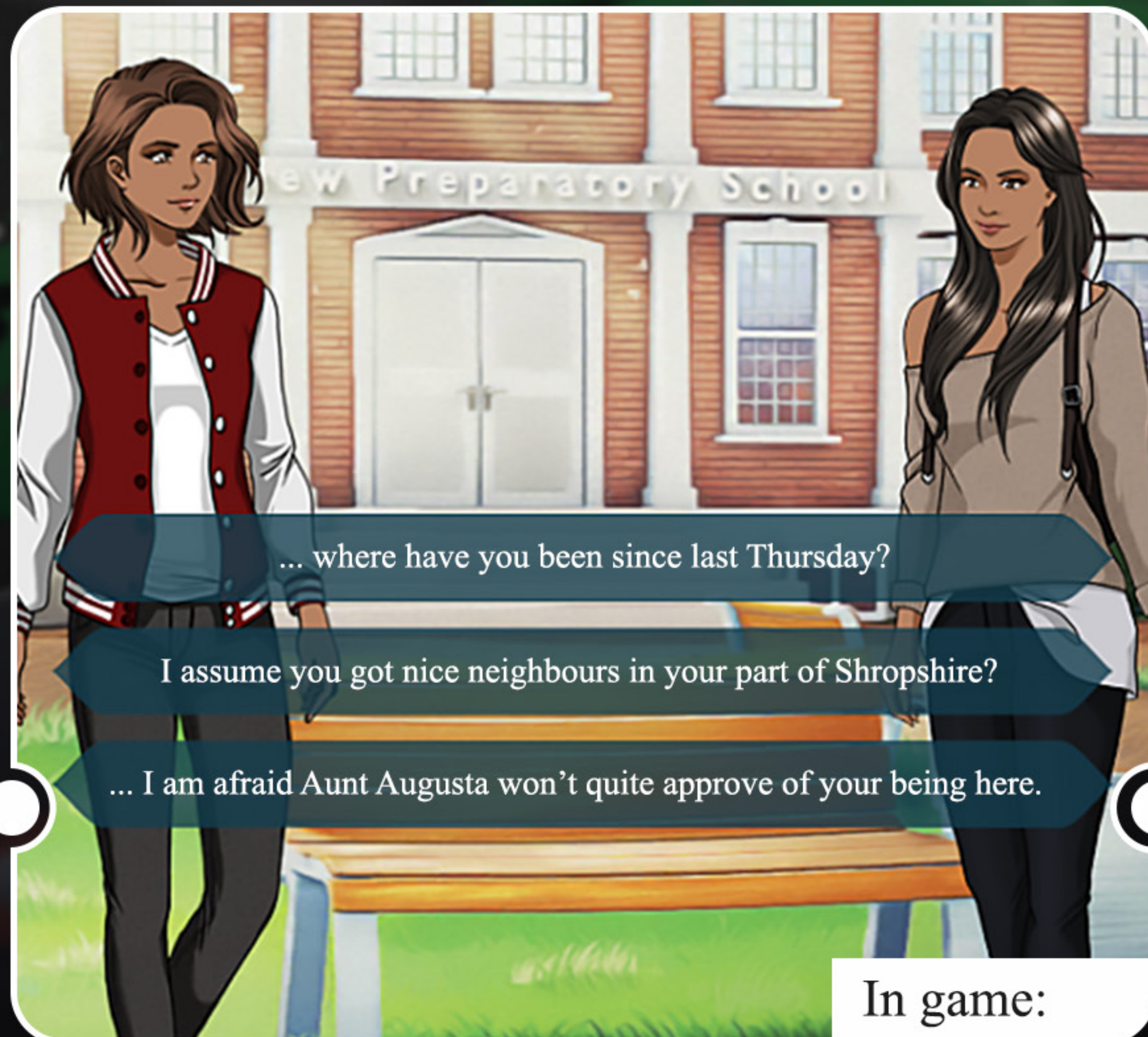
From straightforward linear stories to complex branching dialogue trees and choice based gameplay elements - Storytime makes it all possible.



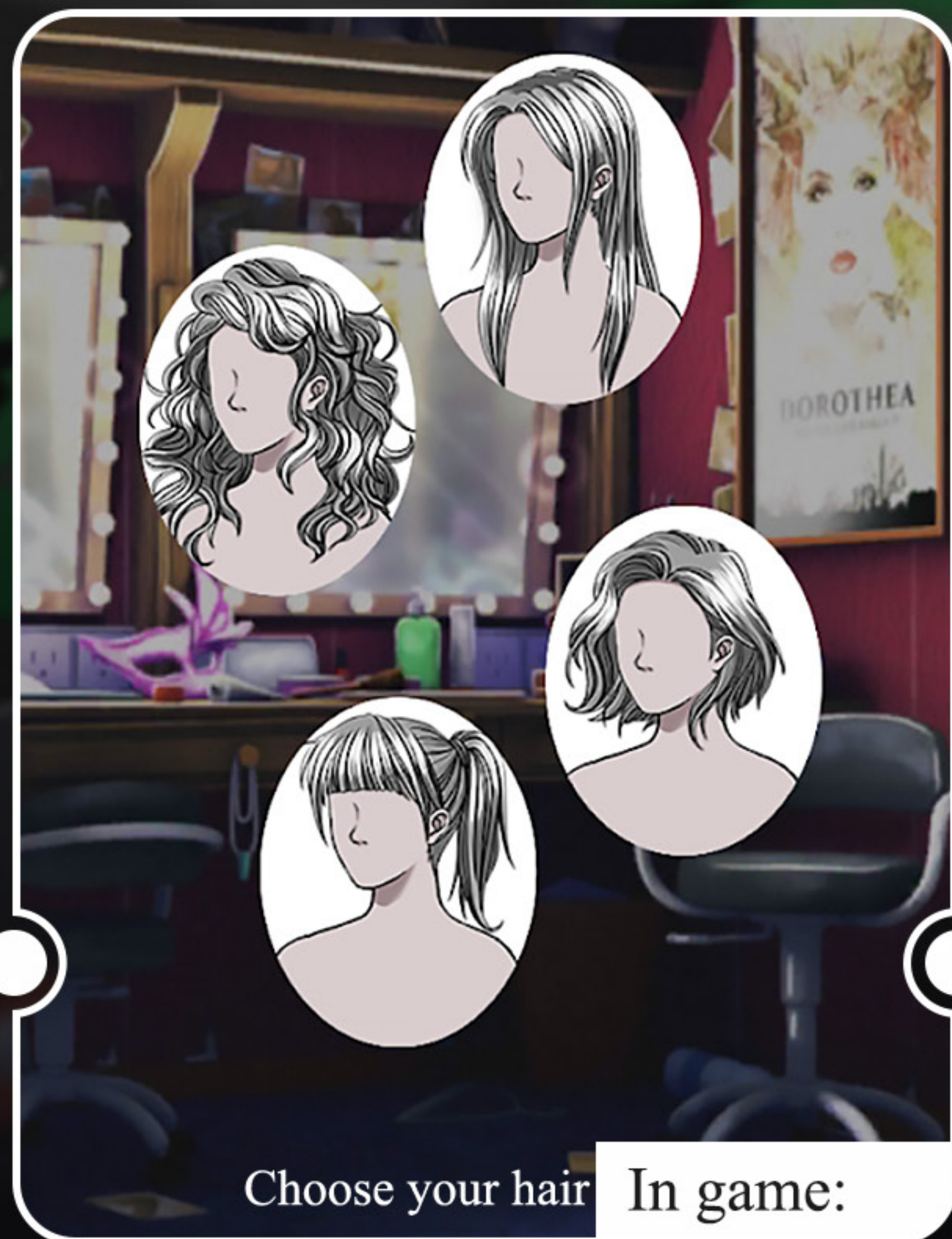
St Simple Dialog



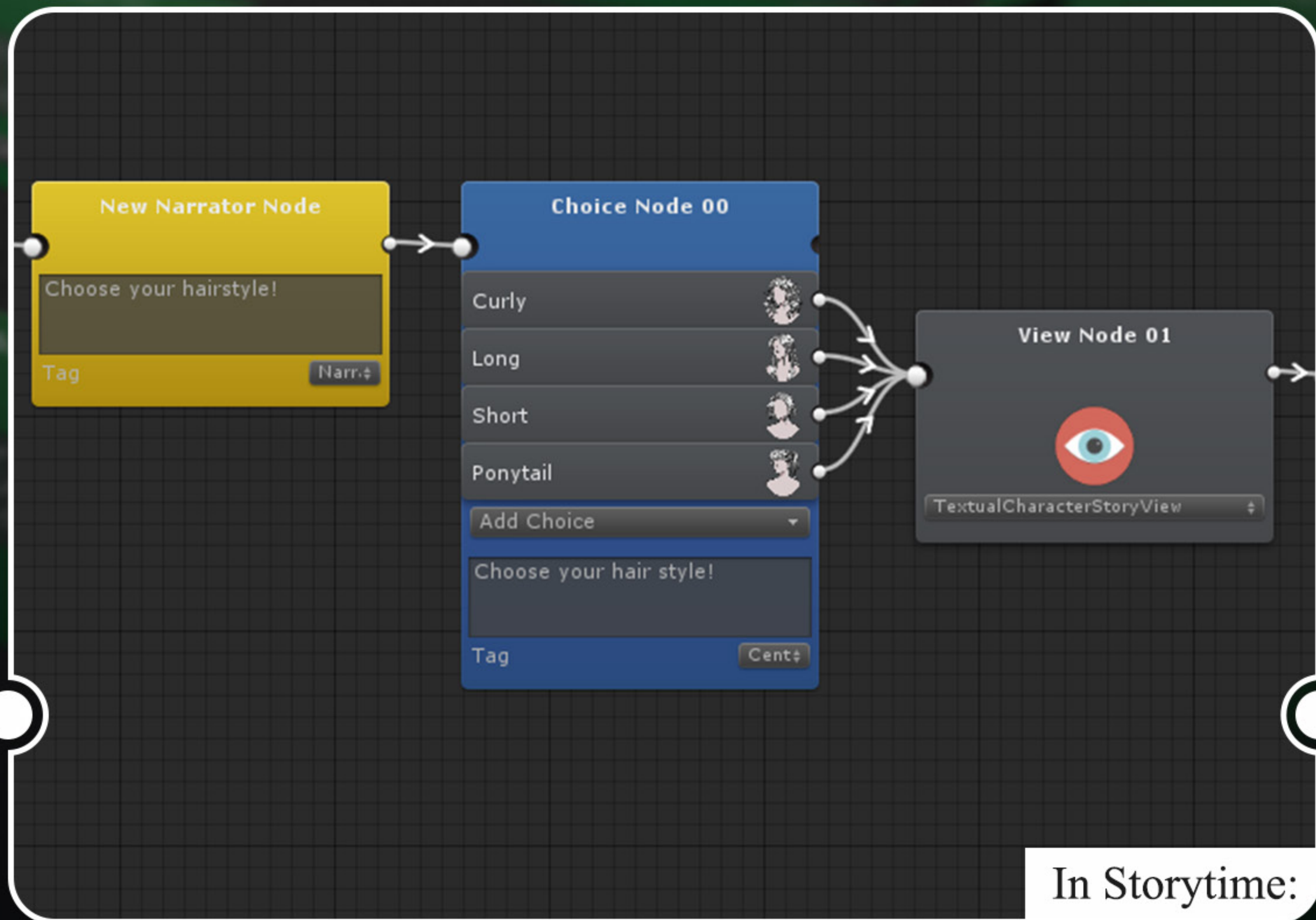
St. Branching Dialog



St Image Choice

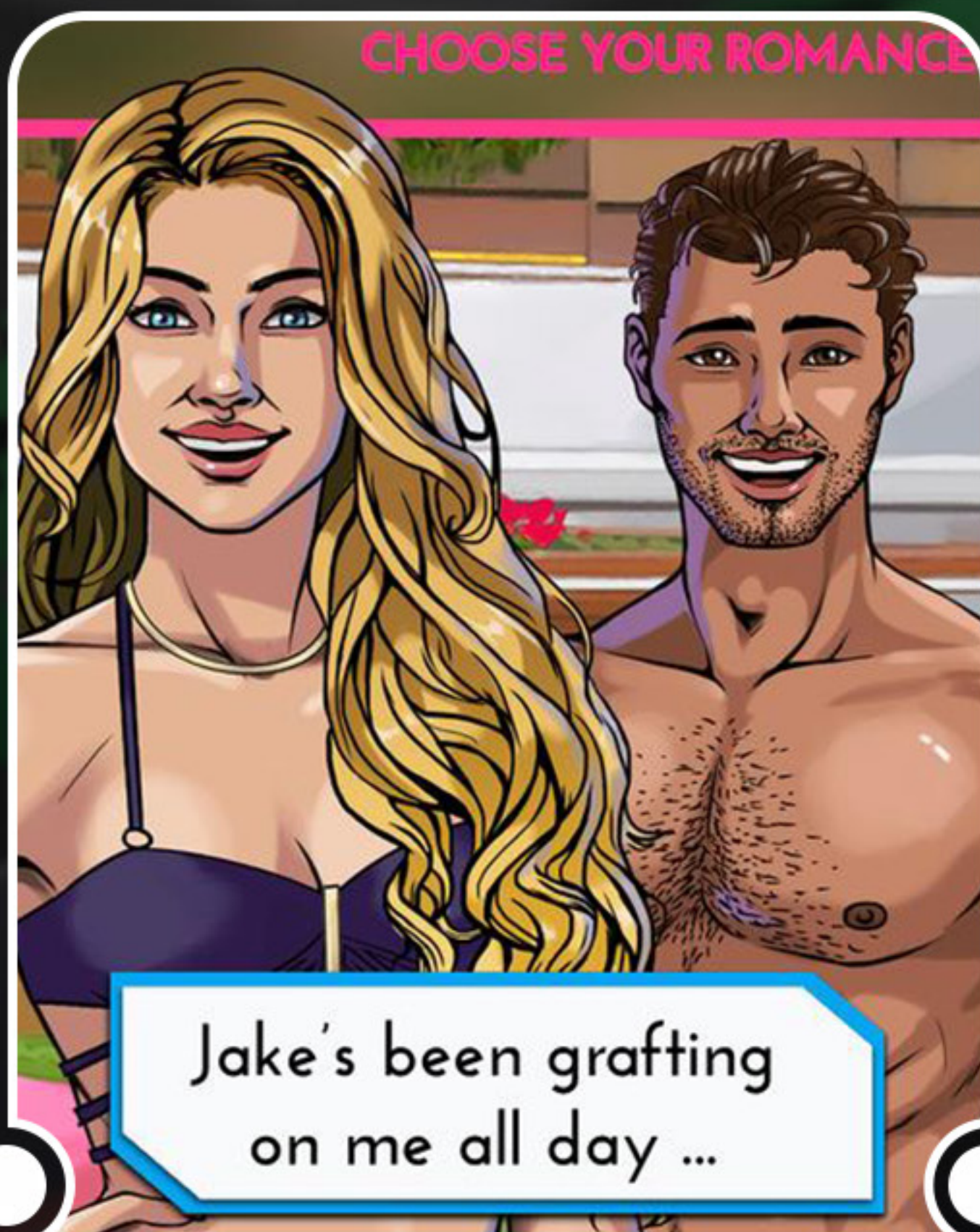


In game:



In Storytime:

St Games Powered by Storytime



Love Island: The Game, 2018
Developer: Fusebox Games
Publisher: Fusebox Games



Lovestories
Developer: it Matters Games
Publisher: Carlsen



Caravan, 2016
Developer: it Matters Games
Publisher: Daedalic Entertainment



Unique Selling Points

Storytime technology is especially useful in games that...

- ➡ consist of characters, backgrounds and a script.
- ➡ make heavy use of branching and/or parallel subplots.
- ➡ add content in a linear and episodic manner.
- ➡ work with a given set of heavily reusable characters.
- ➡ follow a consecutive narrative structure with clear beginnings and endings.





Why Storytime?

Common Narrative Tools

Come up with story idea

Write story in third party tool

Import story assets to Unity3D

Set up logic around story assets

Test story in game

Common narrative tools are often third party tools with a Unity3D integration plugin. Writers can write and test a story outside of Unity, but can't reference Unity assets directly. Everything, apart from the story, like characters, animation, effects, etc., has to be linked or set up in Unity again. Making a standalone game out of the story requires at least an engineer.

Storytime



Come up with story idea

Set up Unity project with Storytime plugin

Build and Test project directly in Unity3D

Storytime is a plugin that is a native part of the Unity project from the very beginning. Instead of creating a story outside of the engine and setting it later on top of the project, you can work directly in Unity, referencing the right assets and creating the game logic without needing to know a scripting language. With Storytime story and game are intrinsically linked together. Once Storytime is set up, a writer can create the game on their own.



Storytime Offer

You are looking for a developer that has deep knowledge and expertise in narrative game development:

iMG Storytime Service

- Full stack development
- Backend services
- Implementation of analytics tools for data driven iteration
- Development on Mobile and PC
- Live operations



You can decide between a full production, a collaboration or a development service. Have a closer look at the service options on our high level development pipeline!

You are looking for a powerful and flexible narrative engine:

Storytime Package

If we can use Storytime internally to quickly and efficiently make games based on branching storylines, so can you!

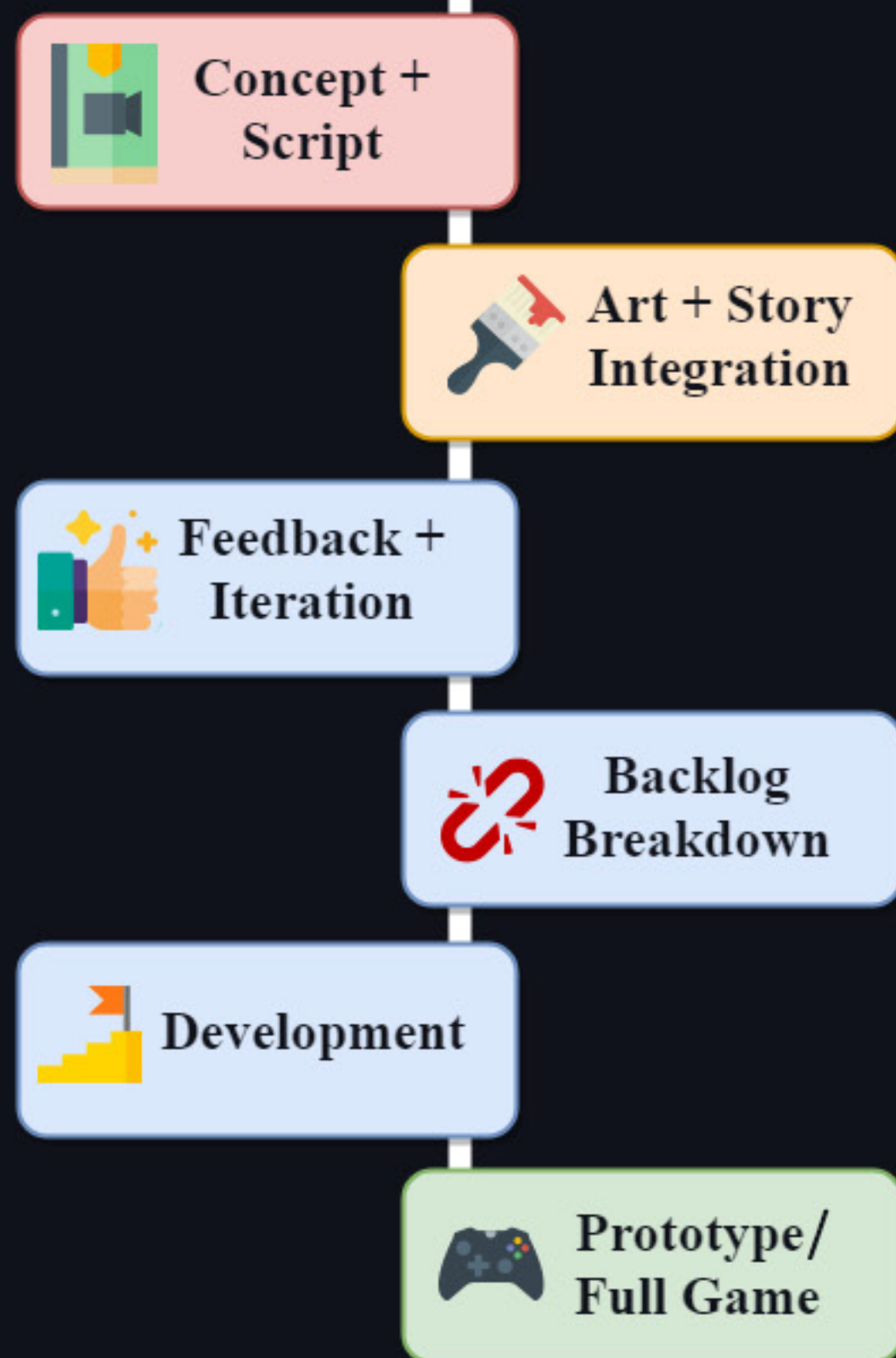
We plan on offering a flexible licensing model uniquely tailored to your project's needs.



Get in contact via E-Mail if you are interested in working with Storytime yourself, long-term and with professional support from our team!

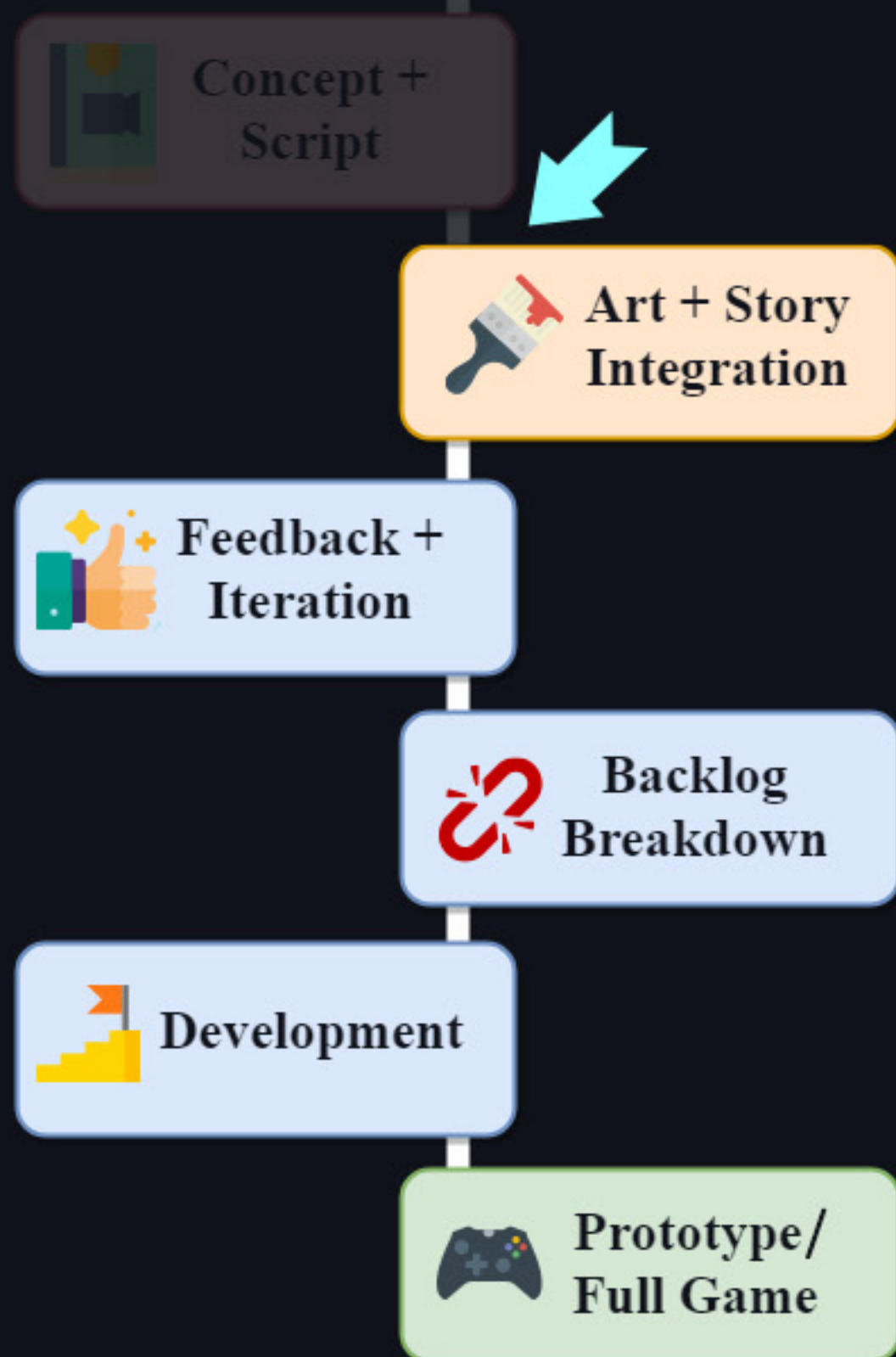
Storytime as a Service - High Level Development Pipeline

Complete Storytime Service



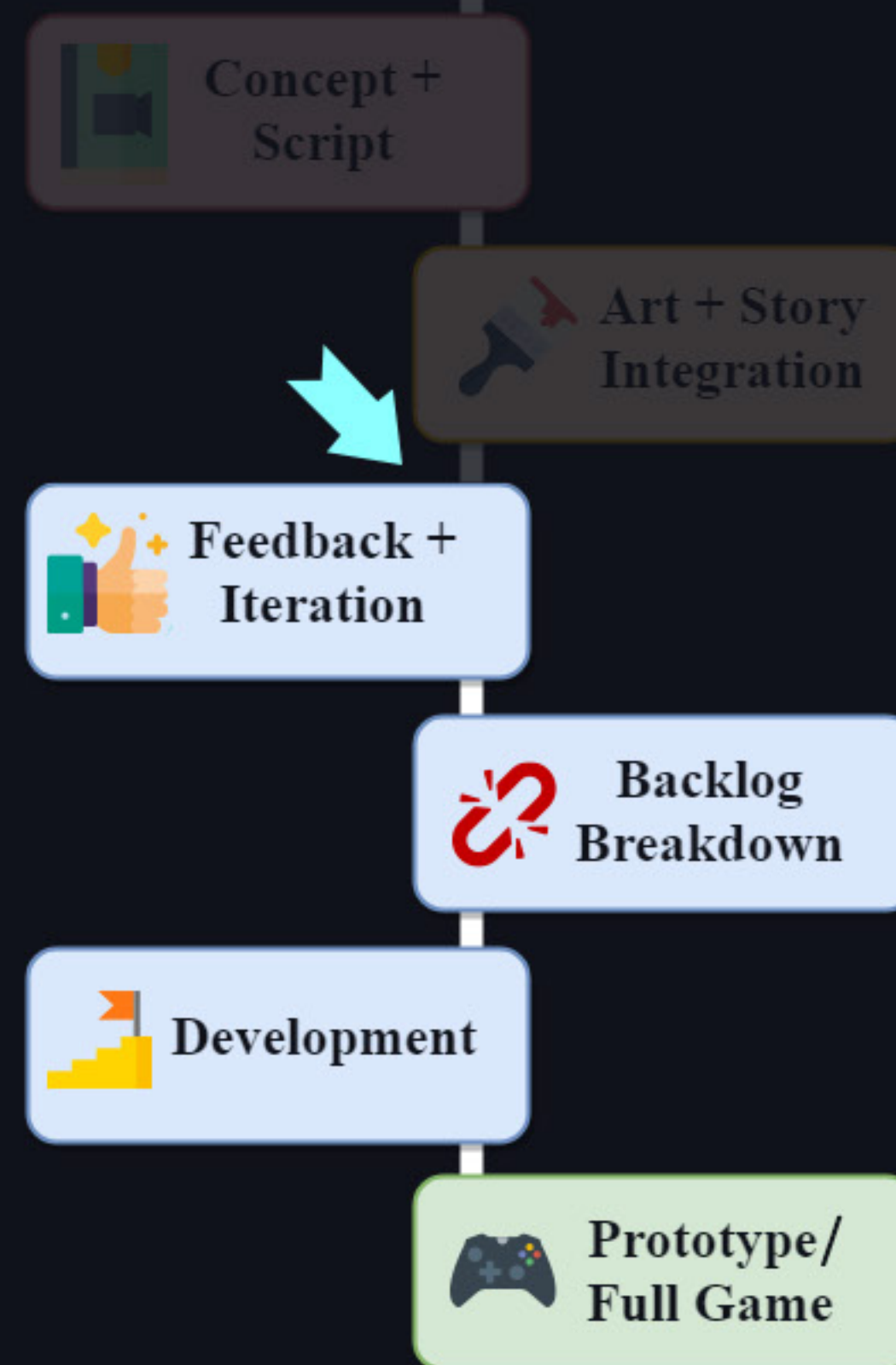
You have content in form of an IP and want a narrative game with it.

Collaboration Service



You want to release a mobile or desktop game featuring your own narrative content, story and/or dialogue.

Development Service



You want to release a game featuring your narrative and visual content, and are looking for a reliable and experienced production team.

Storytime as a Service - What we Offer

Game Design



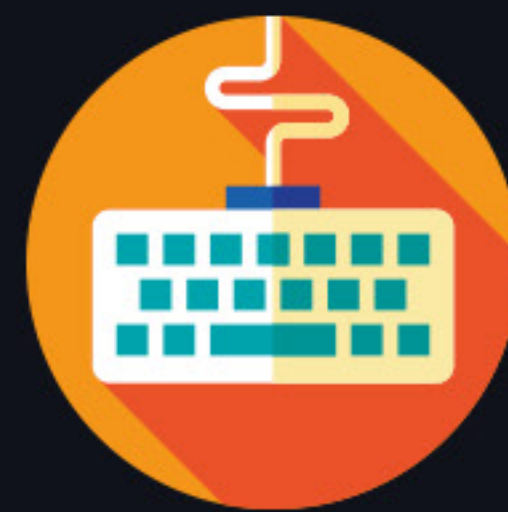
Writing
Narrative Design
System Design
Monetization Design
Retention Design

Art



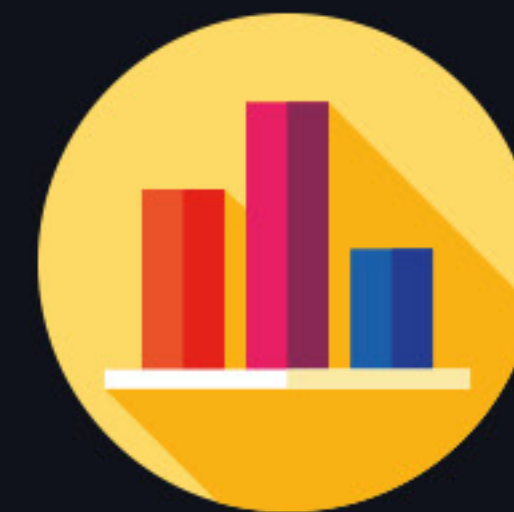
2D and 3D Art
Animations
UI/UX
VFX

Programming



Gameplay
Frontend
Backend

Production



Production
Localization
Audio
QA

easily available via rcp and
our trusted partners.



Additional Features - Continuous Integration Pipeline

Jenkins



Jenkins powers a reliable and scalable build pipeline, allowing for multiple productions, rapid iterations and easy deployment.

Asset Bundles



Asset Bundles allow for seamless LiveOps with various content updates that do not require store updates or new client versions.

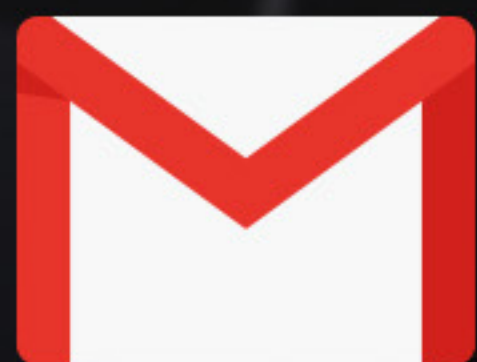
Localization



Webate enables fast and highly iterative localization without an extensive management and training of third party services.

St Storytime as a Package

Since one licensing model cannot satisfy a fit-all-sizes approach, it Matters Games asks customers to approach them personally to identify opportunities and challenges when combining their project with Storytime technology.



In order to supply you with the best plan of action, reach out via E-Mail.



St Why it Matters?

Founded in 2011 by former AAA developers, we have since successfully released 19 games for iOS and Android, PC and VR devices.

Our mission is to develop unique and beautiful games based on proven gameplay mechanics with a real life added value twist to them.



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Check out
our portfolio!



Contact us For Details!

Remote Control Productions:
ckellner@r-control.de
skreutzer@r-control.de

it Matters Games:
<http://itmattersgames.com>



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