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 Destina 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, Artist

Florencia Minuzzi is the Writer and Artist for Tea-Powered Games, as well as Co-Director and Co-Founder of TPG. After a few years of answering such exciting questions as 'What could this gene in baker's yeast do?', she decided it was time to combine her love of videogames and writing. While working on her company's conversation-heavy games, she also a freelance writer, editor and UI designer, helping others improve their games' narrative and visual presentation. Right now she's probably working on a game script, posting short stories or game reviews at teawithflo.com, or sketching out game menus.

Destina Connor

Designer, Programmer

Destina Connor is the Game Designer for Tea-Powered Games, as well as Co-Director and Co-Founder of the company. She also dabbles in Unity code magic. When she's not busy working to create games with the team or managing the company, she's probably gaming or writing about gaming, because there's always more to learn, experience and enjoy. Before dedicating herself to TPG, she wrote about games and game design, worked on a few pet design projects and spent a long time learning as much as she could about whatever she could (which might explain the MSci in Physics and PhD in Computational Neuroscience).

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!

Restless *(right, Spirit AI)*

Dish Life *(far-right, Pocket-Sized Hands)*

Dialogue: A Writer's Story *(above)* follows the parallel stories of a budding novelist and a new resident who's recently moved in nearby. Direct the flow of conversations, use 'focus' power-ups to hone in on certain aspects, and emails can be arranged and edited.
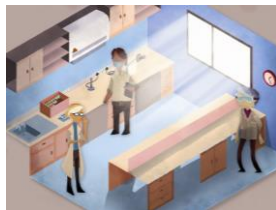

Elemental Flow *(right)* is a role-playing game (RPG) in which you find your voice and explore relationships. You use elemental abilities to carry out a from of symbolic, active conversation, with the ultimate goal of reaching an understanding with others.

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 and visuals, helping to revise your script, overhaul your UI, 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 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 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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