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Brainstorming

- Was an iterative process
- We thought of more features often

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What is Twine?

"Twine is an open-source tool for telling interactive, nonlinear stories."

- It gives opportunities to use:
 - o conditional logic, HTML, CSS, Python, and JavaScript
- Twine was originally created by <u>Chris Klimas</u> in 2009

```
You made it through a college day!

(if: $score is >= 3) [
    You're on fire! Keep up the great work! You have a great handle on balance when it comes to campus life.
    ]
(else-if: $score is <= -2) [
    You may want to consider re-evaluating your campus life strategy.
    ]
(else:)[
    You're doing alright. Try to continue to optimize how to use your time.
]</pre>
```

Why "Twineversity"?

- "Twineversity" is an interactive personality test. "University" and "Diversity" are also relevant to our story, so the name of our project is a play on words in that manner.
- Twineversity would help students on college campuses in our area by providing useful feedback on how the student's day has went based on the interactive personality test.
- Data from different students could be collected and aggregated to provide students with insight as to how other students think.



Delegated Tasks

Zander: Creation of story and adding Twine features.

John: Assisted with Twine interactive story and personality test.

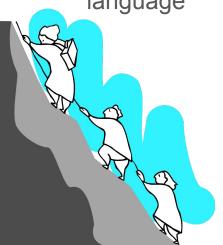
Femi: Coding assistance in Twine.

Ari: Implementation of a database to store an aggregation of user scores.



Challenges

- Twine doesn't have a function for multiple people to code in real time
 - o Initially, it was difficult for us to collaborate on twine
- Our group members are comfortable with different coding languages
 - Java, C, C++, Python
- Most of us were not familiar with Twine, and had to learn Twine's specific language



Successes

- We were able to overcome our main challenge by sharing screens with one another by using Google Hangouts
- We were able to work collaboratively and edit code in Google Docs
- We all were able to communicate with HTML
- We were able to learn and adapt to Twine in a short amount of time.



User Learning Goals

- "Twineversity" is an analysis of societal norms based on the user's chosen actions.
- Our choose-your-own adventure story allows the user to analyze how a diverse set of students may think.
- One key benefit of diversity is that students with varying perspectives are better at things, such as innovation and decision-making.
- With a better understanding of how their peers think, students would be better able to include those around them in similar interests/activities.

Questions

