

GANGLAND KARMA

Gaming for social good.

"It's what you grow up with, it's normality.
It's not hard, it's not easy, it's just life."

Simeon Moore, former gang member
Founder of One Mile Away

WHAT NEXT?



Gangland Karma uses conventions
of narrative structure and story 'rules'
... and then mixes it up.

The 100 Page Story: Linear vs Non Linear

**I am the protagonist of
my own movie.**

Bibliography +

[The Seven Basic Plots: Why We Tell Stories - Kindle edition](#)

[One Hundred Years of Solitude by Gabriel García Márquez](#)

[Stories from the Bible](#)

[Slaughterhouse-Five eBook: Kurt Vonnegut](#)

[Timeline of Pulp Fiction: Actual Version and Chronological](#)

[Ganglandkarma.com](#)

[Philpottdesign.com](#)

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