



Twine Text Adventure Workshop

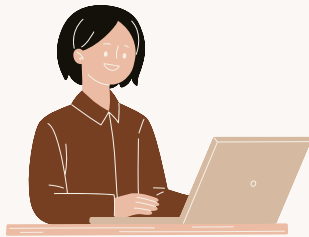
GAMES DESIGN DOCUMENT



Title: (Title of Your Visual Novel Game)



Genre: (Genre or genres your game falls into, e.g., Comedy, Dating Sim, Mystery, Horror, Fantasy, etc.)



Story: (Outline the main storyline or multiple routes if applicable. Include key plot points, twists, and endings.)



Characters (Main character? Supporting Characters?
Name, Description, Background, Goals, Personality, etc):



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TWINE STORY TEMPLATES AND IDEAS

GITHUB REPOSITORY
(WHERE YOU FIND
THE TEMPLATES):

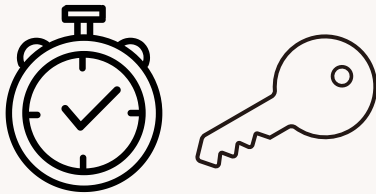
<https://github.com/Kouda-Ha/TwineTemplates>

BASIC TEXT STORY



The templates gives the user a quick and easy explanation for making a semi-linear text adventure story.

TIMER AND
COLLECTABLE STORY



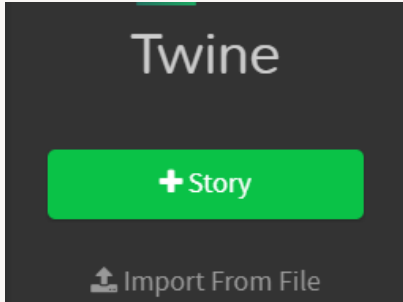
This template can be used for timed stories (things such as an “Escape Room” where you need to find all of the keys to escape), includes a good and bad ending option.

The template is filled in with a basic escape room, with 300 seconds to find three keys, merely as an example. You can change all of the dialogue to fit any story with collectables (keys, coins, magic items, etc) and even change the time limit (a 60-seconds quick fire game, 30 minutes to explore an in-depth game, etc).

DRAW A FLOWCHART
FLOWCHART DRAFT

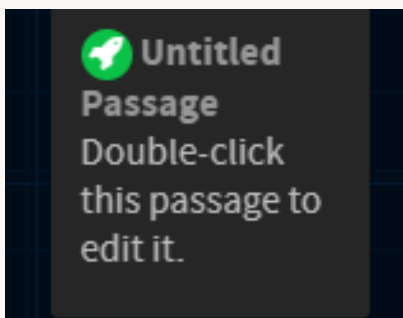
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TWINE TUTORIAL



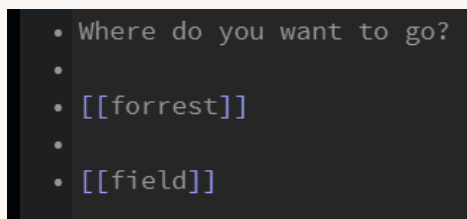
Make a new file:

- Click on '+ Story' or 'Import from file'
- Name the story or find the file you're importing (likely in downloads)
- Click Add! And your story will be on the main page of Twine's menu



Getting started:

- Double-click a passage to edit it.
- Rename the first 'Untitled Passage' to something meaningful (like 'Menu' to make a game's menu). Here you can put a basic game title and information



Text-based adventures are like giant flowcharts. Each choice will be its own textbox.

Making a simple choice / adding new pages:

- To make a choice, we need to type two open square brackets [[, then add the choice name, then close it with two closed square brackets]] (see below):

EG:

[[choice]]

Tip: Rename the first box to Menu, and the first choice to 'New Game' or 'Start Game', so it starts like a regular game would.

You're all set!

With only the above you can make a text-based 'choose your own adventure' styled videogame!



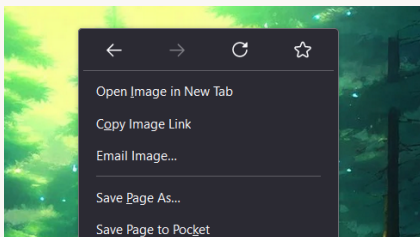
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TWINE TUTORIAL - EXTRAS

WHAT IS TWINE?

Twine is a free open-source Game Engine that is used to make text-based adventures and visual novels.

Twine uses HTML (something used to make websites) and CSS (something to make websites look pretty). With this in mind, we can add extras to our Text Adventure stories, such as pictures. How to do so is explained below.



Adding Images!:

- Adding an image to a page. You can add an image with an image URL from the internet, right click a free to use picture and 'Open Image in New Tab', copy it's URL and place it into this placeholder:

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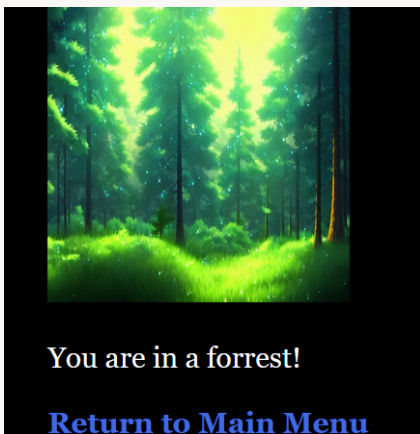
```

Upon playing the game, you will see the picture you linked on the screen. You can use pictures to make the game more immersive or to break up long paragraphs of text

- The width and height values can be modified, changing the width or height of an image. It can also be deleted if you don't want the image resized (see below):

```

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Unsplash: <https://unsplash.com/>
Pexels: <https://www.pexels.com/royalty-free-images/>

(You can also use your own photos if you host them / upload them online)