



TEA-POWERED GAMES

We'd like to help you with your game! Here's a bit more about us, and our work as narrative design consultants.

Do come in.

We'll put the
kettle on...

Tea-Powered Games is a narrative design consultancy. We help people tell better interactive stories, in new and interesting ways.

Co-run by Florencia Minuzzi and Dustin Connor, we set up Tea-Powered Games in 2012 with a belief that video game stories could go further. We like telling stories that exist hand-in-hand with gameplay, rather than ones that are layered over the top. We enjoy convincing dialogue, subverting expectations in storytelling, and having a chat over a nice cup of tea.



Florencia Minuzzi

Writer, Director

Florencia Minuzzi is the main writer at Tea-Powered Games, and one of the co-founders and directors of the company. After a few years of answering such exciting questions as ‘What could this gene in baker’s yeast do?’, during which time she published the humorous post-modern novella *A Sincere Attempt at Writing Tales of Moran*, she decided it was time to combine her love of videogames and writing. She can be found in front of her computer or at the nearest coffee shop, trying to finish the next game script or posting short stories at teawithflo.com.

Dustin Connor

Designer, Director

Dustin Connor is Tea-Powered Games’ designer and co-director. Before dedicating himself to the world of video game narrative, he wrote about games and game design at Turnbasedliving.com, worked on a few pet design projects, and managed to pick up post-doctorate degrees in Physics and Computational Neuroscience along the way. When he’s not busy working on games or running the business, he’s probably playing games or writing about playing games. Games, as you may have noticed, are something of a theme.



The work we do...

From script-writing to fully fledged narrative design, we work with the best indie studios to make their games even better. But we also make our own games – so you can rest assured we know the process like the back of our hands!



Dialogue: A Writer's Story (above) follows the parallel stories of a budding novelist and her new biochemist neighbour. Direct the flow of conversations, use your equipped Focus to change your approach, or explore leisurely chats to find hidden topics and perspectives.

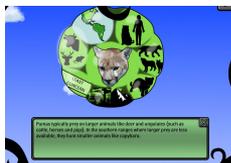


Elemental Flow (right) is our twist on active RPGs – use Chloe's newfound powers to talk, think and listen your way to understanding others. Combat the Discord sickness spreading across the world in this non-violent game.

Death By Dream (right)



The Felidae Phylogenetic Tree (far-right)



We like options.

We're big fans of flexibility, and can design bespoke options based on the needs of each game. But here are the types of things we typically do...

We write!

We'll write you a video game script of up to 10,000 words, based on your brief and our kick-off meeting.

You'll have the chance to review the script and provide feedback before we embark on a final draft, ready for you to use in your game.

From
£1,500

We consult!

We'll work with you on your game's story, helping to revise your script, fill in those pesky plot holes, or find new ways to link the story with the game mechanics.

We'll chair workshops, develop prototypes and more, depending on your individual needs.

From
£3,000

We embed!

We'll embed ourselves into your team, acting as your very own narrative design department!

Working closely with your team's key players, we'll stay active throughout your project - writing, designing, workshopping and prototyping right alongside you.

From
£5,000
per month

How we work

Every project is unique – but this should give you an idea of how things tend to pan out!

1

Send us your brief. Tell us as much as you can about your game and what you're looking to achieve, and we'll have a think about how we might help. We'll have an initial, no-obligations consultation to see how we might work together.

2

If you'd like to move forward, we'll get working on the first deliverable, which may differ depending on the type of work we're doing together. We'll send it over to you by the agreed date, and arrange a time for a chat.

3

Give us your feedback. What did you like and dislike about what we've produced so far? Writing and narrative design are an iterative process, so it's important that you have the opportunity to give as much input as is required.

4

Once we've had a chat about how things are shaping up, we'll implement your feedback and send over the final deliverable – whether a game script, design document or prototype – and arrange a time to talk through the next steps.

5

We'll review where we've got to and, in the case where there's more work to be done, begin to plan in detail the next steps. If there's nothing left to do, we'll ask how you found working with us – we're all about improving the quality of our service!

Thanks for
reading!

We hope to
speak to
you soon



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