

Creating an interactive story was completely new to me and challenging. One of the challenges was to make up a story. For me it takes a long time to come up with *good* stories so only having about two weeks for me is a bit of a struggle, I also tend to overthink how it should go. Regardless, I focused on trying to keep the story and the choices simple.

I think the concept of my story is whether to trust someone or not under certain circumstances. When to offer kindness and look after yourself and sometimes the choices that look scary (like going off of the path) could lead you to a better outcome than the one mapped out for you. The concept appeared to me more near the end of completing the story.

The story doesn't go into too much depth. It could've been If I had added many other routes and had more time. But keeping track of multiple choices and outcomes for each one was another challenge as I built the story.