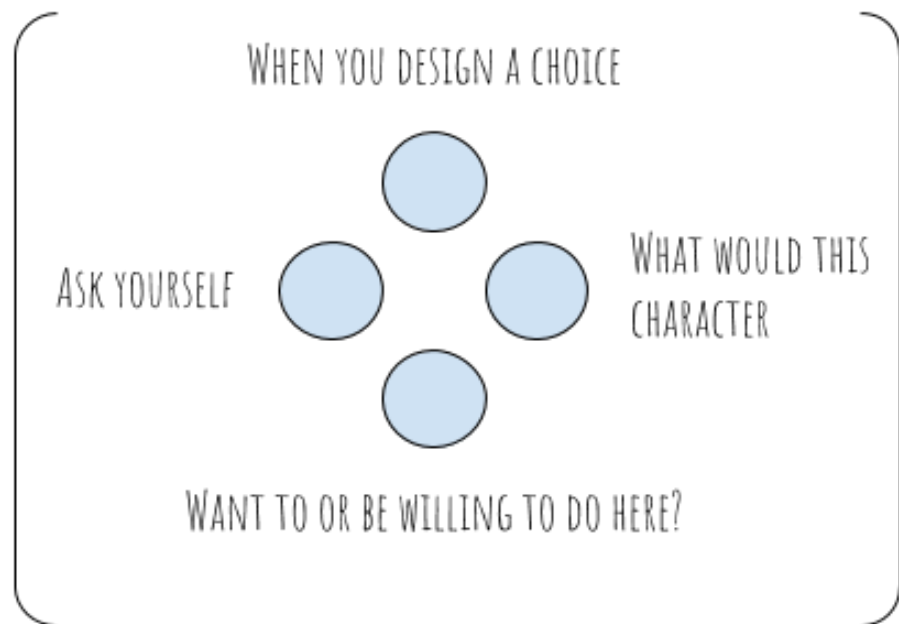As a designer, you can even use choice design like this to communicate things about your character, and how they approach making choices!
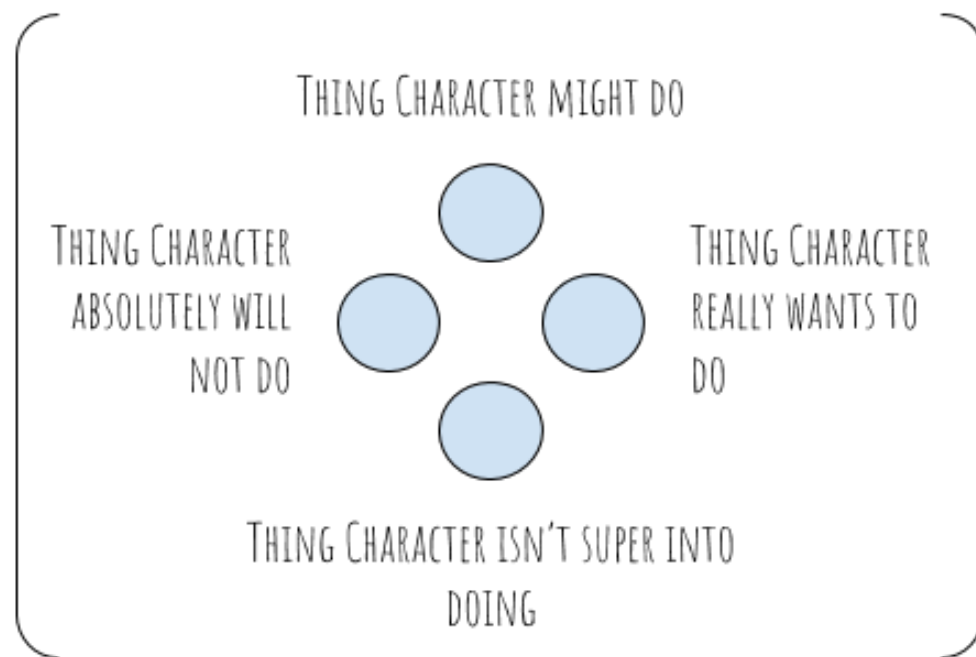
Options that are afforded to the player can say a lot about what your character wants to/ thinks about/ is motivated to do.

Conversely, not including certain options—especially ones that a player might normally expect to be able to do—can say a lot about where your character draws boundaries, and options they aren't willing to take.

WHEN YOU DESIGN A CHOICE

ASK YOURSELF

WHAT WOULD THIS CHARACTER

WANT TO OR BE WILLING TO DO HERE?

Anti-Colonialist Narrative Design

(and how you say more with choice design)

THING CHARACTER MIGHT DO

THING CHARACTER ABSOLUTELY WILL NOT DO

THING CHARACTER REALLY WANTS TO DO

THING CHARACTER ISN'T SUPER INTO DOING

By Cyril Focht

@gamesandbowties

This is Alex

Alex is a game character

You are the Player.

You are not Alex.

Alex is not You.

Alex is Alex.

Alex does not exist for your entertainment.

Alex exists because they are part of the story.

They give you a Point of View of the story, but is more than just a way for You to interact with the story world.
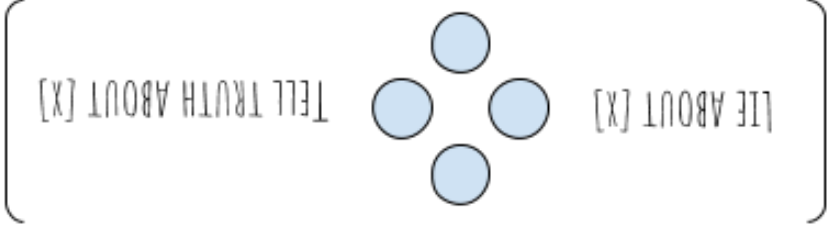
They do not appreciate you imposing your will upon them.

But how are you supposed to know that?
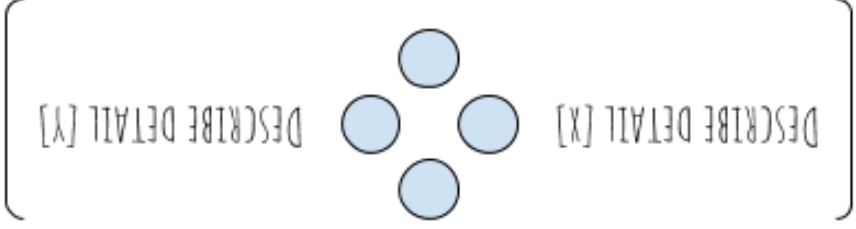
One answer is in how choices are designed.

Usually, choices are designed for You, not for Alex. They don't get a say in what you want to do.

Do You:

[LIE ABOUT [X]   TELL TRUTH ABOUT [X]]

The problem is that Alex doesn't like telling lies. Alex is honest, and how dare you even suggest they tell a lie!

Instead, let's try:

[DESCRIBE DETAIL [X]   DESCRIBE DETAIL [Y]]

That's much better! This is how Alex actually wants to approach the situation.

They have more autonomy, and get to push back against the colonialist horrors of player agency.