THE GAME WRITER'S ROADMAP

Your Path to Professional Game Writing

A QUICK NOTE

This roadmap is designed for aspiring game writers who want a step-by-step path into the industry.

If you're a working game writer - or a career changer from another field - Check out our [Professional Skills Quiz](). It will exactly which professional skills you need to develop next and gives you a personalized action plan.

New to game writing? You can actually benefit from both! The roadmap gives you the big picture journey, while the quiz pinpoints your specific strengths and gaps. Many people find it helpful to take the quiz after working through this roadmap.

LEVEL 1:
GETTING STARTED

Your mindset: "I could actually do this - and it might be perfect for me."

What this looks like: You're curious about game writing and have a feeling it might be for you. Maybe you've written fan fiction, spec screenplays, or stories in other formats, but you're not sure how to break in to the industry. You want to understand what makes game writing different and whether this path makes sense for you.

What you'll learn:

- How your natural storytelling talent already makes you valuable to game teams

- How players take control of a game's story

- What players want to know about the characters they're playing

Your next steps:

1. **Get your vocabulary cheat sheet** - Download our [Game Writing Glossary of Terms](#) so that you can talk inside-baseball with the best of them.

2. **Pick your study game -** Open a journal, choose one story-heavy game you love and take notes. Focus on the characters: How do they talk? What makes their voice distinct? How do you learn about them as a player? Write down anything that catches your attention!

3. **Write a character sketch -** Pick a videogame character you know well and write a one-page description focusing on their voice, motivation, and how a player would experience meeting them. This is foundational game writing practice. Plus, it's fun.

Ready for Level 2 when: You have your vocabulary guide, you've started noticing how game characters work differently from other media, and you've written your first character sketch.

Time commitment: 2-4 weeks

Level 2: Building Your Toolkit

Your mindset: "I want to get good at this."

What this looks like: You understand the basics and want to learn more. You're ready to create work that looks like what studios actually use.

What you'll learn:

- How to write barks that show a character's personality in just a few words

- Insights into how dialogue trees and player choices work

- Through practice, how to keep a character's voice consistent, no matter the situation they're in

Your next steps:

1. **Write your first barks -** Your character is a shopkeeper in a fantasy RPG who's suspicious of strangers but loves talking about their wares. Write 5-8 short lines they might say when the player approaches, browses, or tries to leave without buying anything. Keep each line under 10 words and make sure their personality comes through.

2. **Study dialogue trees -** Pick a game with branching conversations and map out how one conversation works. Notice how choices lead to different outcomes, then ask yourself: if you had to change this conversation, what would you change and why?

3. **Practice character voice -** Take a character from your study game and write 3 different ways they might respond to the same situation (maybe "the player just helped them" or "the player just insulted them"). Focus on keeping their voice consistent while showing different emotions.

Ready for Level 3 when: You have 2-3 writing samples that demonstrate different game writing skills.

Time commitment: 4-6 weeks of focused practice
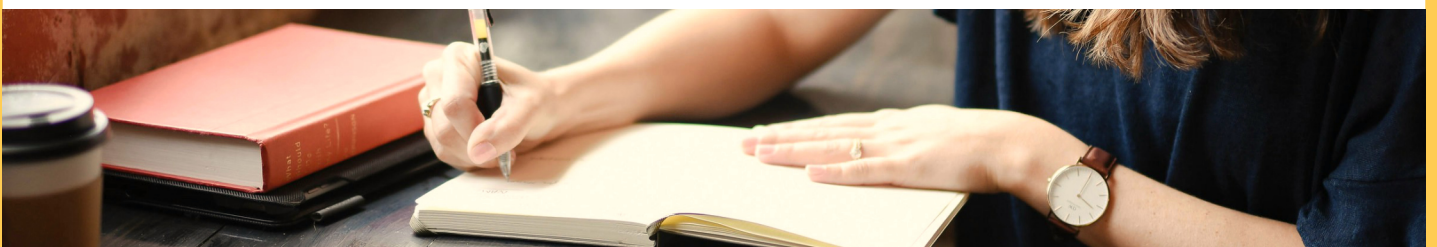
Level 3: Working With Others

Your mindset: "I'm ready to see what it's like, making games with other people."

What this looks like: You have some writing samples under your belt, but so far you've been working on your own. Game development is a team sport, so you're in a great spot to start collaborating! You're ready to share your work, get real feedback, and find out what it's like to create something as part of a team.

What you'll learn:

- How to give (and receive) constructive feedback

- How to work well with other developers (not just writers!)

- How your writing fits into the bigger picture

Your next steps:

1. **Get feedback -** Join a game writing community and share one piece of your work. Ask for specific feedback on character voice or player choice. Try incorporating their feedback into your work, and see how it looks!

2. **Try a game jam -** Join a weekend game jam (like Ludum Dare) as the writer. Discover the chaotic fun of working with artists, programmers, and designers under a deadline. (Game jams are where a lot of people get their first game-building experience!)

3. **Study team dynamics -** Watch game development documentaries like *Double Fine Adventure* or browse the GDC Vault for postmortem talks to see how video game writers work with designers and other game developers.

Ready for Level 4 when: You've completed small projects that included feedback from - and collaboration with - other people.

Time commitment: 3-6 months of consistent work
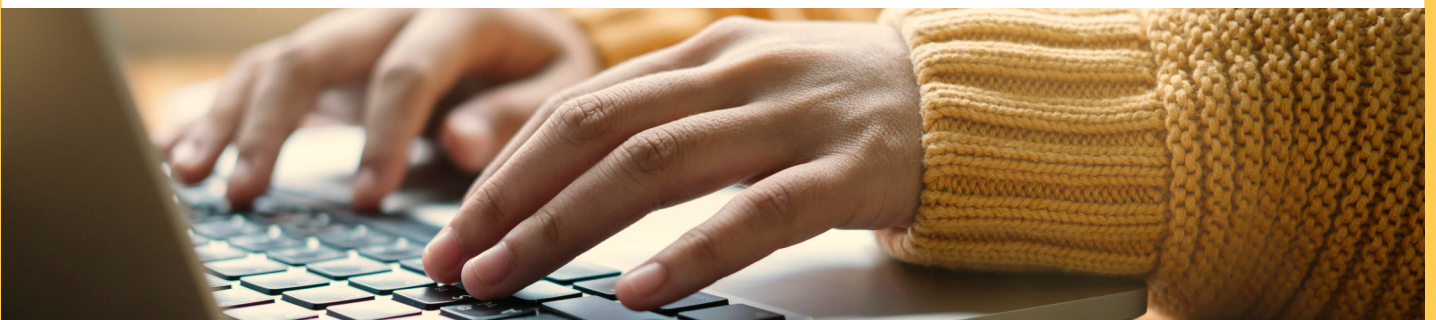
LEVEL 4:
FINDING YOUR PEOPLE

Your mindset: "I want to meet more game developers."

What this looks like: Your writing is solid, but you've been working in isolation. You're ready to get to know other game developers - and let them get to know you, too.

What you'll learn:

- How to find game developers online

- How to learn from other people's experiences

- How to build a portfolio that works

Your next steps:

1. **Find your people -** Join game writing Discord servers, Reddit communities, or IGDA meetups

2. **Start small conversations -** Comment thoughtfully on posts, ask genuine questions, be helpful and open to learning

3. **Build a one-page portfolio -** Create a one-page portfolio with your contact info and three writing samples that show your range

Ready for Level 5 when: You're learning things through conversations with other developers that you couldn't learn on your own.

Time commitment: Ongoing

LEVEL 5:
BREAKING IN AT LAST

Your mindset: "I'm ready to put myself out there."

What this looks like: You have the skills. You have a portfolio. You have connections. You're ready to go for it! The job search process can seem intimidating - but it doesn't have to be. Instead of sending your resume into the void, you're going to approach this strategically by focusing on your local game-dev studios.

What you'll learn:

• How to find game studios near you

• How to connect on LinkedIn in a way that feels natural, not weird or awkward

• How to make friends with game devs (everybody likes getting a free coffee!)

Your next steps:

1. **Find game studios near you -** Use a tool like gamedevmap.com to find 5-10 studios within reasonable distance of you. Focus on studios that are hiring-size (not just the mega-studios like Blizzard). Sign up for their job alerts and newsletters so you'll know when opportunities open up.

2. **Connect strategically on LinkedIn -** Create a simple LinkedIn profile that includes a link to your portfolio. Reach out to 2-3 developers from each of your target studios, focusing on narrative designers, writers, or people with friendly profiles who seem open to connecting. Just tell them you like their work and would like to connect.

3. **Learn before you leap -** Reach out to one person for an informational interview or coffee chat. (You're buying!) Ask about their day-to-day work and career path, not about job openings. This helps you understand the industry - and you'll be making friends at the same time.

You've made it when: You're earning money from game writing and actively growing in your role.

Time commitment: For as long as you love writing stories for games!

WHAT'S NEXT?

Ready to go faster? This roadmap shows you the path, but here's what every successful game writer knows: nobody does this work alone. **Community is everything.** It's how we learn, and grow, and break in.

Whether you're just starting out or switching from another field, the writers who actually get hired don't just have talent—they know how the industry really works.

That's exactly what our hugely popular Game Writing Masterclass gives you: the skills studios want, feedback from working game writers, hands-on practice with other writers, and a community that becomes your professional network.

By downloading this roadmap, you're already on our waitlist!

This September, you'll get:

· First access to registration (48 hours before everyone else)

· Behind-the-scenes prep content that only waitlisters get

· First shot at Pro Tier spots (which fill up fast!)

Keep an eye on your inbox—we'll be sending waitlist-only content soon.

Your game writing career is waiting.