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WHAT IS HECC-IT?

Hypertext Editing and Creation Code Integrated Toolkit is the hypertext game authoring tool made for indecisive people.

Most existing systems require users to use a GUI or to write raw code and hope it compiles. However, no tools truly offer users the choice between the two (or, if they do, it's with some caveats).

But not HECC-IT.

You're a power user who doesn't want to faff around with a GUI? You can just write `.hecc` code! You're a casual user who wants a GUI? You can use OH-HECC! Then, once that's done, just put it through HECC-UP and you have your playable *HECC-Infused Nice Game*!

HECC-IT is a standalone desktop application, written in Java, so users only need to download it and run it.

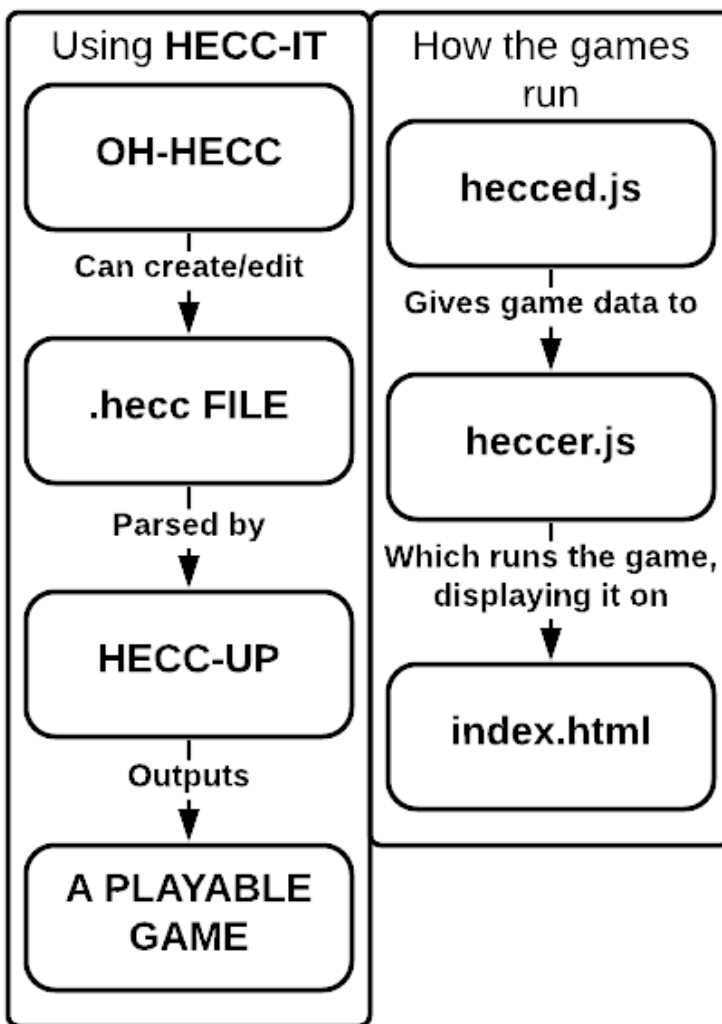
Games made with HECC-IT are in a client-side HTML/JavaScript format, so anyone with a web browser can play them, anytime, anywhere, without any hassle.

HOW DOES IT WORK?

HECC-IT is a toolkit, within a single executable `.jar` file.

Users open the executable, pick an existing `.hecc` file (or make one), and are then given the choice to export it now or keep editing it (and export later).

Once exported, users can just open the `index.html` page, and they can play the game!



HOW WAS IT MADE?

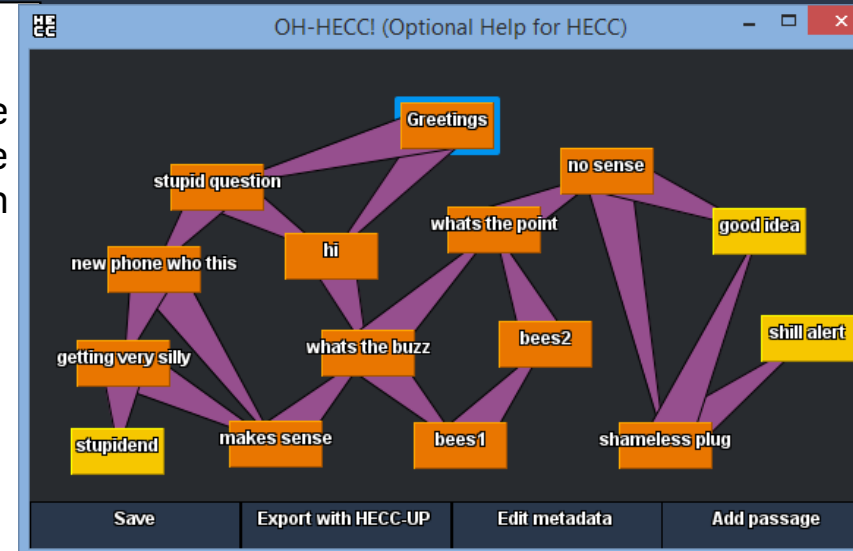
The first part of HECC-IT to be produced was the output. I made a very simple hypertext game in HTML/JS, which simply replaced the text displayed on part of the HTML page in response to the player clicking on special links in the content.

The next step was creating the `.hecc` language (a simple declarative language to declare passages and links), before making HECC-UP, which converts `.hecc` code into playable games.

Following this, I made OH-HECC, which can read `.hecc` files, display them as a network of linked passages, allow the user to edit them, and save the edited `.hecc` file.

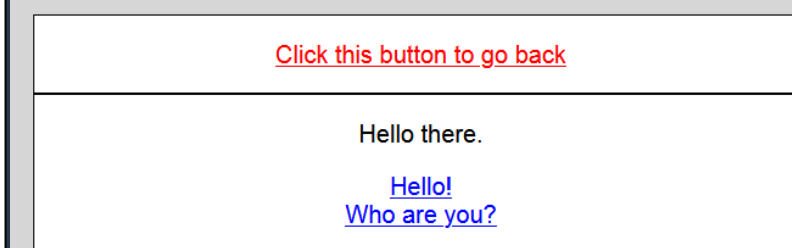
With the tool made, I proceeded to start authoring a proper hypertext game: *Backblast*; a murder mystery where *you* are the victim.

I have been adding further features to HECC-IT since then, such as conditional statements/guard conditions, markdown formatting, and extra usability features for authors.



Above: A screenshot of OH-HECC (*Optional Help for HECC*; the editing GUI) showing the network of passages for an example game. (*Backblast* was too big to fit on this poster)

Below: A screenshot from that game after exporting it with HECC-UP (*HECC Ultra Parser*).



If *you* want to play some of the games produced during the development of HECC-IT, to see for yourself what it can do, you can play them here: <https://11belowstudio.itch.io/the-hecc-it-demo>