

Paths Story Format

A Story file is written in plain text, but must be written in the following format:

- A passage starts with :: (two colon) and the passage title.
- The next line contains the content of the passage.
- The last line of a block lists the links.
- Each link is on a separate line, on the form [linktext](#)
- A block is terminated with an empty line.
- **Two empty lines marks the end of the story file.**

Example:

Haunted House

::Beginnings

You are in a small, dimly lit room. There is a door in front of you.

[Try to open the door](Another room)

::Another room

The door opens to another room. You see a desk with a large, dusty book.

[Open the book](The book of spells)

[Go back](Beginnings)

To make it very clear: the //emptyLine identifies that that line should be empty, and [number] is line numbers.

```
[01] Haunted House
[02] //emptyLine
[03] ::Beginnings
[04] You are in a small, dimly lit room. There is a door in front of you.
[05] [Try to open the door](Another room)
[06] //emptyLine
[07] ::Another room
[08] The door opens to another room. You see a desk with a large, dusty book.
[09] [Open the book](The book of spells)
[10] [Go back](Beginnings)
[11] //emptyLine
[12] //emptyLine
```

The file must have the file ending .paths, e.g. The Best Story Ever.paths It must be placed in the project directory story/, found at src/main/resources/story/