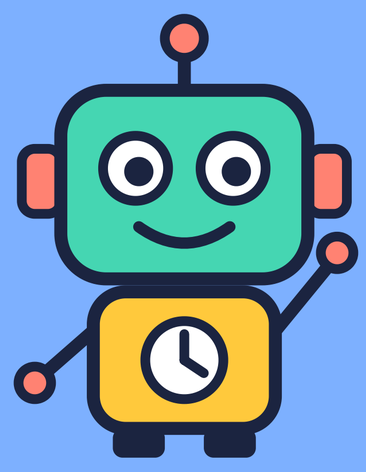
WORLD BUILDING

New world? Build it well.



World building means inventing an imaginary place and making all its parts fit together. These eight skills take you from one idea to a whole world.

1 Start with what if

PREMISE

Every world begins with one big idea.

ASK YOURSELF

What is the one big idea?

- Change the place
- Change a rule
- Change the size

What if...?

2 Map it out

SCALE

A map turns a daydream into a place.

ASK YOURSELF

Where is everything, and how far?

- Compass
- Key
- Grid
- Scale

6 squares × 5 km = 30 km

3 Make the rules

CONSISTENT

Once you set a rule, your world must keep it.

ASK YOURSELF

Does this follow my rules?

- What can it do?
- What can't it do?
- What does it cost?

Keep your own rules.

4 Fill it with life

ADAPT

Every creature fits the place where it lives.

ASK YOURSELF

How does it fit where it lives?

- Where does it live?
- What does it eat?
- What eats it?
- What is special?

5 Meet the people

CULTURE

How people live grows out of their place.

ASK YOURSELF

Why do they live this way?

- Homes · Food · Clothes
- Jobs · Celebrations
- Greetings

People build with what they have.

6 How it all works

SYSTEM

Change one part and other parts change too.

ASK YOURSELF

And then what happens?

- A dry summer
- Less grain
- Bread costs more
- People move away

7 Give it a past

TIMELINE

A world with a past feels deep and real.

ASK YOURSELF

What happened here before?

- A disaster
- A discovery
- A decision

185 − 120 = 65 years

8 Tell its stories

CONFLICT

A story starts with a want and a problem.

ASK YOURSELF

Who wants what, and what's in the way?

- A want
- A problem
- Try and fail
- Find a way