Key: Yellow = generated text; Green = code; Pink = fixed text; Orange = conditional information; Blue = comments

[Character Name]

```
(set: $fname_array to (array: name1, name2 etc))
```

```
(set: $firstname to (either: ...$fname_array))
```

```
(set: $sname_array to (array: name1, name2, name 3))
```

```
(set: $surname to (either: ...$sname_array))
```

```
(set: $fullname to (array: "$firstname", "$surname"))
```

To display fullname, use (print: $fullname's 1st) (print: $fullname's 2nd)

[grew up]

```
(either: "grew up", "was born", "has always lived", "was raised") + 1 more variant
```

near the

Use in conjunction with (display:) to minimise mess in the Twine (as per https://damonwakes.wordpress.com/2018/02/01/twine-for-beginners-displaying-random-text/)

[location]

```
(either: "docks", "hills", "streets", "suburbs", "outskirts")
```

Updated to arrays to allow more complex use in next section

Characters from docks and hills =more likely to do jobs relating to that in next segment

of a

[size]

```
(either: "small", "tiny", "mid-sized", "large", "vast")
```

[place]

```
(either: "village", "market town", "port", "religious enclave", "farmstead")
```

Updated to arrays to allow more complex use in next section

Characters from ports, farmsteads and religious enclaves =more likely to do jobs relating to that in next segment

Her

(Female only for now - may adjust for future iterations)

[Relative]

```
(display:) (set: $relative_array to (array: name1, name2 etc))
```

```
(set: $relative to (either: ...$relative_array))
```

worked as a

```
[(if: $location is "dock"or "port")[(set: $relativejob_array to (array: "fisher", "fishmonger", "fishgutter"))(set: $relativejob to (either: ...$relativejob_array))]
```

```
(else-if: $location is "hills")[(set: $relativejob_array to (array: "shepherd", "goatherd", "farmer"))]
```

```
(else-if: $place is "port")[(set: $relativejob_array to (array: "fisher", "fishmonger", "fishgutter", "ship's captain"))
```

```
(else-if: $place is "religious enclave")[(set: $relativejob_array to (array: "preacher", "healer", "gardener"))(set: $relativejob to (either: ...$relativejob_array))]
```

```
(else-if: $place is "farmstead")[(set: $relativejob_array to (array: "farmer", "blacksmith", "butcher"))(set: $relativejob to (either: ...$relativejob_array))]
```

```
(else:)[(set: $relativejob_array to (array: "blacksmith", "butcher", "street seller", "baker", "stonemason", "weaver", "guard"))
```

Greater chance of becoming some roles than others. All are location dependent.

Player Choice: Continue the family business, or leave.

These can be simplified using the shuffle command rather than two variables per array!

Leave

Record information on each decision point so this can be fed back at the end.

Instead, $firstname moves

[Direction]

```
(display:) (either: "North", "South", "East", "West")
```

to the

[descriptor]

```
(display:) (either: "lush", "beautiful", "remote", "warm", "bustling")
```

[New Location]

```
[(set: $newlocation_array to (array: "coast", "woodland", "rainforest", "mountains", "moors"))(set: $newlocation to (either: ...$newlocation_array))]$newlocation
```

Record newlocation just in case

She

[Becomes]

a

[Job]