

Lab5 - Stories

COMP394 - Practical Game Design

Purpose: Use **Twine** to create **Stories** of various shapes.

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Create a folder named **Lab5_{YourInitials}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Snapshots_{YourInitials}.docx**.
- Follow the hands-on class work. Take relevant snapshots in the snapshots document.

Challenge (50%):

- Create a subfolder named **TwineStories**.
- Use Twine to create (under **TwineStories** subfolder):
 - A **Linear Story** with 4-5 passages; save it in **LinearStory_{YourInitials}.html**.
 - A **Non-Linear Story** with **Branching** structure, 2-3 levels deep and 2-3 branches per passage; save it in **BranchingStory_{YourInitials}.html**.
 - A **Non-Linear Story** with **Foldback** structure with 2-3 foldback passages and 2-3 branching passages between foldbacks; save it in **FoldbackStory_{YourInitials}.html**.
- Create a subfolder named **ApplePicker**.
- Continue with implementation of further features of ApplePicker (30-45 min)
 - Export your work in a **Lab5_ApplePicker_{YourInitials}.unitypackage** file in the **ApplePicker** subfolder.
- Zip the folder **Lab5_{YourInitials}** and Upload it here.

Deliverables:

- Zip and upload in **Lab5** dropbox folder.