

## Abstract

The theme of this article is to explore how game mechanics can be used to narrate. As an emerging interactive medium, video games have evolved into a new media of story from a complete lack of narrative in their early days. The narrative approach of games is heavily influenced by previous art forms, such as the use of text, audio, and video to tell stories, which, while direct, are not native to the game itself. Text, audio and video, as non-interactive art forms of literary and cinematic expression, focus more on presenting some pre-determined plots to the audience. Video games, on the other hand, are media that emphasize player interaction from the time they emerge. When players are placed in the game world, they become part of the virtual world, and their actions have an impact on the game world, and a narrative form that lacks interaction can destroy the player's immersion and even break the continuity of gameplay. To avoid this, the game narrative needs to be combined with its mechanics. Therefore, through an analysis of three games that use game mechanics for narrative in the current market, this article aims to find a direction of game narrative development.