

The background of the slide is a dense field of bright green clover leaves, each with three heart-shaped leaflets. The leaves are in sharp focus in the foreground and gradually blur towards the background, creating a sense of depth. A white rectangular box with a thin black border is positioned on the right side of the image, containing the title and author information.

Basic styling and adding assets

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Outline

- Basic styling
- Adding background
- Adding images
- Adding sound
- Resource of styling and advanced scripting
- License

Editing panels

Content

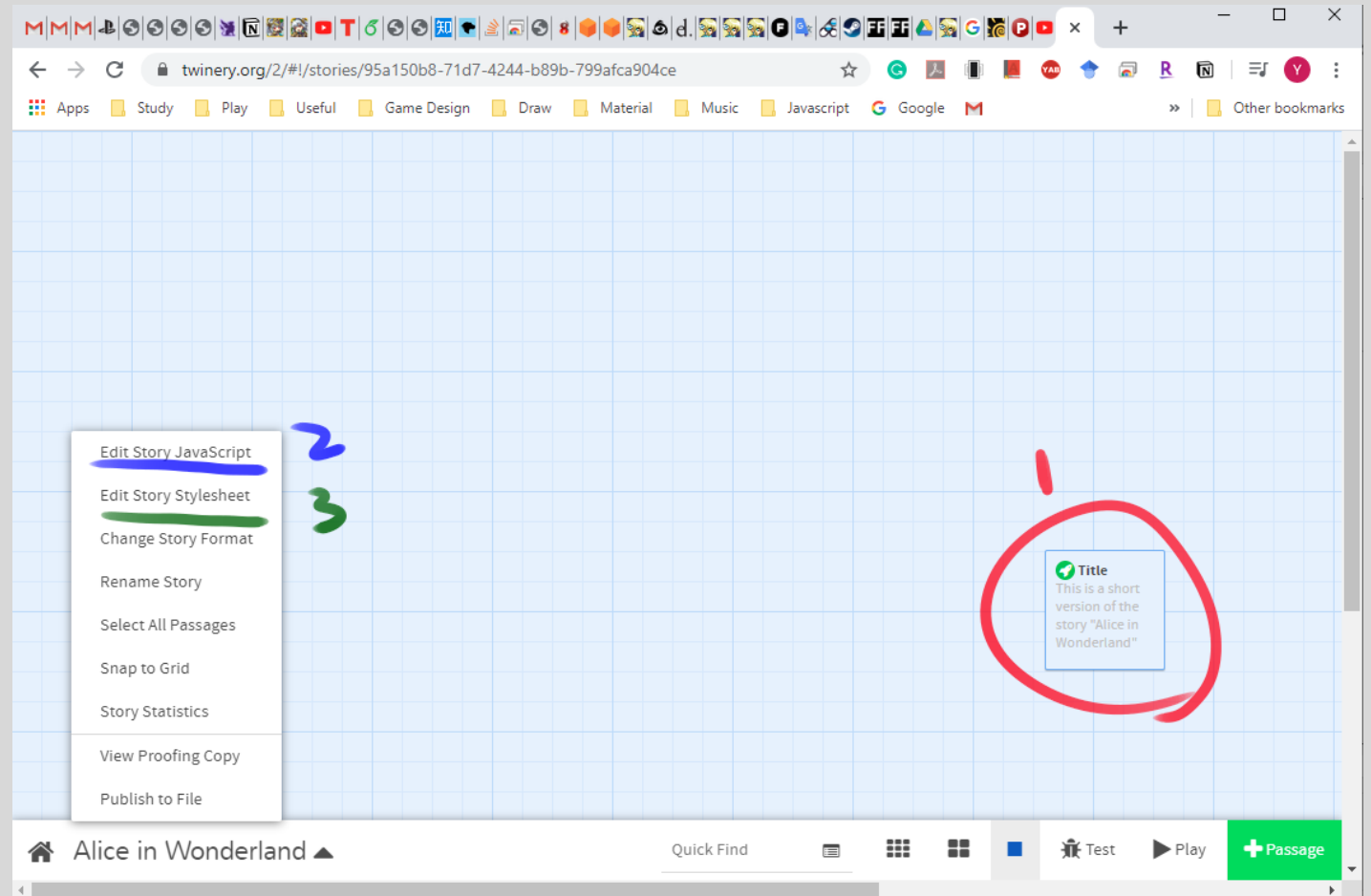
- Passages (1) – webpage content

Dynamic behavior

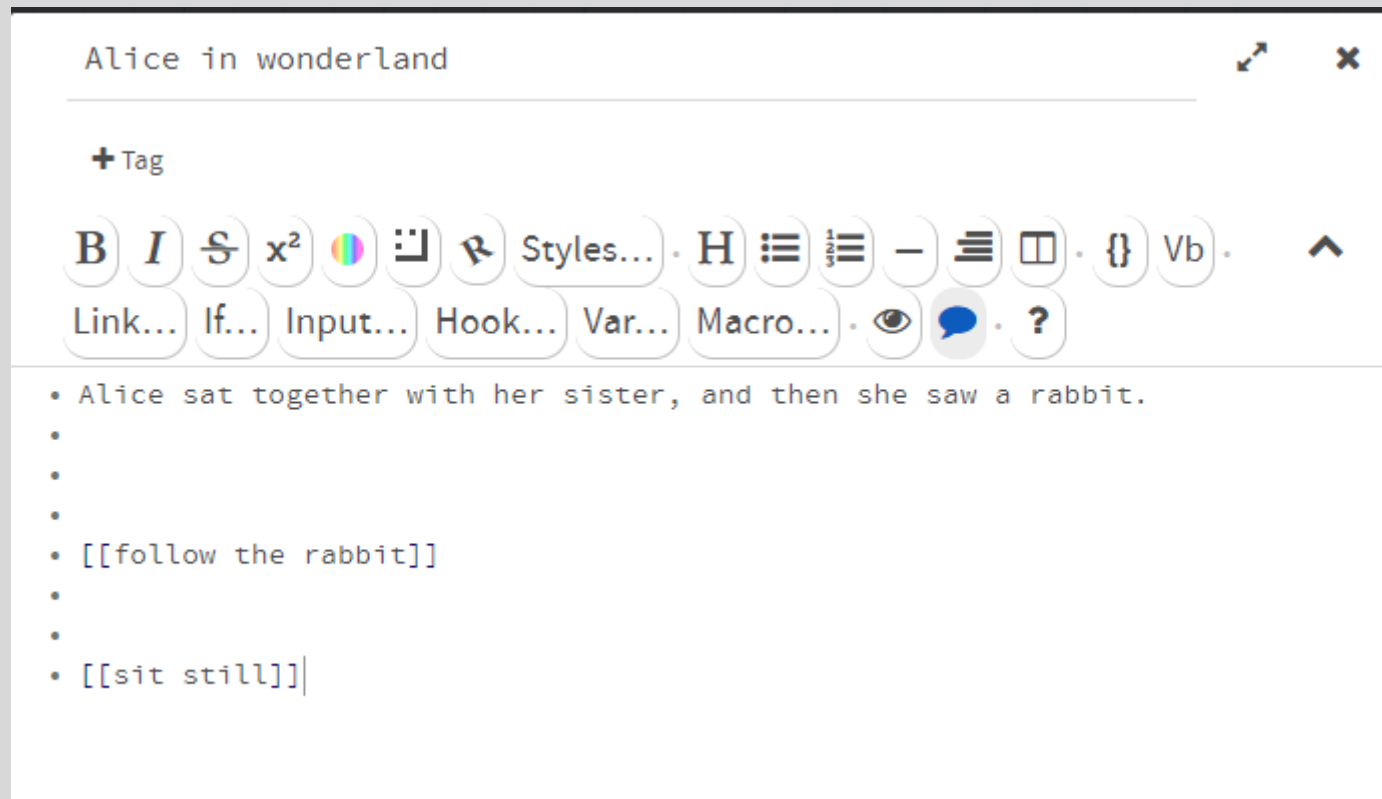
- Javascript (2) - javascript

Styling

- Style Sheet (3) - CSS

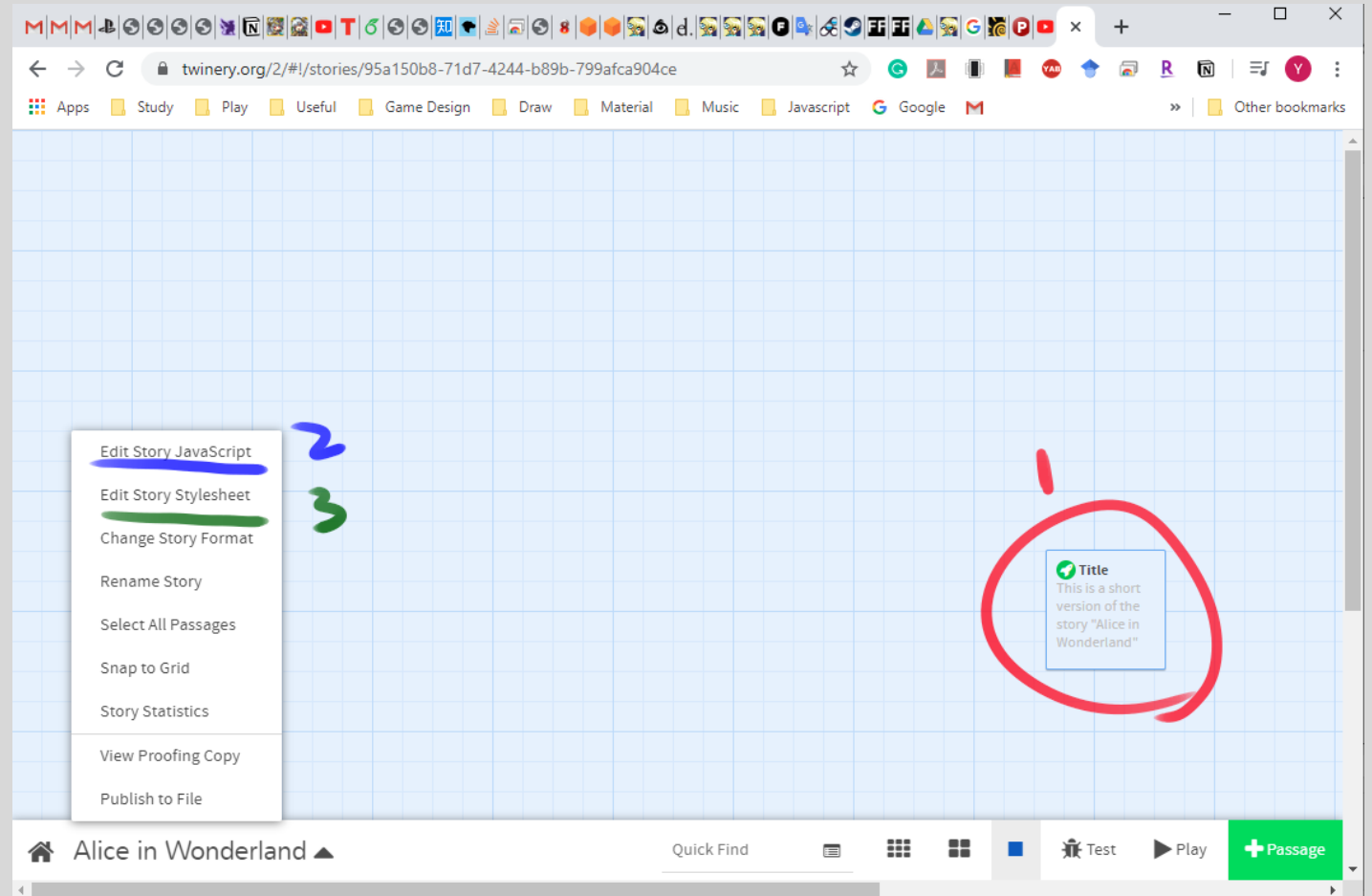


Toolbar



Basic styling

- Panel #3: styling



Basic styling

- Alignment of text

```
tw-passage{  
    text-align: center;  
}
```

- Changing text color:

```
tw-passage{  
    color: red;  
}
```

CSS

Tutorial:

- https://www.w3schools.com/css/css_syntax.asp

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CSS Syntax

Selector

Declaration

Declaration

h1

{ color:blue; font-size:12px; }

Property

Value

Property

Value

The selector points to the HTML element you want to style.

The declaration block contains one or more declarations separated by semicolons.

Each declaration includes a CSS property name and a value, separated by a colon.

Multiple CSS declarations are separated with semicolons, and declaration blocks are surrounded by curly braces.

Example

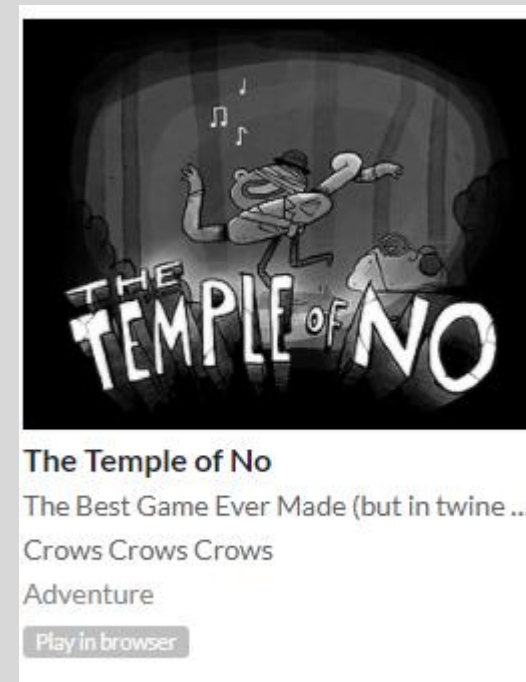
In this example all <p> elements will be center-aligned, with a red text color:

```
p {  
  color: red;  
  text-align: center;  
}
```

[Try it Yourself >](#)

Two examples

- Games made with Twine: <https://itch.io/games/made-with-twine>



Images and music

- Every asset you want to use in Twine should have an online address.
 - (O) <https://drive.google.com/uc?id=I058uuto6WkNyh8V-p6Ewpww6bkTIWJYY>
 - (X) :\\Users\\ricer\\Google Drive\\GameDesign\\TwineTutorial\\Assets\\image
- Find the assets from some website (license needed)
 - <https://opengameart.org/>
 - <http://yurudora.com/tkool/>
- Host the assets through some free online space (license needed)
 - Google Drive
 - Github
 - Others

Example: host assets in google drive.

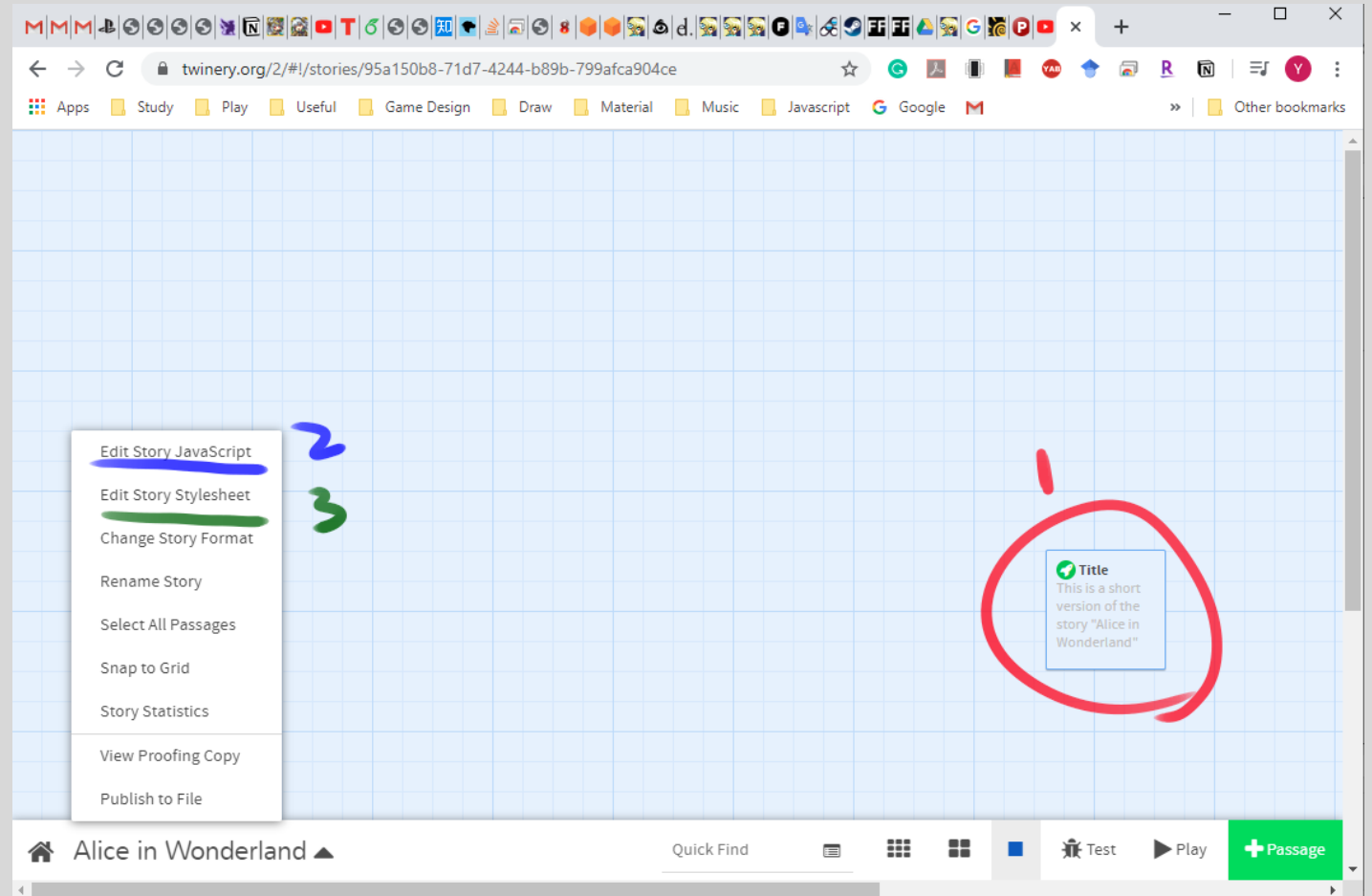
- Set the permission to **Public**
 - Right click you file
 - “Get link”
- Get shareable link
- Get **direct link** to the file
 - OLD: <https://drive.google.com/open?id=IR7KQ2RYyAGcC5kVwPioJzpfcn6I-b9Nr>
 - NEW: <https://drive.google.com/uc?id=IR7KQ2RYyAGcC5kVwPioJzpfcn6I-b9Nr>

Github

- Create a repository
- In settings:
 - Scrollign down until you see “Github pages”
 - Choose a branch as the source
 - Select a theme
 - Get you github page link (root address)
 - EX: <https://rimichen.github.io/ImageLocker/>
 - Get file address:
 - https://rimichen.github.io/ImageLocker/image/book_start.png
 - <https://rimichen.github.io/ImageLocker/image/book.png>
 - <https://rimichen.github.io/ImageLocker/image/rabbit hole.png>
 - <https://rimichen.github.io/ImageLocker/image/bottle.png>
 - <https://rimichen.github.io/ImageLocker/image/caterpillar.png>

Basic styling

- Panel #3: styling



Adding background

- For all

- Open the stylesheet

```
tw-story{  
    background-image: url(" <your image address> ");  
    background-size: cover;  
}
```

- For some passages

- Set tags for passages, also in stylesheet

```
tw-story[tags ~= " <tag name> "]{  
    background-image: url(" <your image address> ");  
    background-size: cover;  
}
```

Adding image

- In passages
 - Add a div (container for an image)
 - Add image with source link

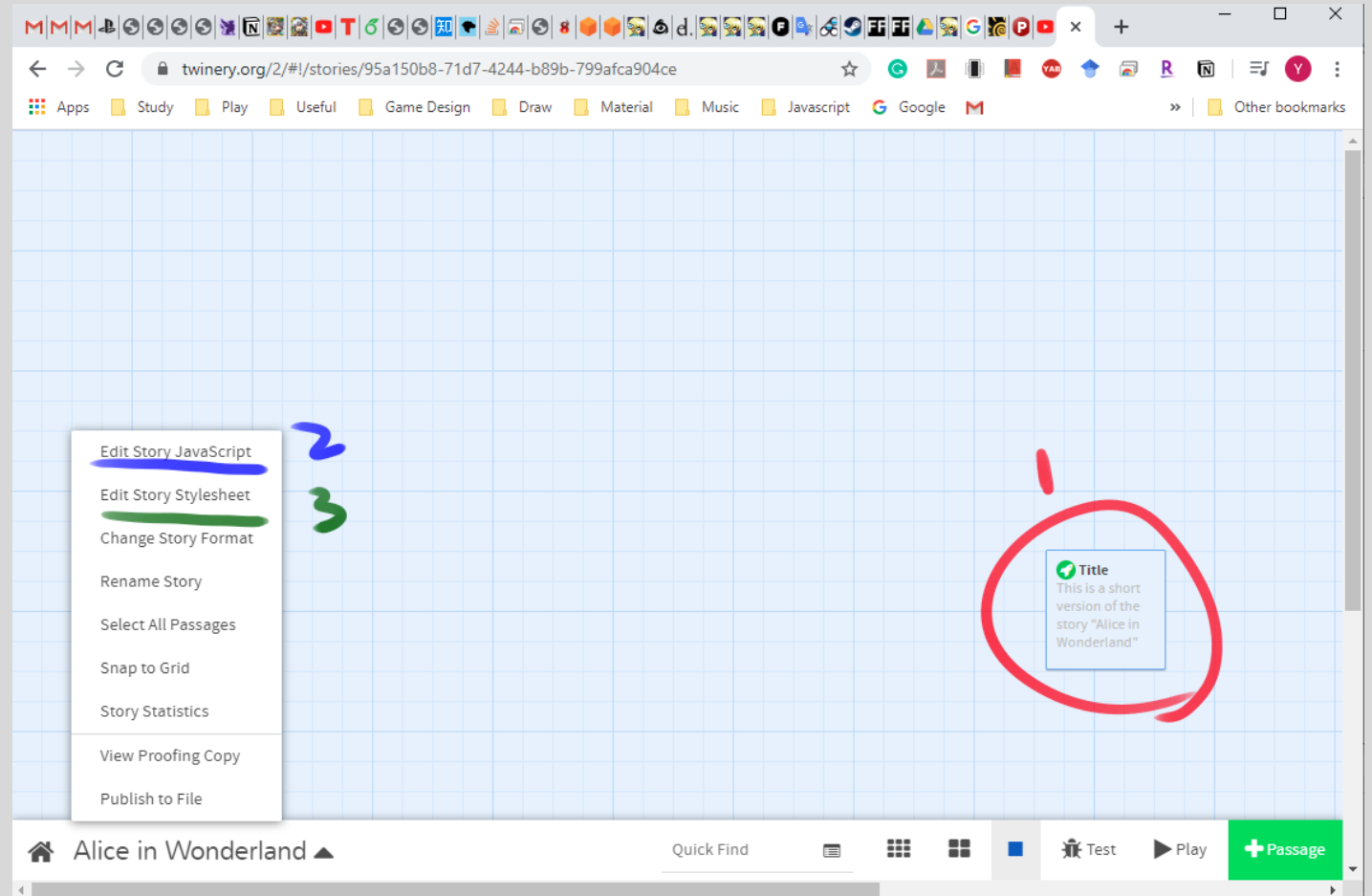
```
<div>
```

```
  <img src = "<your image address>" >
```

```
</div>
```

Basic styling

- Panel #2: dynamic behavior



Adding sound

- For the whole game

- In story javascript

- ```
var test_audio = document.createElement('audio');
```

- ```
test_audio.src = "<music source>";
```

- ```
test_audio.loop = true;
```

- ```
test_audio.play();
```

- For one passage

- In the passages

- ```
<audio src = " <your music file link> " autoplay>
```

- Sample sounds:

- [https://rimichen.github.io/ImageLocker/yurudorashiru\\_sound/01.mp3](https://rimichen.github.io/ImageLocker/yurudorashiru_sound/01.mp3)

- [https://rimichen.github.io/ImageLocker/yurudorashiru\\_sound/02.mp3](https://rimichen.github.io/ImageLocker/yurudorashiru_sound/02.mp3)



# Trick: stop looping

- Create an empty frame
- Give a non-exist image source
- Tell Twine, if error happens then pause the music. (trigger an error to interrupt the looping behavior)

```
<div style="display: none;">

</div>
```

- Play: `$('#nowplaying')[0].play();`
- Fade out: `$('#nowplaying').animate({volume: 0}, 2000);`
- Fade in: `$('#nowplaying').animate({volume: 1}, 2000);`
- Reference: <https://twinery.org/forum/discussion/2528/fading-out-stopping-looped-music-in-passage-s>

# Reference source

- Javascript
  - <https://www.w3schools.com/js/>

# License

- Artists'/ Authors' copyright/attribution instructions.
- If NO Copyright/Attribution Notice instructions are given.
  - “[asset name]” by [author name] licensed [license(s)]: [asset url]
  - “Icons\_32x32” by ArlanTR licensed CC0:  
<https://opengameart.org/content/icons32x32>
- Artwork created by your own/ teammates
  - “Alice image sets” by Yi-Chun Chen (Rimi):  
<https://drive.google.com/open?id=1L4o6GxqA0JllyBfpaJvrrohBEohHqVWjh>
- Reference: <https://opengameart.org/content/faq>

