Apenas hay luz suficiente para que lleva a un s repente oyes un estruendo sobre tu cabeza. La pue

Si vuelves sobre tus pasos para asegurarte de que ruedes abrir la puerta trampa, pasa a la pagina 26. Si continúas bajando la escalera, pasa a la página 28.

Narrativa 3: Tipos de Historias Interactivas

Creación de Videojuegos Facultad De Ingeniería

Prof. Alejandro Woywood

Interactive Fiction

"Elije tu propia Aventura" clásicos

http://samizdat.cc/cyoa/#/zork

Zork, ya no está aquí, donde está?

https://selectadecision.info/west.html





WELCOME TO THE KINGDOM OF ZORK!

You are bored. There's nothing on TV except some stupid reruns. You wander into your local book store and pick up an interesting-looking book entitled Zork: The Cavern of Doom. As usual, you turn to the first page and begin reading.

The book is set in the magical land of Zork, where a new, incredibly rich underground realm has just been discovered. Dozens of adventurers have entered The Cavern of Doom, but none have returned. Only you can save them! There are bad-tempered warlocks, huge diamonds, dragons, and a giant empire to explore. It looks like this book is good!

Do you choose to save the kingdom? If so, read on! Go to page 2.

Or do you choose to go home and watch reruns? Go to page 7.

Falsa sensación de libertad

Es difícil tener un árbol con muchos caminos de decisiones, es contenido que cuesta hacerlo y no se verá.

Pero también es problemático que el usuario se de cuenta que no hay verdadera libertad.



As you journey along the path you meet an old man.

He tells you that modern neuroscience has proved that all our actions and decisions are merely the machinations of a predetermined universe and that our concept of 'free will' is naught but a comforting illusion.

If you agree with his hypothesis, turn to page 72

If you disagree, turn to page 72

Interactive Fiction (más moderno)

Madrid Zombie:

https://play.google.com/store/apps/details? id=com.ficcioninteractiva.madridzombi

Delight Games:

https://play.google.com/store/search?q=delightgames

Life: 12 Mana: 12 Gold: 10 Morale: 0 Gold increases 10.

"If you wish a position that is both defensible and allows some freedom of movement, we should hasten to Castle Inverness. It is near and we could fortify ourselves behind those walls," Reginold says.

You frown. "It is a fortress, yes, but inhabited by what? Gods know what manner of creature may have taken up residence in that ruin over the years."

Hide in the forest.

Garrison in the ruin walls.

Climb a large tree.

Interactive Fiction: con qué crearla

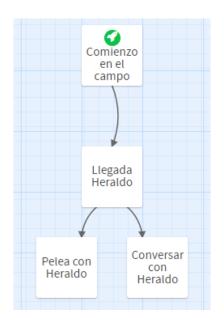
1) Twine: https://twinery.org/

Tiene diferentes "Story Formats", los más usados: https://twinery.org/cookbook/terms/terms_storyformats.html

Guía de un profesor de Literatura, con SugarCube:

http://www.adamhammond.com/twineguide/

Cambiar la ubicación donde Twine guarda las historias, para poder compartirlas por Git: https://twinery.org/forum/discussion/5094/change-default-save-location



Interactive Fiction: con qué crearla

2) Ink: https://www.inklestudios.com/ink/

Open Source, usado en el juego **80 days**: https://store.steampowered.com/app/381780/80_Days/
El editor (Apple, Win, Linux) permite crear la historia en un solo texto continuo e irla viendo. No se ve el árbol de la historia.

Exporta a JSON y Web. Se puede integrar con Unity. Hay plugin para Construct 3

Tutorial: https://www.inklestudios.com/ ink/web-tutorial/

```
. .
                                                                80-days.ink
                                                                 No issues.
      - I looked at Monsieur Fogg
          ... and I could contain myself no longer.
                                                                           I looked at Monsieur Fogg
          'What is the purpose of our journey, Monsieur?'
          'A wager,' he replied.
                   'A wager!' [] I returned.
                                                                           ... and I could contain myself no longer.
                          'But surely that is foolishness!'
                                                                           'What is the purpose of our journey, Monsieur?'
                         'A most serious matter then!'
                          He nodded again.
                                                                           'A wager,' he replied.
 10
                          'But can we win?'
                           'That is what we will endeavour to find
                              out.' he answered.
                                                                           'A wager!' I returned.
                  * * * 'A modest wager, I trust?'
                           'Twenty thousand pounds,' he replied,
                                                                           He nodded.
                               quite flatly.
                 * * * I asked nothing further of him then[.],
                      and after a final, polite cough, he offered
                      nothing more to me. <>
                                                                                           'A most serious matter then!'
                  'Ahr.'].' I replied, uncertain what I thought.
                  After that, <>
          ... but I said nothing and ...
       we passed the day in silence.
 19 - -> END
```

Interactive Fiction: con qué crearla

3) DialogueDesigner:

https://radmatt.itch.io/dialogue-designer

Pagado (USD 9,99), pero sin demo. Funciona con Unity, Unreal 4, Godot, Construct 3, GameMaker Studio 2

(no lo he probado)

Hay muchas herramientas más, ver: https://emshort.wordpress.com/how-to-play/writing-if/

Interactive Fiction: más info

Hosting gratuito para historias Twine https://twinelab.net/twine-resources/#/?id=publishing-resources

Para buscar inspiración y jugar IF: The Interactive Fiction Database http://ifdb.tads.org/

Novelas gráficas

Corazón de Melón

http://www.corazondemelon.es/



https://play.google.com/store/apps/details ?id=net.icecavern.metasepia.PersonalSpace





Novelas gráficas: con que crearlas

http://www.visualnovelty.com/



https://www.renpy.org/



http://cloudnovel.net/



http://www.adventuregamestudio.co.uk



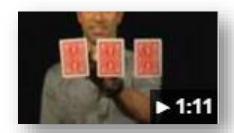
Videos interactivos

https://www.youtube.com/watch?v=tbEei0I3kMQ (2008)

https://www.youtube.com/watch?v=LPQ1XrIIZmA

https://www.youtube.com/watch?v=QtG6yw2IrII

¡No funcionan más!







Videos interactivos: más ejemplos

https://www.youtube.com/watch?v=KFsv8tGHkHY

THE CHOICE IS YOURS

9

RUN UP THE CAR RAMPS

https://www.youtube.com/watch?v=-zohLFwGd78



¡No funcionan más!

Videos interactivos

https://www.youtube.com/watch?v=1EaFjeP0q9w

https://www.youtube.com/watch?v=52ZkFD-YlmY

https://www.youtube.com/watch?v=9TjfkXmwbTs

¡Sí funcionan!







Películas interactivas en Netflix

Títulos actuales:

El Gato con Botas: Atrapado en un cuento épico

Buddy Thunderstruck: La lista de quizá

Stretch Armstrong: La fuga

Minecraft: Story Mode

Black Mirror: Bandersnatch

You vs. Wild

El Capitán Calzoncillos heroico interacti-rama

Carmen Sandiego: ¿Robar o no robar?

Unbreakable Kimmy Schmidt: Kimmy vs. el reverendo

Un jefe en pañales: ¡Atrapa al bebé!



You vs. Wild

Videos interactivos: cómo crearlos

Youtube: https://support.google.com/youtube/answer/92710?hl=es

Construct 2: https://www.scirra.com/manual/181/video

Construct 3: https://www.construct.net/en/make-games/manuals/construct-3/plugin-reference/video



https://studio.helloeko.com/



https://www.adventr.tv/

Videos interactivos: de sus compañeros Utalca

Trevor trezur y la Piedra de Anubis	https://www.youtube.com/watch?v=GqaYjUAKbd2
Lyra	https://www.youtube.com/watch?v=0NWquRujUGE
El Ñee *	https://www.youtube.com/watch?v=4vbYPdqRK3U
Cuando el Cielo Tiembla *	https://www.youtube.com/watch?v=_3YV3gcCrNo
La Iluminación	https://www.youtube.com/watch?v=vpeV2RnKLPQ
Las aventuras de la Tipa y su Gemela	https://www.youtube.com/watch?v=H2F0TTbkQTs

En Youtube: No funcionan más

Sally La Zapatilla Eléctrica (video eko)	https://video.helloeko.com/v/Mx0kDM?autoplay=true	
Fire of Gods (juego)	https://www.newgrounds.com/portal/view/682935?id=682935	
La Escuela (Novelty)	https://regurk.itch.io/la-escuela	
El Hijo del Monje (Twine)	http://www.philome.la/Smrzplz/el-hijo-del-monje	
Undercity (Twine)	https://fa12mu13noz.itch.io/undercity	
Un día normal de Riki (Twine)	https://t.co/wBiw9wRadj	
Reborn (Google Slides)	https://docs.google.com/presentation/d/1mul9U_Vj59dg-nxnpOWrvlBsBOX6eiJnodY9-lzYbfQ/pub?start=true&loop=false&delayms=30000#slide=id.g17bf82831f_0_220	
Lumacho (Google Slides)	https://docs.google.com/presentation/d/1U63IDKoeRnVqkoZzAr7iMtnU4hmdAbt4Cbq8Xw9Xtsc/pub?start=false&loop=false&delayms=3000	
Hell (Novelty)	https://nacacartas2.itch.io/hell?secret=vEDNzjCASwnotKmVgq7nydcVLY4	
Fortem (Cloudnovel)	http://cloudnovel.net/play?n=ed51d147f17	

El enanito viajero (PPT)	https://drive.google.com/file/d/0B-KCU7ctvgTIS0p1VDc3QkVWSDg/view	
Hero Twins (Chat)	https://chatfuel.com/bot/herotwinsStory	
Fading Haven (Twine)	http://philome.la/VGL_Beleg/fading-haven-101/play	
Boris Rajaayev, Domador de mundos. (Twine)	https://orlokun.itch.io/boris-rajaayev	
NhChild (Twine)	http://www.philome.la/NhChild/el-asesino-sin-memoria	
Un día normal de Riki (Twine)	https://www.scirra.com/arcade/strategy-games/automachine-22090	
La aventura de Tom	Telegram: iniciar conversacion con @legendstory12345bot	

Fukuro	https://gqdiaz.itch.io/fukuro-demo
La historia de Juanin *	https://video.helloeko.com/v/MexBN1?autoplay=true
Incendio	https://www.kongregate.com/games/MelonTuna/incendio
Phanto	https://docs.google.com/presentation/d/11v3-shdv81pAVpDtg_LppWCX02kDyfWIYwWCSnV7vS4/edit?usp=sharing
AzucarAventuras	https://docs.google.com/presentation/d/e/2PACX-1vRhivvRGB8wWBG1_8igpKmtu-ik7Lkvv023dd0OuyTOypCwQZzqD1iLzcRQ1PyRvr3KZ8u0ag4JDey5/pub?start=false&loop=false&delayms=60000&slide=id.p
Ray Adventures	http://videojuegos-tarea2.s3-website.us-east-2.amazonaws.com/

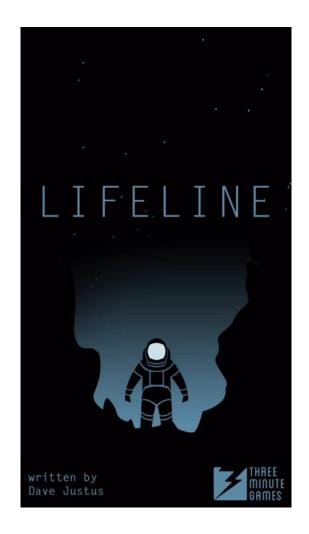
Juego tarea 2	Link a Entrega 1	Link a Entrega 2 (juego)
Breaking free	https://drive.google.com/file/d/1XTH1XykNp1GvfAfnj TXcPyygwHNaJLgS/view?usp=sharing	https://www.newgrounds.com/portal/view/7693 59
Κόρη	https://drive.google.com/file/d/1qTmTb9Ozsoa4egyY ViR2LvqXLSYRyvH7/view?usp=sharing	https://www.newgrounds.com/portal/view/7693 70
El viaje de Atas	https://drive.google.com/file/d/1inSdb9wgxGkynVDy mEc7LmtOgvtPigXD/view?usp=sharing	http://textadventures.co.uk/games/play/wqt- wbntvuozexinbx2tew
Dimension Desconocida	https://drive.google.com/file/d/1u_pKV8ARRfsVKXIRI rkWFh_cHblNVXwB/view?usp=sharing	https://adventr.io/campaigns/published/2-2- tarea-escena-abc-jasiel-hassan-toscano-mtz- 57218387
El Talismán		https://pyralspite.github.io/El-talisman/main.html
The Great Wall		https://fardust.itch.io/the-great-wall
Jail Escapers		https://jarip96.itch.io/jail-escape
Los planetas gemelos		https://www.inklewriter.com/stories/27598
El Abismo		https://docs.google.com/presentation/d/1Hv- o2u3SBRPnuvMIXcX8jL6sCvAEiowBiuqFgRD8 dmk/edit?usp=sharing

Nuevos formatos: chat simulado

Chat con persona que te pide ayuda: Lifeline

Chat de mensajería tipo Whatsapp

Chat Bot con lenguaje natural

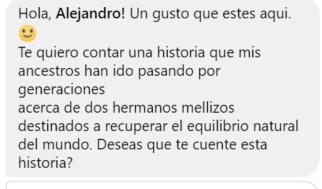


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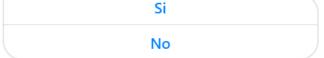
Chat con persona que te pide ayuda: Lifeline

Chat de mensajería tipo Whatsapp

Chat Bot con lenguaje natural







Nuevos formatos: diario de vida

