

Twine and Digital Decisions

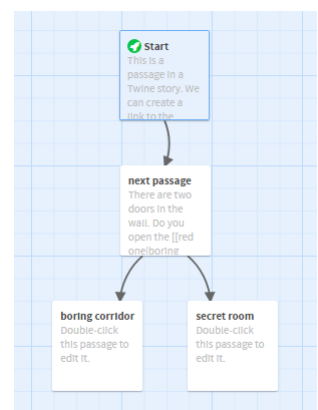
A twine story is made of different webpages that readers move through by clicking on links. Twine is particularly good for stories that involve the reader or a character in the story making decisions, where the decision made changes the path of the story.

Twine – the basics

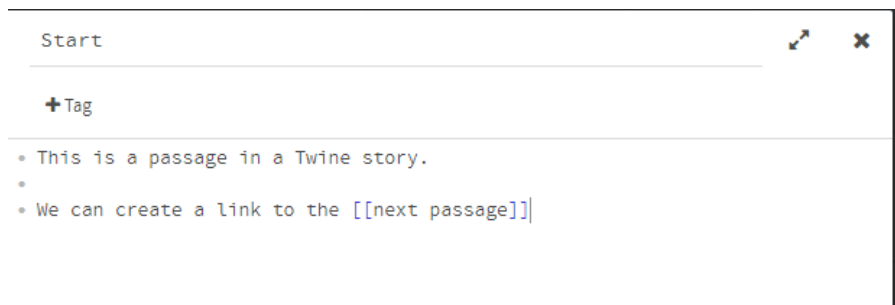
The next few pages give an introduction to how a Twine story is put together and some additional changes, to font and colours for example, that can be made using a small amount of CSS and HTML.

Passages

A twine story is made up of several passages, each with a different name. The name of the first passage must be **Start**.



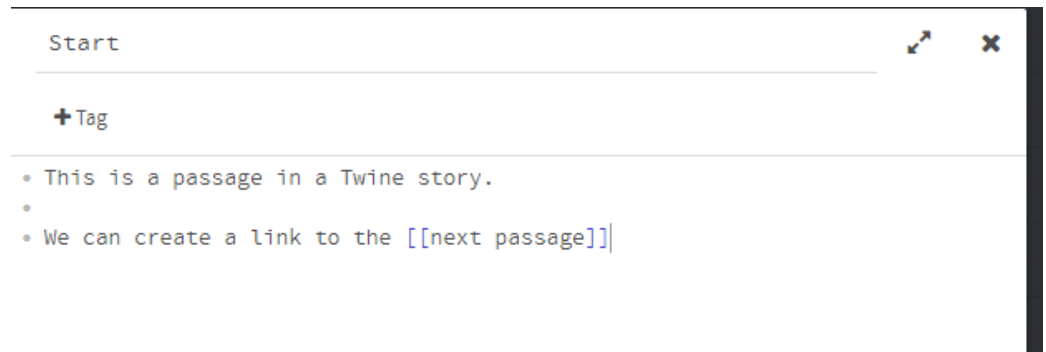
Each square in the story overview is a passage. To see inside a passage and edit its contents, double click on it:



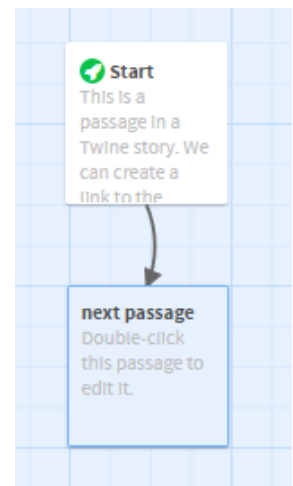
When you've finished editing the passage, close it by clicking the x symbol in the top right corner. Twine will automatically save your changes.

Links

To create a clickable link to another passage in your Twine story, put the name of the passage you want to link to inside two sets of square brackets:



The words inside the double square brackets are now a link to another passage called **next passage**. If **next passage** didn't exist before we typed its name inside the brackets, Twine will create it.



Tip: A common glitch is accidentally creating new passages by not typing an existing passage's name exactly the way it appears, for example by adding an extra space at the end, or missing out a space.

If we run the story by pressing the **Play** button on the bottom right of the outline editor, this is the webpage that appears:

This is a passage in a Twine story.

We can create a link to the [next passage](#)

Link using different text

If a passage's name is either very boring (next passage) or a dead-giveaway in terms of plot (secret room) you might want the clickable link to it to say something else. This can be done using the 'pipe' symbol: |

- There are two doors in the wall. Do you open the `[[red one|boring corridor]]` or the `[[blue one|secret room]]`?

This will create links to two passages, one passage called "boring corridor" and another called "secret room". When the story is run it will look like this:

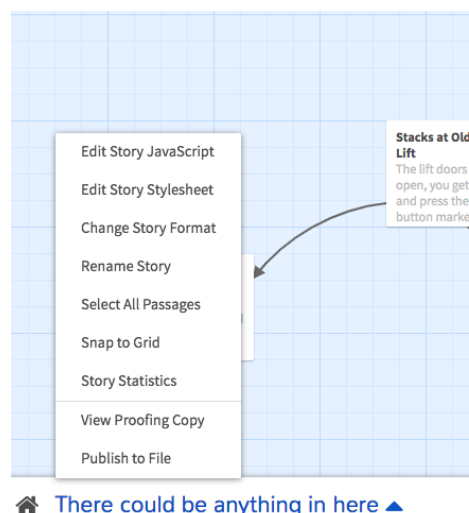
There are two doors in the wall. Do you open the **red one** or the **blue one**?

Making Changes and Saving

You might want to make some changes to the way the story looks and behaves. 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:

Rename Story lets you change the name of your story.

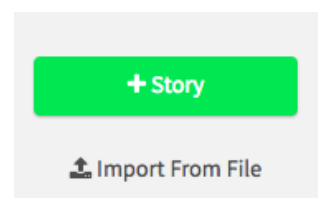
The **Story Format** we're using is **Harlowe**, which is the default for Twine 2 stories and aims to be easy to use for new programmers. There are others available which allow you to do more things, but need a bit more programming experience.



Saving your story

Clicking **Publish to File** will download a copy of the story to your computer. **Twine doesn't let you log in and save stories in an account, unlike some other tools. So it's important to do this every now and then as you're writing your story.**

Once the file downloaded to your Downloads folder you should be able to move it to either your Documents folder if you're logged in to the computer or a USB pendrive if not. The file saved is an HTML file with the most up to date version of your story. It can be imported to the editor on twinery.org the next time you want to work on your story in class or at home.



Change the colours

To change the colour scheme in your choose **Edit Story Stylesheet**:

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


tw-story {
background-color: #4FFFB8;

color:#248F84;
}
```

The **Stylesheet** of a webpage controls how it looks – for example, what colour the background and the text are. It's written in CSS. 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/twinecolour

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, red or blue:

	HOTPINK	#FF69B4	RGB(255, 105, 180)
	DEEPPINK	#FF1493	RGB(255, 20, 147)
	MEDIUMVIOLETRED	#C71585	RGB(199, 21, 133)
	PALEVIOLETRED	#DB7093	RGB(219, 112, 147)

Change the Font

If you don't like the font used you can easily pick a new one from the wide range available at Google Fonts: <https://fonts.google.com/>

Find the font you want to use and then click the plus symbol inside the red circle: 

Righteous
Astigmatic (1 style)



Mist enveloped
the ship three
hours out from
port.

After clicking the symbol, you'll see a black title bar along the bottom of the screen with "Family Selected" in it. Click on this banner to open up a box with information about the font you picked:

The screenshot shows a modal window titled "1 Family Selected". At the top, it says "Your Selection" with a "Clear All" link and two red arrows (share and download). Below this is a button for "Righteous" with a minus sign. There are two tabs: "EMBED" (selected) and "CUSTOMIZE". A green badge indicates "Load Time: Fast".

Embed Font
To embed your selected fonts into a webpage, copy this code into the <head> of your HTML document.

STANDARD **@IMPORT**

```
<link href="https://fonts.googleapis.com/css?family=Righteous" rel="stylesheet">
```

Specify in CSS
Use the following CSS rules to specify these families:

```
font-family: 'Righteous', cursive;
```

For examples of how fonts can be added to webpages, see the [getting started guide](#).

Click on the word **@IMPORT**. This will reveal a different line of code:

STANDARD @IMPORT

```
<style>  
@import url('https://fonts.googleapis.com/css?family=Righteous');  
</style>
```

Select and copy just the line that's highlighted in yellow here.

Now click on the triangle beside the name of the story at the bottom left of the editor page and select "edit story stylesheet" from the menu. Paste the copied line of code into the top of the stylesheet so that it looks something like this:

```
Stylesheet  
Any CSS entered here will override the default appearance of your story.  
  
@import url('https://fonts.googleapis.com/css?family=Righteous');  
  
body, tw-story {  
  color: white;  
  background-color: black;  
}
```

Go back to the Google Fonts page and this time select the line of code further down the page, underneath the text Specify in CSS:

Specify in CSS

Use the following CSS rules to specify these families:

```
font-family: 'Righteous', cursive;
```

Add this line to the code inside the curly brackets, just above the line that starts "color".

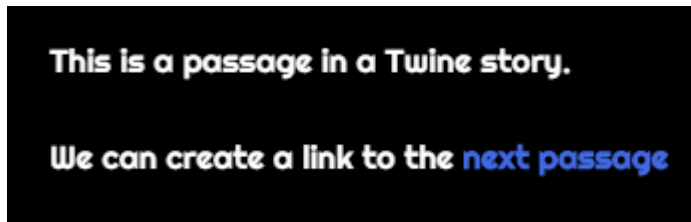
Stylesheet

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

```
@import url('https://fonts.googleapis.com/css?family=Righteous');  
  
body, tw-story {  
  font-family: 'Righteous', cursive;  
  color: white;  
  background-color: black;  
}
```

Tip: notice the American spelling of 'color' that CSS always uses.

Now click the **Play** button to see your new font in action (you might have to reload the webpage when it appears before it will pick up the changes).



Adding an image to your Twine story

It's possible to add images to twine passages, using some **html**. If you look at the last line in the Start passage of Library Adventure you'll see this text (the colours are just added here to make it clearer):

```
` that tells the browser to display an image here. The sections in between the pointy brackets tell it

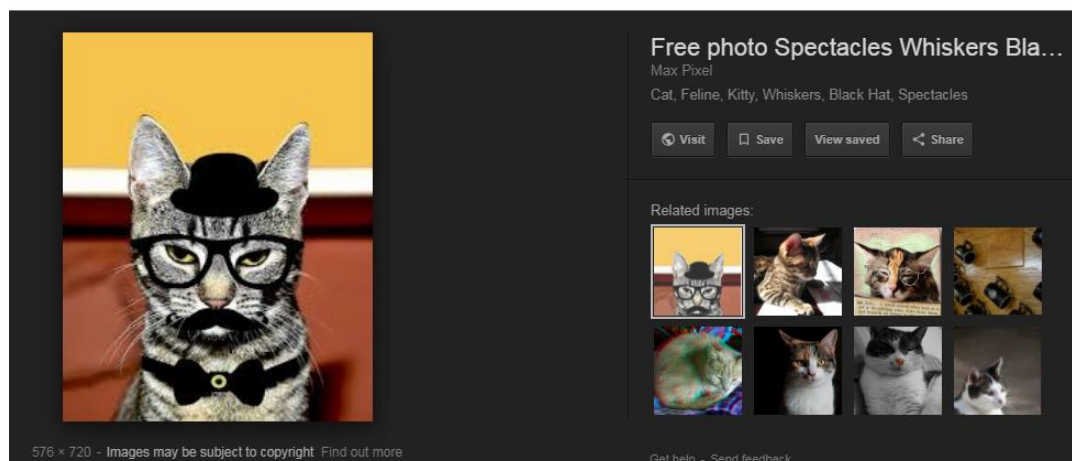
- where to find the image (`src`, short for "source")
- what `width` to make it (in pixels)
- describe the picture for people using screen readers (`alt`, short for alternative).

### First find your image

You can find Creative Commons images (ones that people are happy for other people to share, use and remix) through the Google Images, and Flickr links here: <https://search.creativecommons.org/>

Once you've found an image you like, right click on it and select "Copy image address", this is the URL of the image on the web, which we're going to put into the `src` section of the `<img />` tag above.

Here's an image for "cats with hats" on Google Images:



Right-clicking and copying the address copies its URL to the clipboard:

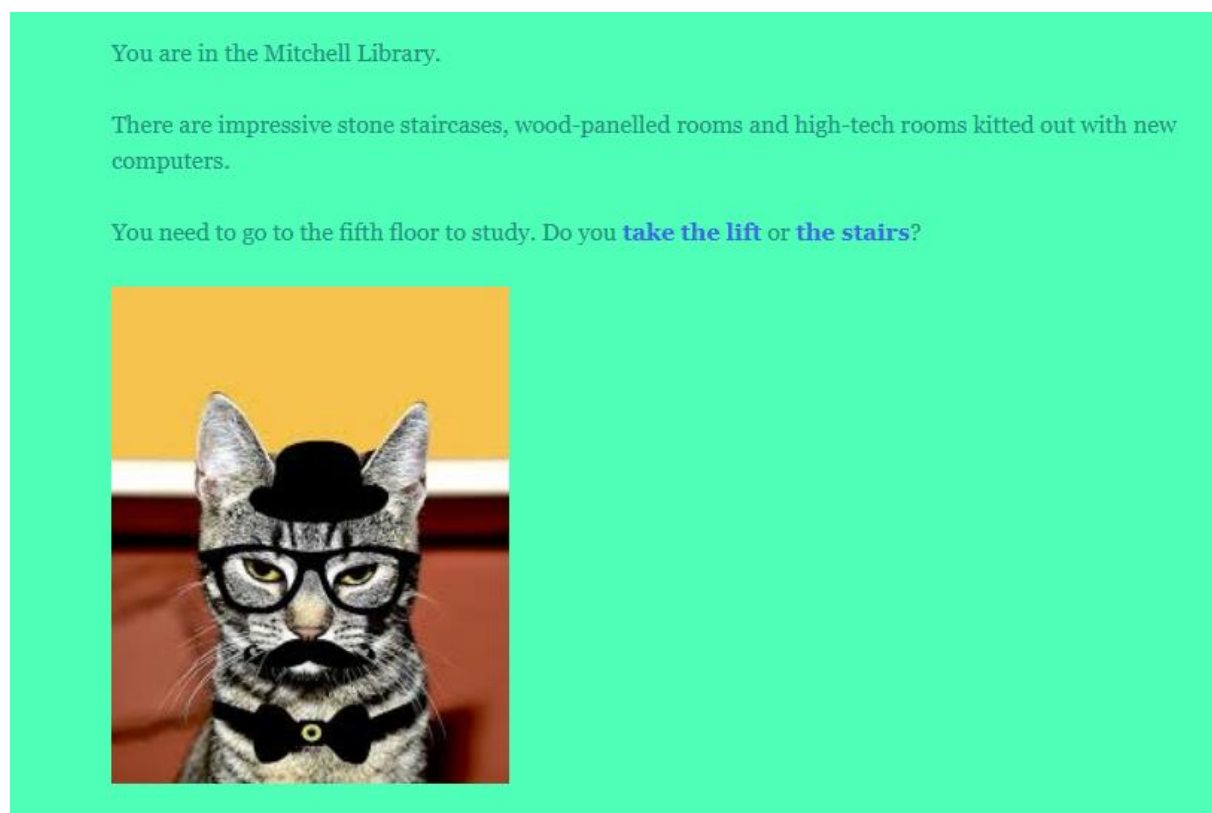
<https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQ1FCO31iNmflxm1sWJfZnbBGjejZ2NHnRi5xPvdffuvRJ74gz9>

Replacing the URL in the `src` section of the `<img/>` tag in the first passage of Library Adventure with this new URL gives us this:

```

```

Which, when we run the Twine story, show the page below (possibly the hero of the adventure is now a cat with a moustache and hat):



## Adding a Video

The HTML code for adding a video is quite similar to the code for adding an image, and just like the code for adding an image, can be added to a Twine passage. If you know what the video's URL is you can use it to replace the URL in quotation marks here:

```
<video src="the URL of your video" width="640" height="480" controls>
</video>
```



It's possible to include videos that are stored on the machine you're playing the twine story on. Instead of a URL you add the complete path to the video file on your machine, e.g. something like "C:\JoeBloggs\Videos\twinevideo.mp4". **The video will only appear in the html file produced by choosing "Publish to file"** though, and not if you view the story using **Play** or **Test** on the online twine.

## **Additional Information**

A very complete beginner's guide, including videos <http://www.adamhammond.com/twineguide/>

The twine 2 wiki: <https://twinery.org/wiki/twine2:guide>