

Final Major Project

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Basic Idea

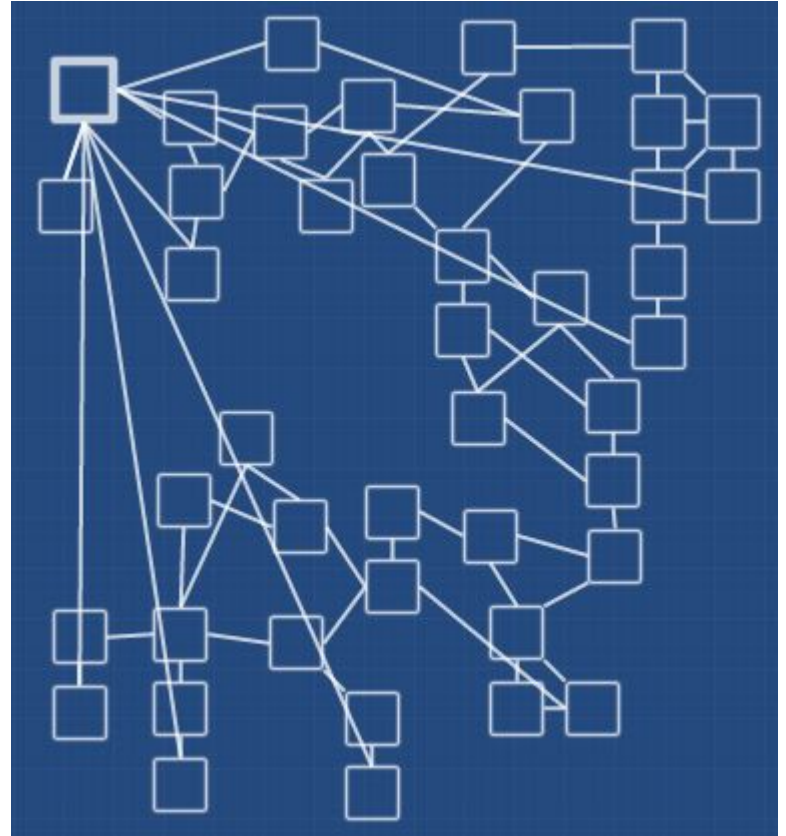
For my final major project I will be producing an interactive narrative. This will be a continuation of a small project I produced last year.

My idea is to take the story that already exists and lengthen it, whilst also adding images, sounds and music.

Original Story

Here is the basic map of the original narrative produced on Twine 2.

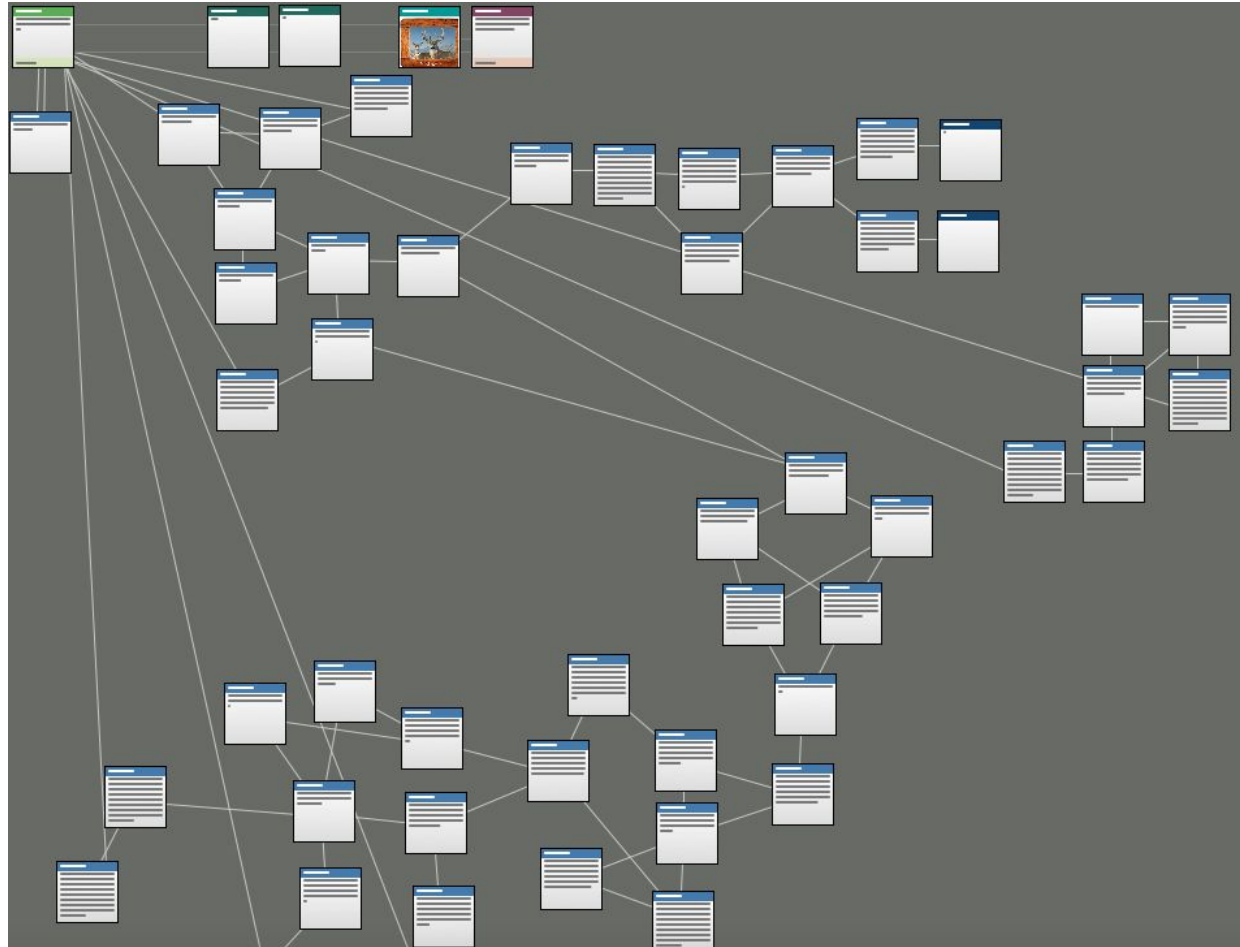
After familiarising myself with the story again I then started to add more passages.



Twine 1

After looking into customising Twine to be able to add imagery it became apparent that this task would be much harder to do on Twine 2 but would be easier to do on Twine 1.

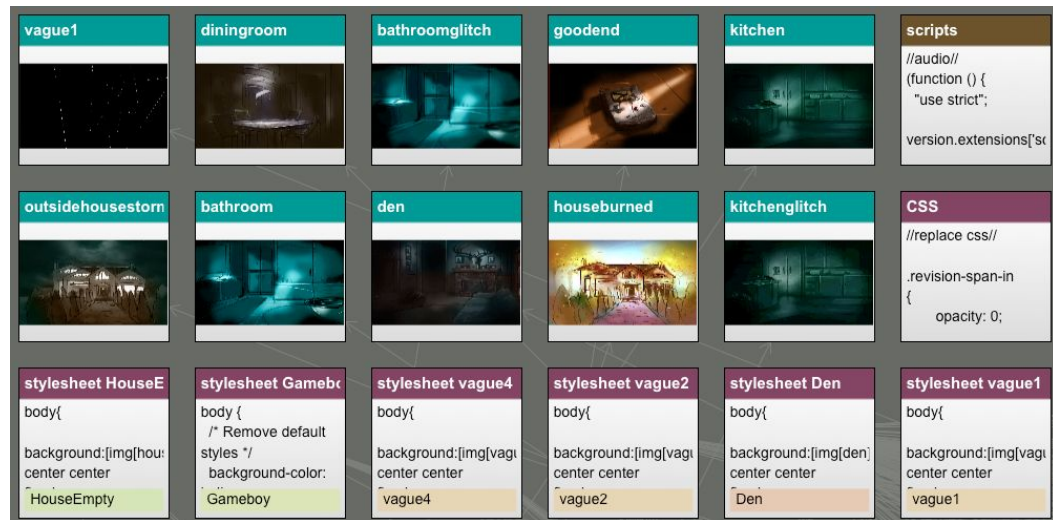
Once I downloaded Twine 1 I brought my story across and then added more passages.



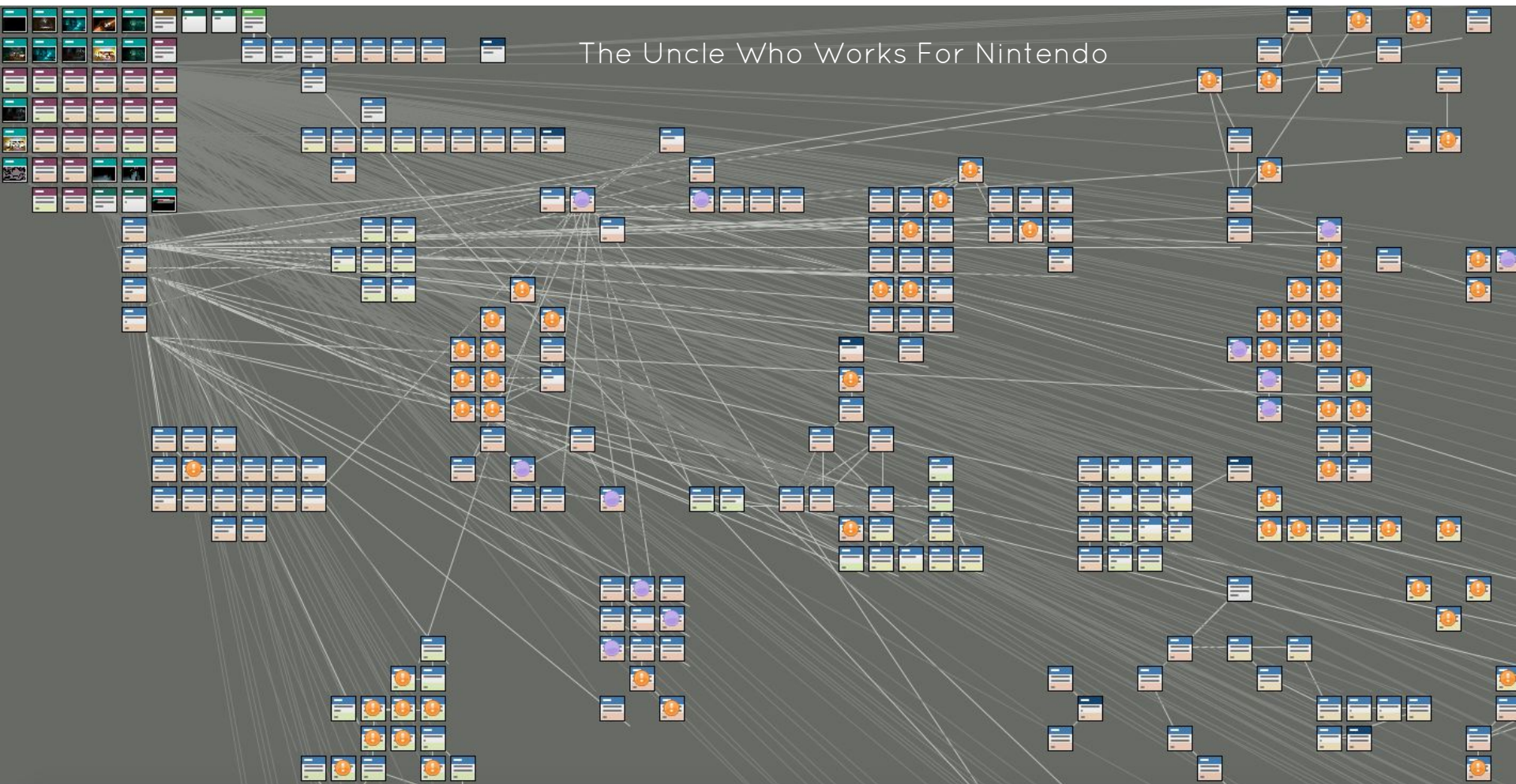
Illustrating Twine

To figure out how to illustrate my story I imported a Twine story I had found online which made great use of images and visuals called [‘The Uncle Who Works For Nintendo’](#).

It showed that there are multiple passage types that you have to link together to get the narrative, visuals and sounds to work together. Which I will implement into my Twine.



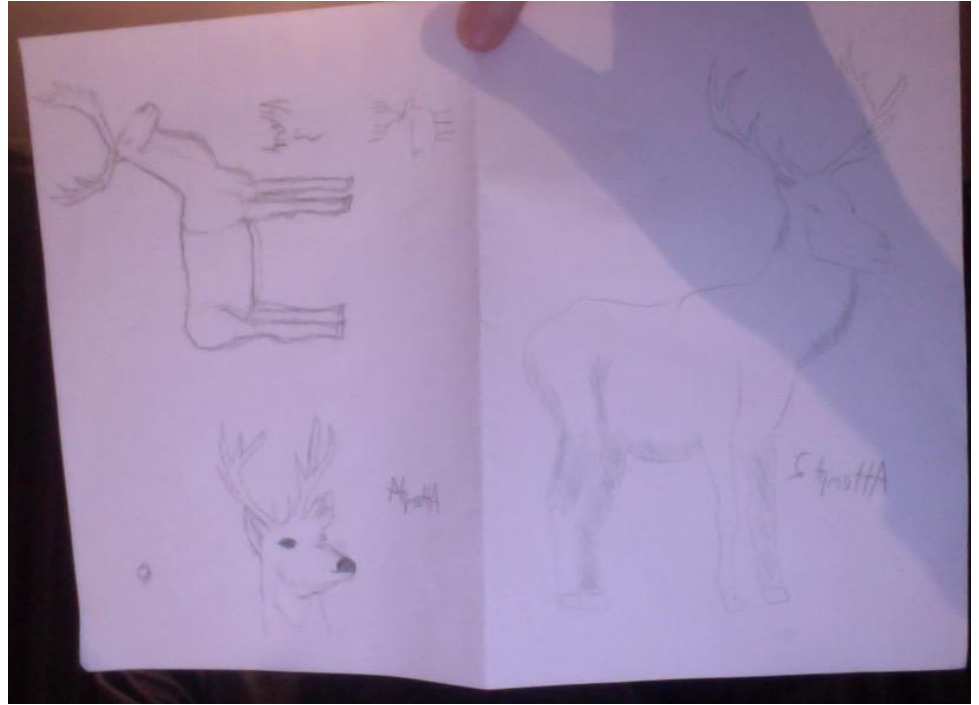
The Uncle Who Works For Nintendo



Concept Art

I've also started looking at art styles for my story and this is a really important aspect of the project because it will help harness the mood and overall atmosphere of the story.

I got Margot to draw a deer and tried to copy it. With limited success.



What's Next

Now that the story is almost complete the visuals are starting to be the main goal. Once the images are done I'll implement them into the Twine and then start looking at music and sound effects.