

Write Your Own Twine Adventure!

Let's start by looking through an example story. You can read it here: bit.ly/bookdojo

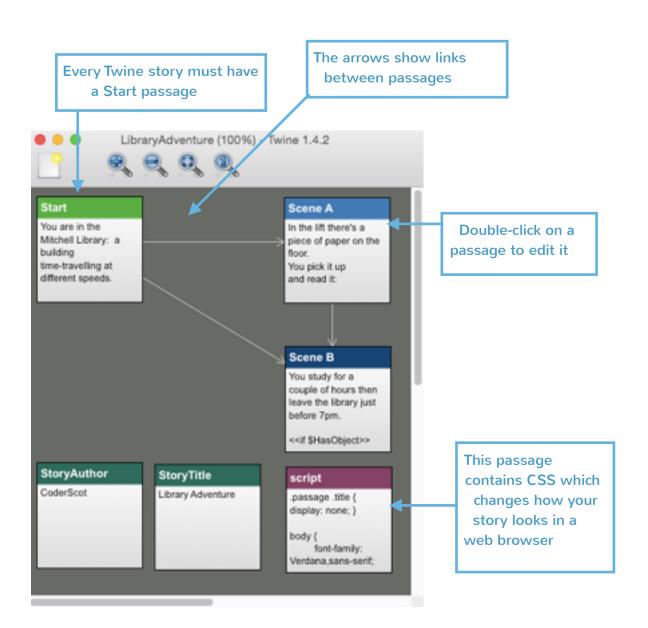
It features a LOCATION, an OBJECT, a DECISION, and two different endings that depend on the DECISON: one GOOD and one BAD.

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

Now open Twine by double-clicking on this icon on your desktop:

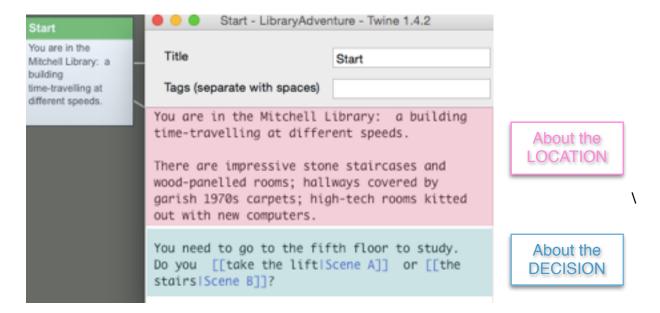


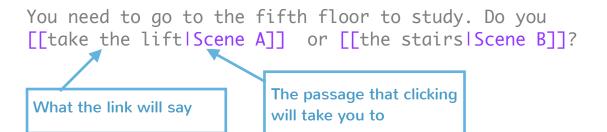
Go to the File menu and select File - > Open story and open Desktop/LibraryAdventure.tws



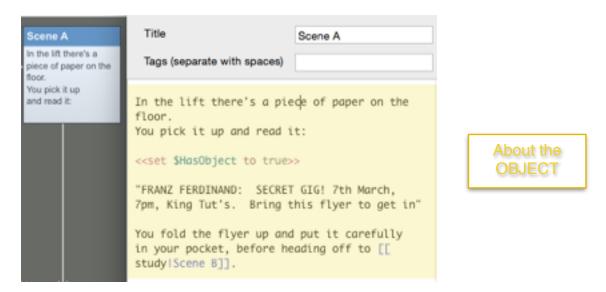


Let's look at the first passage in our story. It has to be called Start, or Twine gets confused.





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



This is a command that sets a variable called \$\text{HasObject}\$ to true, letting the program know we've picked up the flyer. The double pointy brackets << >> let Twine know this is a command and not part of the story.



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.



This is where our variable \$\text{HasObject} is used.

If we chose to take the lift in the first scene, we went to **Scene 2** and picked up the flyer. \$\text{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 not set to true and the text highlighted here in purple is shown.

Write Your Own Story

Go to the File menu and select File - > Save As and save your story as a file with the name of your story, e.g. if your story's title is: "Ghost Story", the file would be GhostStory.tws

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

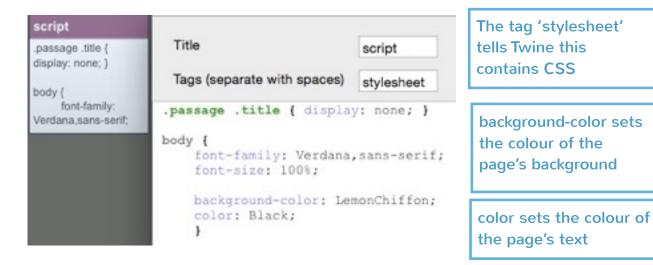
Go to the Build menu and select "Test Play". This will generate a new file and open it in a web browser. This file contains HTML code - the code that's used to build web pages.

Click through the links to check that your story works.



Change how your story looks

The passage called Script 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.



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/

Saving your story

Add a Story Title for your story and an Author Name (it's usual with Twine games for the author's to make up pen names rather than using their real name).

Then click on the Build menu and select "Build Story". This will 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/

Example longer stories:

[&]quot;Sky Like Glass" - set in the Science Centre (sort of!) : bit.ly/skylike

[&]quot;The Message" - set in Space http://ludonaut.de/the-message/