Write Your Own Twine Adventure!
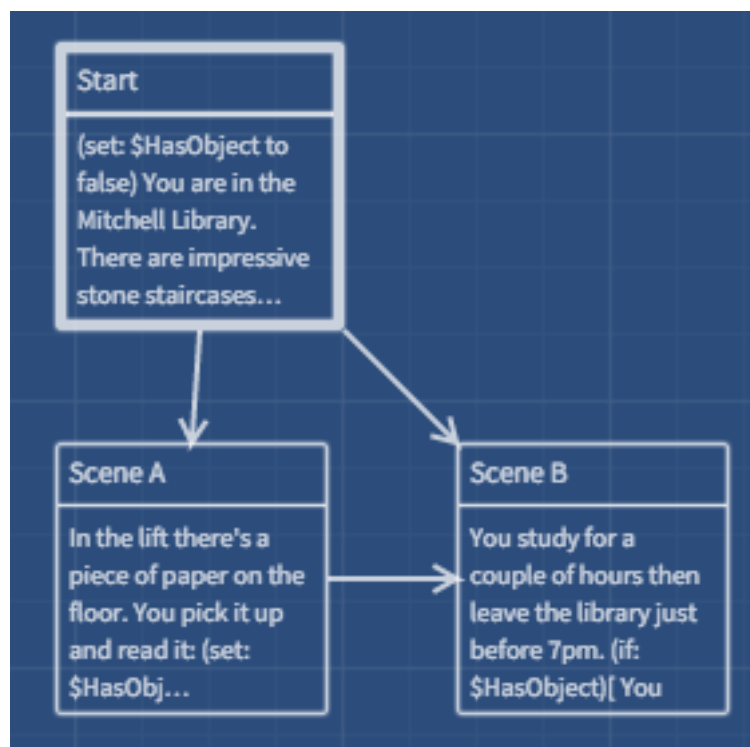
Let's start by looking through an example story. You can read it here: coderdojo.co/LibraryAdventure.html.

It features a LOCATION, an OBJECT, a DECISION, and two different endings that depend on the DECISION: one GOOD and one BAD.

You'll see that there are two different endings, depending on what decision you make on the first page.

Now open Twine on your browser by going to twinery.org/2/. Click on Import From File and open LibraryAdventure.html from the Desktop.

You'll see a screen like below:

The arrows show links between the passages. You can double click a passage to edit it.

Let's look at the first passage in our story.

(set: $HasObject to false)

You are in the Mitchell Library. There are impressive stone staircases, wood-panelled rooms and high-tech rooms kitted out with new computers.

You need to go to the fifth floor to study. Do you [[take the lift|Scene A]] or [[the stairs|Scene B]]?

The red passage deals with a variable. A variable is used to store information. This statement sets its value to false. The purple passage is about the location and the blue passage is about the decision.

The second passage, Scene A, is where you go next if you chose to take the lift.

In the lift there's a piece of paper on the floor. You pick it up and read it:

(set: $HasObject to true)

"Biffy Clyro: Secret Gig! 7th March, 7pm, King Tut's. Bring this flyer to get in."

You fold the flyer up and put it carefully in your pocket, before heading off to [[study|Scene B]].

This passage contains a command that sets a variable called $HasObject to true, letting the program know we've picked up the flyer.

The next passage, Scene B, is where you go after Scene A if you chose to take the lift, and after Start if you chose to take the stairs.

You study for a couple of hours then leave the library just before 7pm.

(if: $HasObject)[

You head for King Tut's, show your flyer at the door and head into the gig.

You get right to the front of the crowd. It's a brilliant night and you even get a picture with the band after the show.]

(else:)[

On the way to the bus stop you pass a big queue outside King Tut's.

You ask someone what's going on and they tell you Biffy Clyro are playing a secret gig but you need a flyer to get in.

You don't have one, so you head home and listen to your favourite Biffy Clyro album.]

This is where our variable $HasObject is used. If we chose to take the lift in the first scene, we went to **Scene 2** and picked up the flyer. $HasObject was set to true and the text highlighted here in green is shown.

If we chose to take the stairs in the first scene, we went straight to **Scene 3**. $HasObject was never changed from its original value of false and the text highlighted here in purple is shown.

Write Your Own Story

First click on the home button in the bottom left hand corner. Then click on the cog in the top right hand corner of Library Adventure and select Duplicate Story and rename it with your story's title. Finally click on the new duplicate story.

Now edit the file so that the text is your story, based on your choices of LOCATION, OBJECT, DECISION, GOOD or EXCITING outcome, and BAD or BORING OUTCOME.

Test your story

Click the play button. Now Click through the links to check that your story works.

Change how your story looks

Click on the triangle next to the name of your story and select the option Edit Story Stylesheet. This contains another type of code, called CSS (which stands for Cascading Style Sheets). This is what controls the way web pages look. You can change the background colour or text colour of your story by editing this.

background-color sets the colour of the page's background

color sets the colour of the page's text

Try changing the background colour of your page by changing the value of `background-color` in the script passage. You'll find a list of web colours here: http://html-color- codes.info/color-names/

Stylesheet

Any CSS entered here will override the default appearance of your story.

```css
body {
    font-family: Verdana, sans-serif;
    font-size: 100%;

    background-color: LemonChiffon;
    color: Black;
}
```

Saving your story

Click on Play to run your story. Click on your story name and Publish to File to produce an HTML file of your story which you can then upload to the web so that you can show your friends and family!

Some Useful Links

Twine: http://twinery.org/

Twine story hosting sites (free):

http://www.philome.la

https://neocities.org

http://adventurecow.com/