Basic styling and adding assets

Yi-Chun Chen (Rimi)
02/18/2020
Revised: 02/28/2021

Outline

- Basic styling

- Adding background

- Adding images

- Adding sound

- Resource of styling and advanced scripting
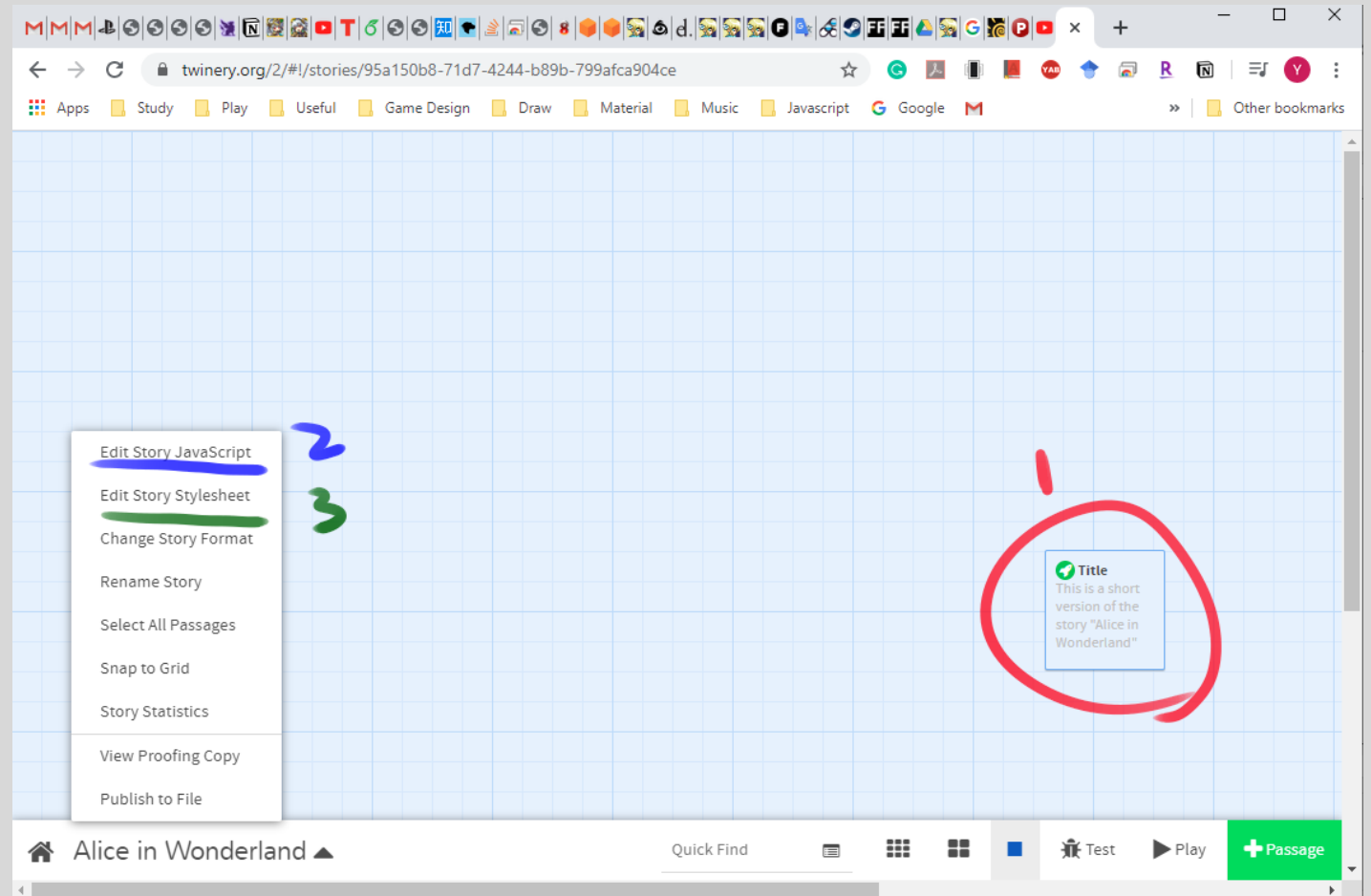
- License

Editing panels

Content

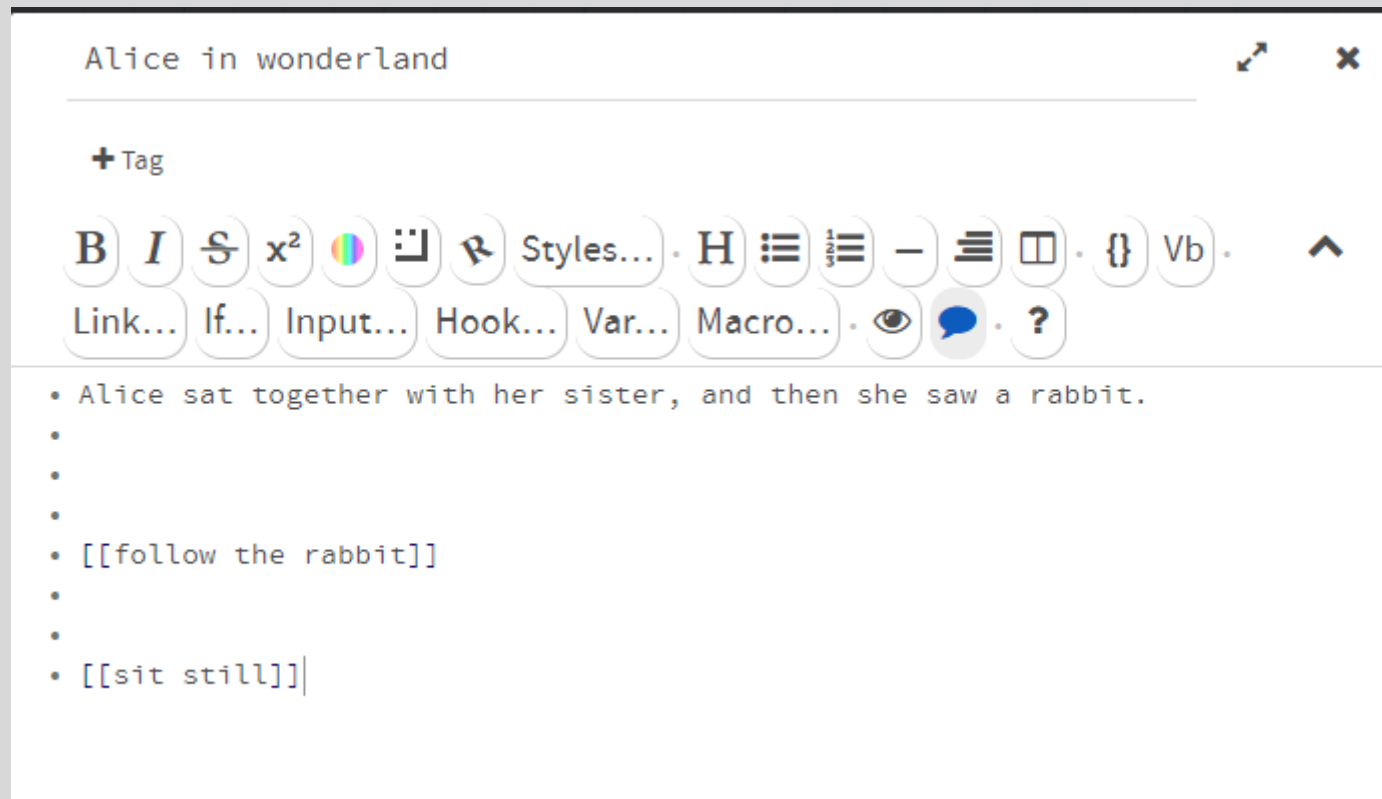○ Passages (1) – webpage content

Dynamic behavior

○ Javascript (2) - javascript
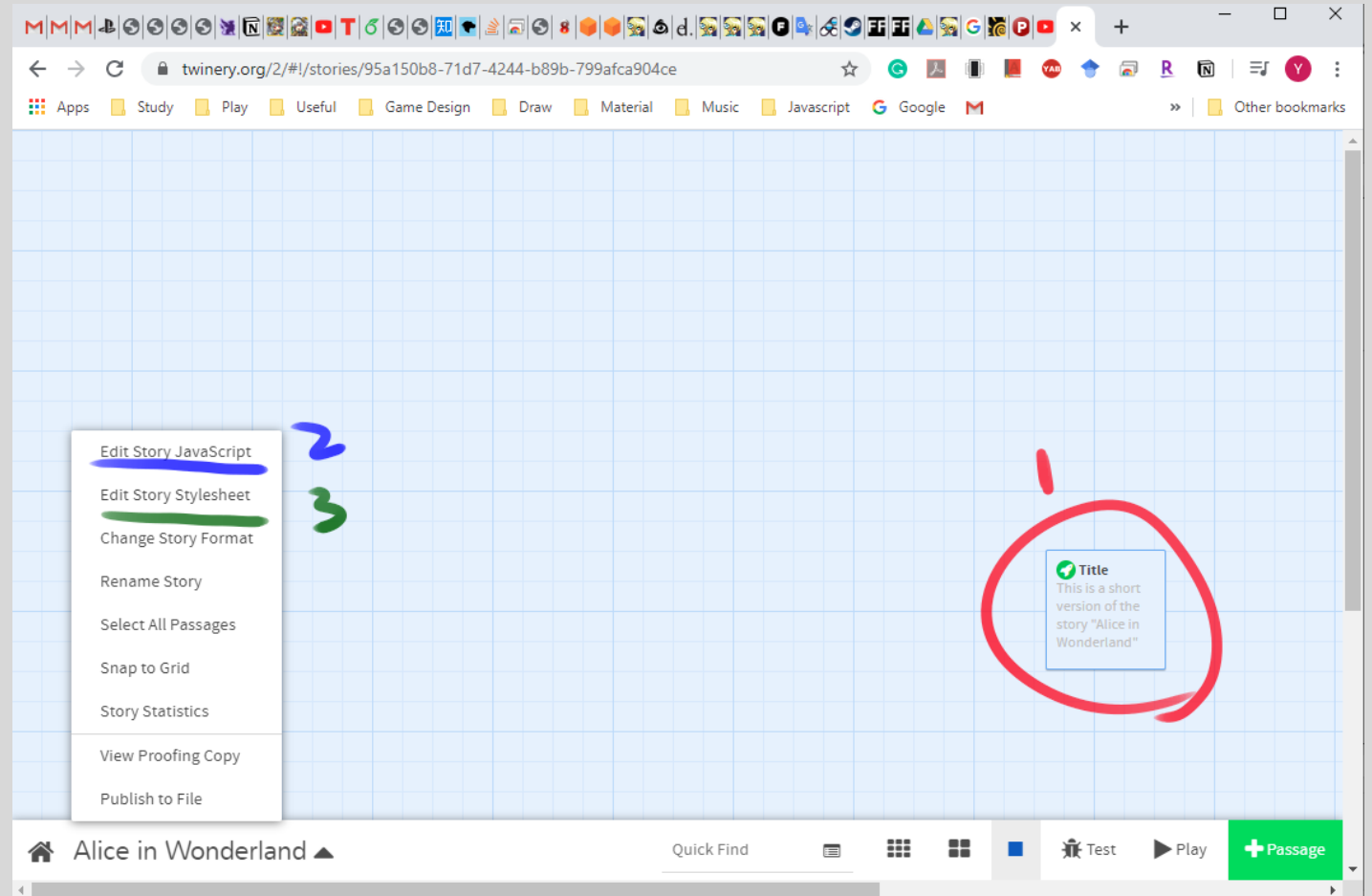
Styling

○ 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

Two examples

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

SPACE FROG!
a story of a frog in space.
npckc
Adventure

The Temple of No
The Best Game Ever Made (but in twine ...
Crows Crows Crows
Adventure
Play in browser
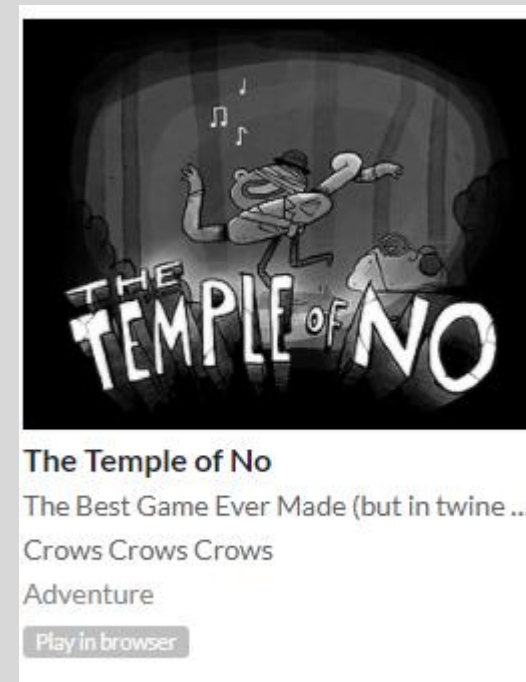
Images and music

- Every asset you want to use in Twine should have an online address.
  - (O) https://drive.google.com/uc?id=1058uuto6WkNyh8V-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=1R7KQ2RYyAGcC5kVwPioJzpfcn61-b9Nr
  - NEW: https://drive.google.com/uc?id=1R7KQ2RYyAGcC5kVwPioJzpfcn61-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/caterpiller.png

Basic styling

○ Panel #3: styling
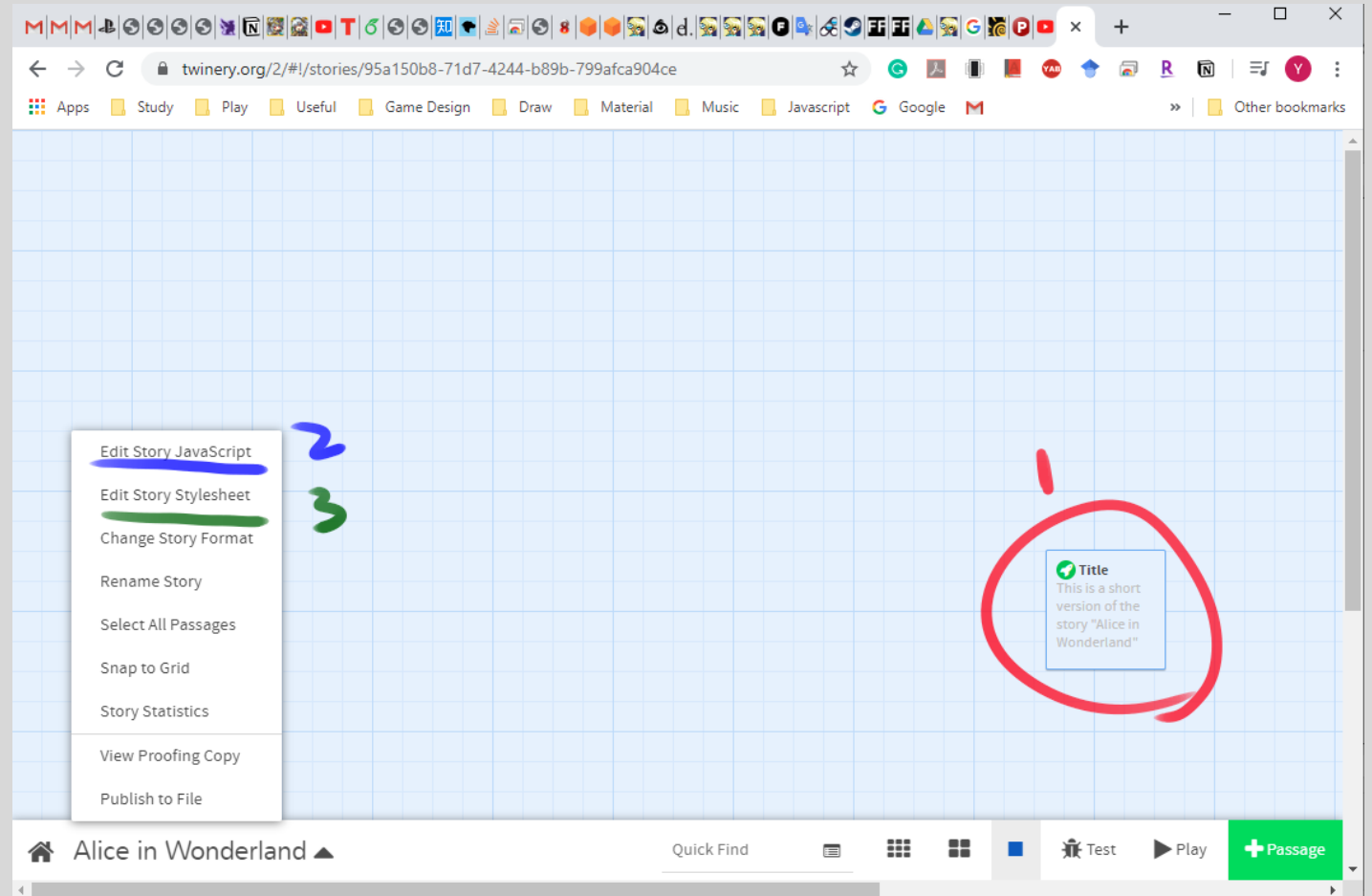
Adding background

- 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
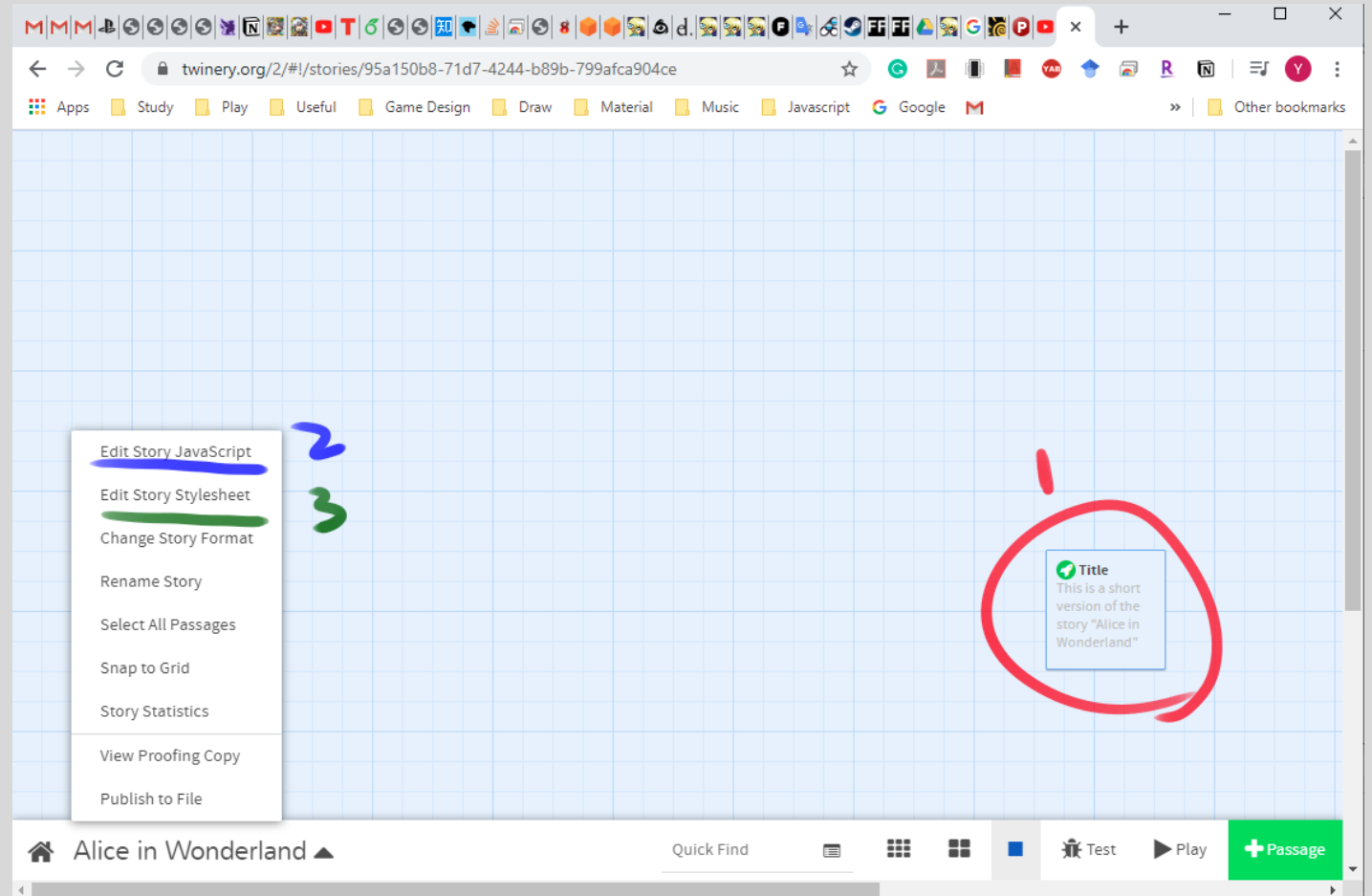
```
<div>
        <img src = "<your image address>" >
</div>
```

Basic styling

○ Panel #2: dynamic behavior

Adding sound

- For the whole game

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

  test_audio.setAttribute('id', 'nowplaying');

  test_audio.src=" <your music file link> ";
  test_audio.loop = true;

  $("body").append(test_audio);
  test_audio.play();
  ```

- For one passage

  ```
  <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**/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;">
    <img src="!@#$" onerror="$('#nowplaying')[0].pause();" />
</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=1L4o6GxqA0JIIyBfpaJvrorhBEohHqWJh

  - Reference: https://opengameart.org/content/faq