Choose Your Own Adventure – User Guide

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Introduction

Welcome to the user guide for the **Choose Your Own Adventure game**, the purpose of this document is to assist and demonstrate how to use the program. **The Choose Your Own Adventure game** operates around a series of inputs (*Entering Data into the computer with keyboard etc.*) and the resulting outputs (*Action of producing something, e.g., Displayed text or images etc.*). (Oxford Languages and Google, 2021)

How to use the "Choose Your Own Adventure game"

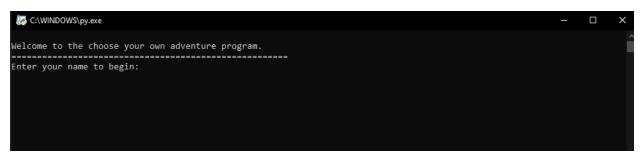
For a user to use the game as intended a keyboard or similar alternative is suggested.

Starting the Program

Upon successful launch of the program, the user will be presented with a screen similar to the one below.

(*Colours and general program terminal are subject to change and don't need to match examples)

Example 1.



If a user is now able to see something similar to the above example the program should be operating normally, if however, you don't see the text in the above example try restarting the program.

First Input and Entering Name

A user can now enter their first input, please enter a name of your choosing (*This will what the user will be referred to as in the story*).

If you aren't happy with the name you've entered, please restart the program before progressing.

Users are not able to make changes to the name they have inputted at any point going forward unless as stated they restart the program at this point

Once a user has entered their chosen name, they will begin the Choose Your Own Adventure game,

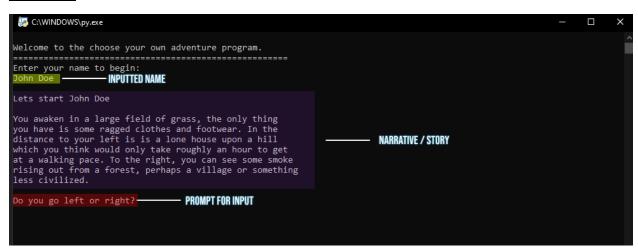
Example 2.

(*When you start typing out your name it should appear beneath "Enter your name to begin: ")

How is the Story Presented?

The narrative/story of the **Choose Your Own Adventure game is** done entirely through text displayed to the user on the screen (*Through your terminal of choice*). As such you will only see text similar to the likes of the paper novel. Following the successful completion of your name of choice (*Refer to the table of contents and navigate to section "First Input and Entering Name"), the user should start the narrative and be presented with a screen similar to the example below.

Example 3.



How Inputs Work

The user so far has only performed one input, in the previous example after the section containing the narrative/story there was a separate line with a question. These are indications that the user is required to enter an input. In this previous example, the user will need to enter either left or right.

"left" will take the user down a specific narrative and entering "right" will also take them down a designated narrative. If a user enters an incorrect response to the prompt for input, they will be indicated similar to the example below.

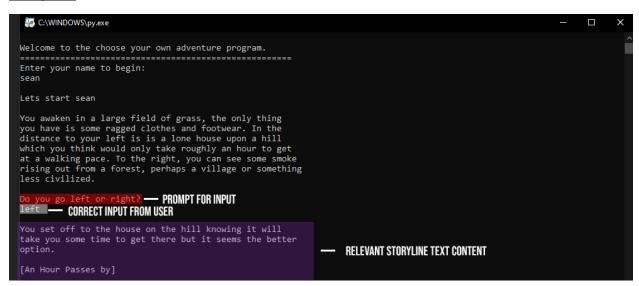
Example 4.



If you enter either left or right correctly and the user does not see the above prompt about an incorrect input, then the user has successfully progressed to the relevant storyline in the **Choose Your Own Adventure game.**

An example of a correct input is given below.

Example 5.



When do the storylines and program end?

When the last line the story or sentence is left empty and does not end with the below example. You will need to read the relevant line which will indicate two valid inputs that are relevant to the story of the **Choose Your Own Adventure game.**

(*The following example will only display at the end of a narrative branch indicating that the user has finished that storyline and the program has started from the beginning allowing them to make different choices)

Example 6.



References

Oxford Languages and Google, 2021. Input definition, s.l.: s.n.

Oxford Languages and Google, 2021. Output definition, s.l.: s.n.