PROJECT MANAGEMENT
CENTER FOR EXCELLENCE
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Standard Operating Procedure
Twine Application

Purpose-

The purpose of this document is to understand the procedure, baseline requirements so as to build simulations with the help of a tool creating different scenarios and situations. This document will act as a tutorial guide for ‘Twine’ which is a tool for creating hyperlinks The difference between hypertext and a linear story, the kind found in books and magazines, is that it allows the reader to have some measure of agency.

Much of Twine is dedicated to helping you keep track of your work's structure visually with a story map, so you can see what your readers' experience will be like.

This document will help educate instructors on how to efficiently and comprehensively create a hyperlink simulation with the help of twine, without any knowledge of coding for the course.

Procedure

1. The concept of passage

   Twine application elements are made up of “passages” — discrete chunks of texts. (In classical hypertext theory, these are called “lexias.”) Twine involves moving from one passage to another. Passages have two elements: a name and content. The passage name is never shown to the player; it’s just used behind the scenes to guide the user on their path through the application. The content, on the other hand, is what the user sees when they reach that passage of the game.

2. Getting started

   Although you can use more than one way at a time, the stories you create will *not* be shared between them. You can still export and import your stories between them, of course – it is just a manual process.

- Direct from twinery.org - Point your web browser to http://twinery.org/2 to get started.
- Download Twine 2 to your own computer- This has the advantage of being able to work on your stories even when not connected to the Internet. You can download a local copy of Twine 2 from the homepage.

To get started, just start the application that you find inside the folder (on Windows this is the Twine.exe file and on Linux it is just called Twine).

3. File storage

   Stories in Twine 2 are saved to your web browser itself, **not** to the twinery.org web site. This is the case even if you're running Twine 2 from a copy you downloaded to your own computer.

   Because of this, if you use multiple web browsers or profiles on your computer, the stories saved to one browser will not be available to any other. (Likewise, an in-progress story using Twine 2 will not be available on any other computer.)

   And more importantly, deleting your browser's history will also delete your stories. The exact option that will do this goes under different names in different browsers.

4. Creating your first story

   This step will guide you through creating a very simple branching story with Twine.

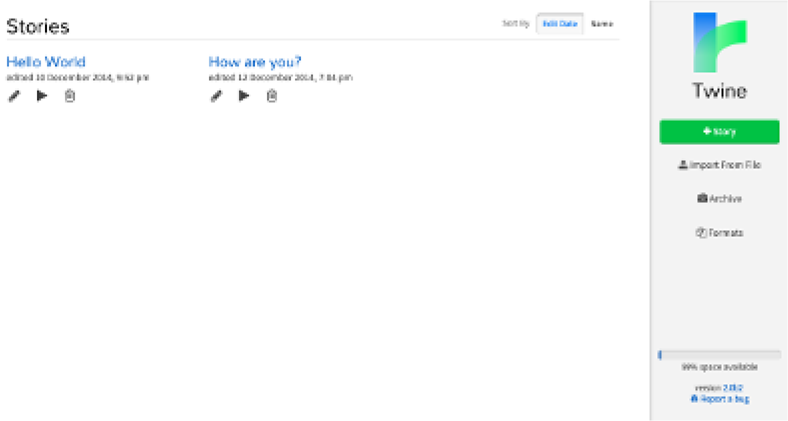
   a.Use the green **+ Story** button on the right side of the screen to get started with your new story. It will pop open a balloon asking what to call it. You can name it whatever you like. (Image1)

   b.As soon as you give your story a name, you'll be taken to its story map. The story map is a canvas for your story that will expand in size as much as you like. You can move around it using the scroll bars of the window, or if you're using a touch-based device, just dragging around with your finger.(Image2)

   c. Box pops onto your story map as soon as it opens, called “Untitled Passage.” Your story will be made up of individual passages. Usually, passages are shown one at a time to a reader.You can do that by either double-clicking it with a mouse(Image3) d.At the top of the editor that appears is a field with your passage's name. You can change that any time. Underneath that is a button to add tags to your passage

e.Close the passage editor either with the Escape key, or by clicking or tapping the X in the upper-right corner. There's no need to save your work – Twine will automatically do it for you as you make changes.Click or tap the **Play** button on the right side of the toolbar

f.As soon as you close the editor, Twine will create two new passages for you with the names of these choices, and draw connecting lines between them to show that they're linked. These passages have a thinner border than the first one. Twine highlights the starting point of your story with a thicker border.



Stories

Sort By Edit Date Name

Hello World
edited 10 December 2014, 9:52 pm

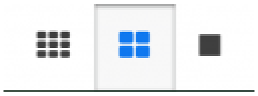
How are you?
edited 12 December 2014, 7:04 pm

Twine

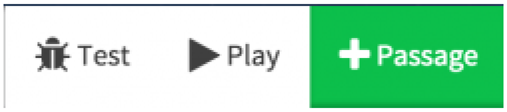
99% space available

version 2.0.2
Report a bug

(Image1)



(Image2)



(Image3)

i. Create Links

Most of the time, you'll be linking from one passage to another. The easiest way to do this is to put the name of the passage you're linking to in between two square brackets, [[like this]]. This will turn the passage name into a clickable link.

However, you may also want to have the text shown on the page be different from the passage name. For example, you might have two ways to reach a passage, or you may not want to give away the name of the destination.

Ii. Adding music/media/video from youtube

Adding media to your Twine game is as easy as adding HTML tags. Let's say that you want to add a picture of a spooky hallway to the first passage of your game about “being happy”. All you would need to do is search for "happy smiley face" on Google, refine to Images, find an image you like, and then click on "View Image." Now the image will be displayed in your browser, and its URL will be in the address bar. All you need to do is grab its URL by using "Cut." Now you have all of the information you need to insert this image into your Twine game. Let’s add an HTML img tag right above the existing content in the passage: You are in a hallway Good coding practice requires that you enter an alt= tag to describe the content of your image in words. Otherwise, this is all very straightforward. There you have it: there's an image in your application. You could just as easily insert a video from YouTube into your game. Just find the video you want to insert, click on "Share" under the video, select "Embed," and copy the HTML code into your game

Adding music with help of sugarcube alternative:

Adding an Image

Once you know what your image's URL is, having it display in your story is as simple as entering the correct HTML code to show up:

```
<img src="the URL of your image" width="500" height="300" alt="Two foxes">
```

The width and height part of the code control the size of your image on the page. If you leave them off, then it will display the image in the dimensions as you saved it.

Adding a Video

The code to enter for a video is similar to what you use for an image:

```
<video src="the URL of your video" width="640" height="480">
```

If you'd like to embed a video from a service like YouTube or Vimeo, check the page for an option to embed it. See YouTube's help and Vimeo's help for specific instructions on how to get the embed code and customize it. Once you have that code, enter it as-is into your passage to have it display.

Adding a sound effect

The code to add a basic sound effect looks like this:

```
<audio src="the URL of your sound effect" autoplay>
```

The autoplay attribute causes it to play as soon as the passage it is in is displayed.

5.Publish the created story

First of all, it's important to remember that the stories you create in Twine 2 are stored in your browser only, even if you are accessing it on the web. The address you see in your browser when you choose to play or test a story will not work if someone using a different computer or device opens it.

Instead, you'll need to publish your story using the **Publish to File** option in the story menu, and then post the resulting file to a web site.

6. Variables in Twine

If you want to add more functionalities to Twine, start with adding variables to your passage. A variable name starts with '$'. To define a variable use the set macro as shown below:

(set: $score = 0) or (set: $score to 0)

To access the variables in a passage just write the name of the variable with a '$' symbol. For example, to access score just write $score in your passage.

7. Macros in Twine

Macros in twine help you to add extra functionalities to the story. A macro is written within () and starts with a macro name. They can be used to create popups like:

(prompt: "Enter your name","Name")

Or add features like navigating to different passages using IF. The macros are the case, underscore & dash insensitive.

8. Hooks in Twine

Hooks are used in twine to add functionalities to a certain section in the passage. Anything written inside [] is treated as a hook and can be customized accordingly. Hooks can be used for if statements as follows:

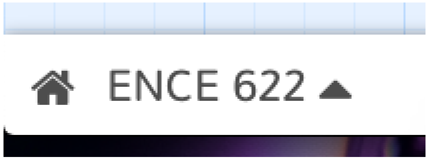
```
(if: $x is 2)[This text is only displayed if $x is 2.]
```

For more information on Twine variables, macros, and hooks go to:

http://twine2.neocities.org/

9. Using HTML, Javascript & CSS in Twine

A twine story is created completely using front end development tools like HTML, Javascript & CSS. HTML code can be added inline for a twine passage. For adding styling elements like css or functional elements in javascript follow the following:



Click on the arrow beside the story name. You will get the ‘Edit Story Stylesheet’ option in it. Add your CSS code to this stylesheet.

For adding javascript code, click on the arrow and select ‘Edit Story Javascript’ and add all your javascript files.