Write Your Own Twine Adventure!

Let's start by looking through an example story. You can read it here: bit.ly/bookdojo
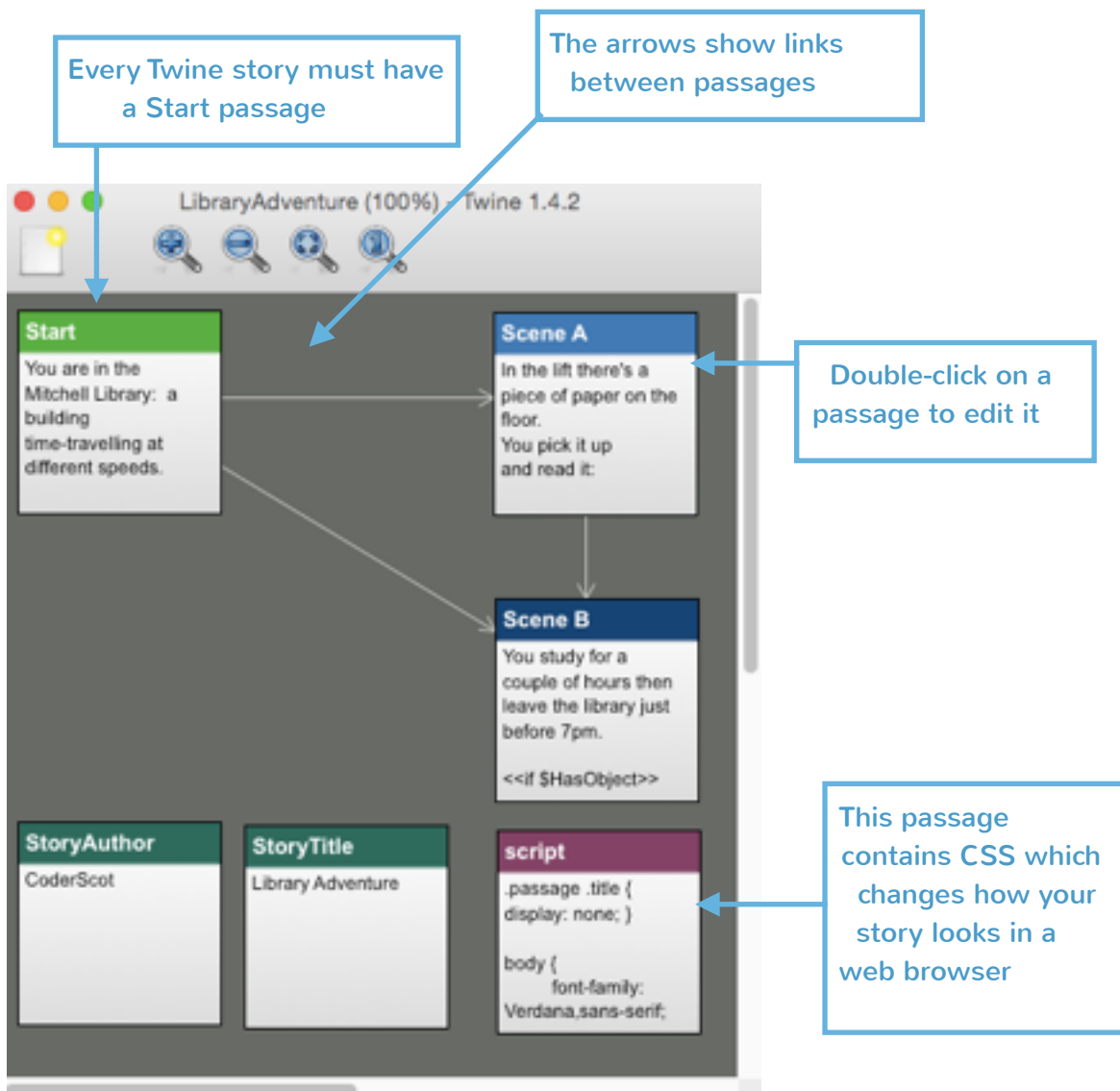
It features a LOCATION, an OBJECT, a DECISION, and two different endings that depend on the DECISON: one GOOD and one BAD.

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

Every Twine story must have a Start passage

The arrows show links between passages

Double-click on a passage to edit it

This passage contains CSS which changes how your story looks in a web browser

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

Start - LibraryAdventure - Twine 1.4.2

Title	Start
Tags (separate with spaces)	

You are in the Mitchell Library: a building time-travelling at different speeds.

There are impressive stone staircases and wood-panelled rooms; hallways covered by garish 1970s carpets; high-tech rooms kitted out with new computers.

About the LOCATION

You need to go to the fifth floor to study. Do you [[take the lift|Scene A]] or [[the stairs|Scene B]]?

About the DECISION

```
You need to go to the fifth floor to study. Do you
[[take the lift|Scene A]]  or [[the stairs|Scene B]]?
```

What the link will say

The passage that clicking will take you to

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

Title	Scene A
Tags (separate with spaces)	

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]].

About the OBJECT

This is a command that sets a variable called $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 $HasObject is used.

If we chose to take the lift in the first scene, we went to **Scene 2** and picked up the flyer. $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.

The tag 'stylesheet' tells Twine this contains CSS

background-color sets the colour of the page's background

color sets the colour of the page's text

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 and their names in the file `HTML Color Chart.pdf` in the folder on your desktop.

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 we can then save to a pen-drive and upload onto our server so that you can show your friends and family!

Some Useful Links

Twine: http://twinery.org/

Dropbox: http://www.dropbox.com

CoderDojo Scotland: http://coderdojoscotland.com/

Example longer stories:
"Sky Like Glass" - set in the Science Centre (sort of!) : bit.ly/skylike
"The Message" - set in Space http://ludonaut.de/the-message/