

Challenges and questions with Twine:

Thinking of doing game on virtual worlds and ai npc bots inside of it.

Want to use some industry terms to contribute to theme and give a nod to players that may be programmers or in the tech industry in general.

Want to have multiple storylines, but few outcomes to deal with potential scoping challenges.

If twine map was seen through terms of network analysis there would be a few nodes with high closeness centrality from a high in-degree connecting multiple storylines/options and condensing this into fewer outcomes to condense into three distinct endings, but different lore depending on the player's choices.

Recently learned you can add images and sound, if I was aware earlier in my design process I would have absolutely included that.