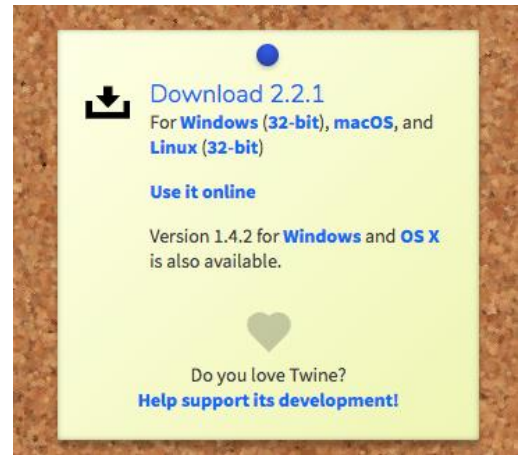


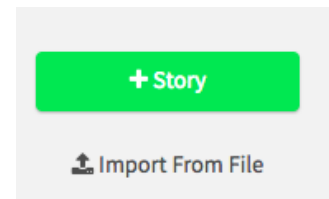
Library Adventure

This activity involves creating an interactive story using Twine. The story has to feature a **LOCATION**, an **OBJECT**, a **DECISION**, and two different endings that depend on the **DECISION**: one **GOOD** and one **BAD**. Start by **filling in the worksheet** for this activity to decide on what these features will be in your story.

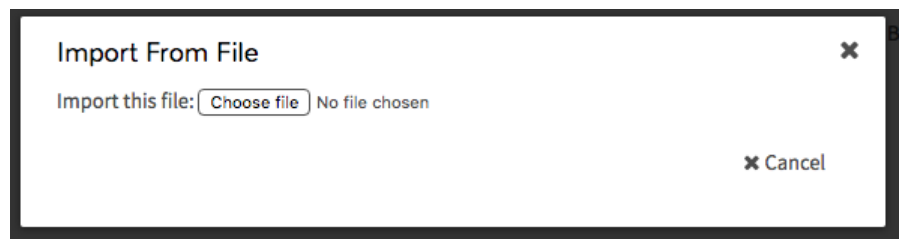
Next, open a Chrome browser and go to twinery.org, then click "Use it online" to get to the Twine tool itself.



Now click **Import from File** on the right hand side of the page:



Click on the Choose file button and navigate to the Desktop where you'll see a file called **Library Adventure.html**. Select this and click okay to upload it.

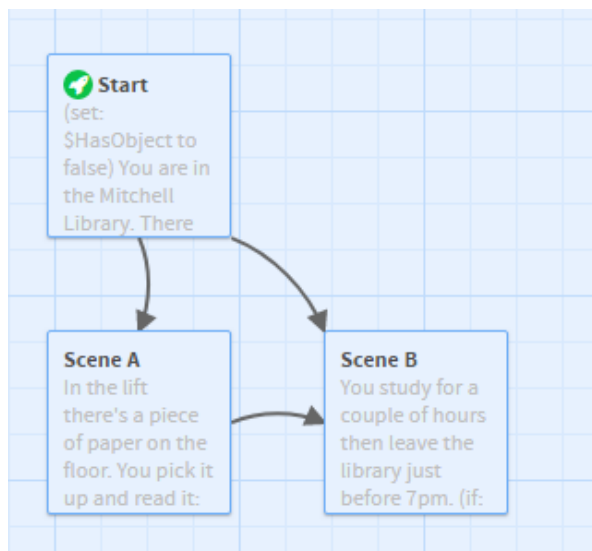


You should now see a square full of coloured blobs called **Library Adventure**. This is the skeleton for your Twine story.



Inside the Adventure

Double click on the coloured blobs to look inside the skeleton:



Each square is called a **passage** and contains part of the story, usually linking to one or more other passages. If you double-click on a passage you can see what's inside it and edit it:

Object

Start

+ Tag

```
(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]]?

```

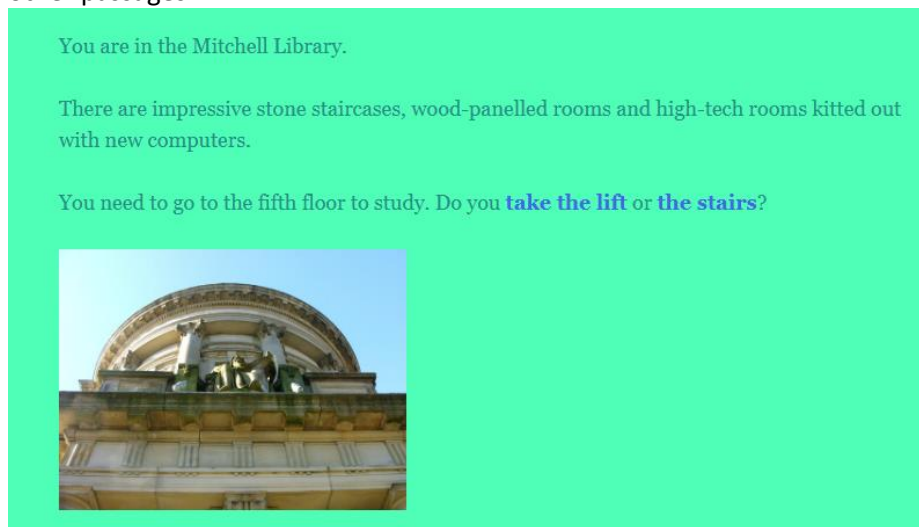
```

Location

Decision

This is the first passage in the story, which has to be called **Start**. The coloured boxes identify what parts relate to the worksheet you filled in at the start of this activity. You can see that some of the words are inside two sets of square brackets, e.g. **[[take the lift|Scene A]]** and **[[the stairs|Scene B]]** (You'll have spotted that **Scene A** and **Scene B** are the names of other passages in the story).

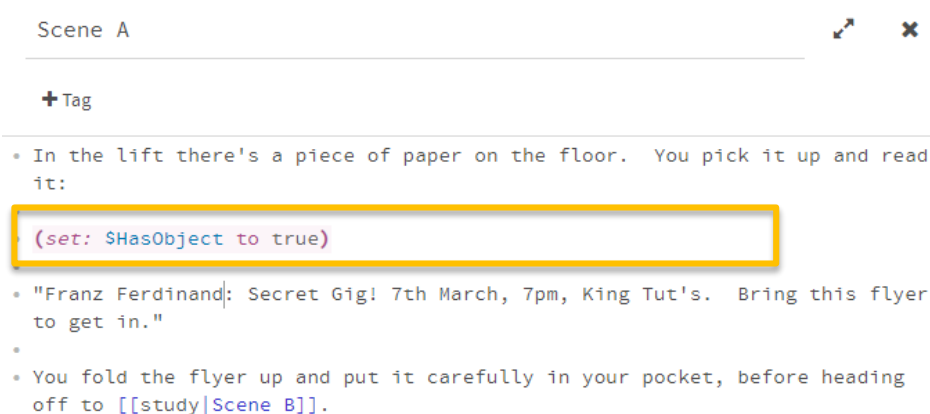
When you click the **Play** button at the bottom of the screen a new webpage appears that contains your text adventure. The first page you see is the **Start** passage. You can see that some of the words that were in square brackets are now **clickable links** that take you to other passages:



Only the words **before** the | symbol appear as links, but each one leads to the passage named **after** the symbol. This lets us keep the names Scene A and Scene B for the passages, but allows us to be more descriptive in the story.

The square brackets and | symbol are actually **markdown** – a simplified form of **html**, the language that webpages are written in. It is easier to read and can be easily converted to html by a variety of tools.

Let's look inside the passage called **Scene A** now:



This passage contains a command that sets a variable called `$HasObject` to `true`, letting the program know we've picked up the flyer. (A **variable** is like a box where you can store a value that will be used by Twine later.)

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. In it, you study for a couple of hours then leave the library just before 7pm. This passage is where we create the two different endings.

+ Tag

- 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 Franz Ferdinand 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 Franz Ferdinand album.]

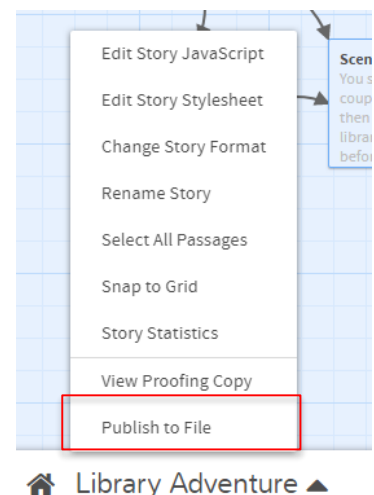
This is where our variable `$HasObject` is used. If we chose to take the lift in the **Start** scene, we went to **Scene A** and picked up the flyer. `$HasObject` was set to `true` and the text highlighted here in green is shown – the “Good outcome” from the worksheet.

If we chose to take the stairs in the **Start** scene, we went straight to **Scene B**. `$HasObject` was never changed from its original value of `false` and the text highlighted here in red is shown – the “Bad outcome” from the worksheet.

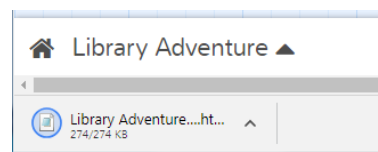
Write and save

Now you've seen how it works, start editing the passages to feature the location, object, decision and endings you wrote down on your worksheet.

Make sure you don't lose any of your work by saving the file every few minutes as you go along. Do this by clicking on the triangle beside the name of the story at the bottom of the screen.



Choose “Publish to File” and an html file containing your story will be downloaded to your computer.

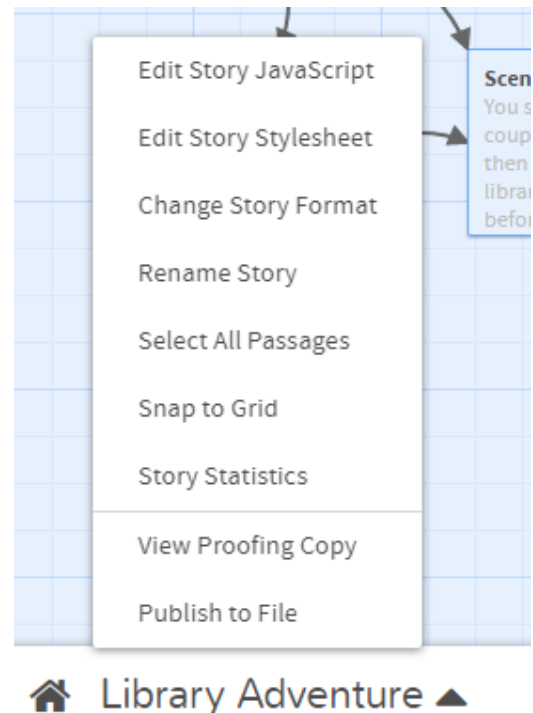


Section 2 – Making Changes

Once you've written your story, you'll probably want to make some more changes. Click on the triangle beside the name of the story at the bottom left of the editor page. This brings up a menu that lets you do a variety of things:

For example, click **Rename Story** if you want to change the name of your story.

The **Story Format** we're using is **Harlowe**, which is the default for Twine 2 stories and aims to be easy to use for new programmers. There are others available which allow you to do more things, but need a bit more programming experience.



Change the colours

You might think (not unreasonably) that the colour-scheme in our basic story is not ideal. In order to change it, choose **Edit Story Stylesheet**:

Stylesheet

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

```
tw-story {  
background-color: #4FFF88;  
  
color: #248F84;  
}
```

The **Stylesheet** of a webpage controls how it looks – for example, what colour the background and the text are. To change the background colour of the page change the purple text in the code. To see the different colours available type this into the address bar of your web browser:

bit.ly/twincolour

The colour values in this file are written in **hex**, which is short for hexadecimal or base 16, but you can also use one of the word values like lavender.

Add an image

It's possible to add images to twine passages, using some **html**. If you look at the last line in the Start passage you'll see:

```

```

This is an image tag **** that tells the browser to display an image here. The sections in between the pointy brackets tell it where to find the image, what height to make it, and describe the picture for people using screen readers.

The bit below that looks awful, but the **<a />** tag is an **anchor** tag that creates a clickable link back to where we found the photo (this is a **creative commons** licensed image, where the creator has said it's okay for people to use it as long as they credit him).

Section 3 - Putting your story on the web

To allow other people to read your story you need to upload it to a website. Neocities allow people to sign up for a free website with 1GB of space available. To save the Twine story you've been working on today select Publish to file from the big menu shown at the start of Section 2. This will save it as a file in your Downloads folder.

Useful Links

Twine lets you do all sorts of things we haven't had time for today, like

- Setting a timer on a page
- Changing the colour scheme on specific pages
- Changing the font
- Adding sounds
- Adding videos

You can find out much more at the twinery.org website or on adventurecow.com/storylab (a new site where you can build twine-like stories, or store and share twine stories you've already built).

Appendix – what to change and what to leave alone

The text in **red** can all be changed to create your own story. The other text should all be **left as it is** so that it won't affect the structure of passages.

Start

(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]]**?

Scene A

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

(set: \$HasObject to true)

"Franz Ferdinand: 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]]**

Scene B

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 Franz Ferdinand 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 Franz Ferdinand album.]