

A story for the purposes of a game is *a series of problems* that need to be resolved in order to take us through to the end of the plot. In Twine, you're able to see every choice your player makes - and how much content you'll need to make to support those choices, even if a player never takes that path.

Being a good writer isn't enough to make a compelling interactive story! You also need *planning*.

- **Step 1: Setting** - Where is this happening? A coffee shop? The local parking garage? A gym? The local performing arts centre? Even if it's in outer space, most people do best with a setting they're familiar with, which is just a little strange.
 - An abstract space, the minds-cape and a vignette.
- **Step 2: Conflict** - The setting will help dictate what problems are available for your characters to solve. Is it training day at the coffee shop? What can go wrong? Make a list of as many things as is possible.
 - Talking to people is the conflict. Unmasking is the conflict. Internal conflict
- **Step 3: Characters** - in other settings, these are your personas. They have specific wants and needs. If a story is character-driven, those wants and needs lead to your plot points. If it's driven by scenario, then things happen to these people - but they have to respond in a way that makes sense for them, or the story won't work.
 - The Ghost of an Unloved Effigy
- **Step 4: Plot Gates** - In interactive fiction, you want to produce enough conflict for a satisfying shape of story, without producing so much that people miss out. This means choosing what "shape" your story should have. Choose from your conflicts and your characters to develop your plot points, offering *the player* control at key intervals.
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- **Step 5: Twine Implementation** - Once you have your story and your basic choice/conflicts laid out, implement your game in twine. Twine's graph view will show you when you have endless loops in your scenario, or when you've gated a lot of plot behind one bad choice. Try for a balanced graph.
- **Step 6: Publish, Test, Revise:** Publish your HTML file from Twine and put it on the internet where people can find it - [Github Pages](#)

6 distinct endings

Unmasking straight narrow ending

Unmasking fear ending

Dissociation ending

Revelry of Delusion ending

Give up ending

Masks all the way down

Genre Abstract branching story game. Premise being a character who is neurodivergent in their mind rationalizing how to unmask, struggling to, receiving pain and going through a journey.

GATES

What do I do then is a first gate and past it locks out the dissassociation and revelry endings

- [Links to an external site.](#) if nowhere else. Have players play your game, and record their feedback!

Rules

- **Group Size:** You can work alone or in pairs. You'll be graded by your group size.
- **Collaboration:** It's expected that you will playtest with other students, but this work must belong to your group.
- **Originality**:** this should be original work, not a remix of anything else.**
- **Size and Complexity:** Please put together at least twenty passages with appropriate linking choices. Please include an opening and at least one game conclusion.

Advice

- [The Twine wiki](#)
- [Links to an external site.](#) is the official set of Twine documentation for managing your game.
- This assignment requires only branched choices. For more complex game control, I recommend [Yarn Spinner](#).
- [Links to an external site.](#)
- If you're clever about it, you can recycle passages to loop players, rather than writing new ones.

Submission

Submit your game design document and a link to your working game, where your game can be downloaded for examination.

- **Design Document** - This should record how you developed the game, including writing, sketches, and notes.
- **Twue File** - Export your Twine story as a .twee file and include it in your submission. We need to be able to see your graph.
- **Published Game (Live HTML)** - Your twine game in HTML format
- **Playtest Document** - A report from your playtesting sessions, including at least one with outside/non-group players

Narrative Game Rubric		
Criteria	Ratings	Pts

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Genre and Premise	<p>1 pts</p> <p>Excellent</p> <p>Your description of genre and game premise is complete</p> <p>0 pts</p> <p>Poor</p> <p>Your description of genre and premise is insufficient or unclear</p>	/ 1 pts
Storyline and Agency	<p>4 pts</p> <p>Excellent</p> <p>The story is well-structured with an array of solid choices, no dead ends, a clear start and clear finish.</p> <p>3 pts</p> <p>Good</p> <p>Your storyline is good even though it may have structural problems.</p> <p>2 pts</p> <p>Average</p> <p>The storyline is unremarkable and large segments of the game are gate-locked or dead end.</p> <p>0 pts</p> <p>Poor</p> <p>Your storyline is poor, and it is impossible or unclear how to complete the game.</p>	/ 4 pts
Writing	<p>2 pts</p> <p>Excellent</p> <p>Your writing is excellent. Stylizations are clearly marked out. Spelling and grammar errors only appear intentionally.</p> <p>1 pts</p>	/ 2 pts

Narrative Game Rubric		
	<p>Average</p> <p>Your writing is average, but legible.</p> <p>0 pts</p> <p>Poor</p> <p>Your writing is poor, with unintentional grammar and spelling errors.</p>	
Playtesting/UX research	<p>2 pts</p> <p>Excellent</p> <p>Your playtesting is recorded, and you have addressed player critiques</p> <p>0 pts</p> <p>Poor</p> <p>You did not make time for playtesting, or did not report on it.</p>	/ 2 pts
Implementation	<p>1 pts</p> <p>Excellent</p> <p>You did great using Twine.</p> <p>0 pts</p> <p>Poor</p> <p>You didn't quite get the hang of Twine.</p>	/ 1 pts
Total Points: 0		