

6.2 Python: Story Map

Instructor level 0: No prep necessary, you are ready. ([see levels](#))

Introduction

Interactive fiction is a computer program that transports a player through an interesting environment. The player uses text commands to control characters and influence the environment. You will create a story with a setting and characters that you love. Learn more [here](#)!



Equipment

- ◆ Computer with Internet
- ◆ Paper and pencil

Vocabulary

- ◆ Pair programming – two programmers working on one program on one computer.
- ◆ Interactive Fiction– a computer program story controlled by text commands.
- ◆ Plot– events that make up a story.
- ◆ Setting– is the environment in which your story takes place. The Setting can include specific information about time and place or can simply be descriptive (eg. a lonely farmhouse on a dark night).
- ◆ Character– a person in a novel, play, or movie.
- ◆ Story Map– graphical way to represent the flow of your Interactive Fiction.
- ◆ Decision Point– place in your story where the player needs to make a choice.

Procedure

1. Form pairs as instructed by your teacher. You will be completing this Unit with your partner. In **Pair Programming** you will work together on one computer alternating who is “driving” with the keyboard and mouse. Professional coders work together to reduce errors and increase creativity.

2. With your paper and pencil map out your story. Take a look at the **story map** examples below.

3. It will take several drafts to get a great **story map**. Your final map will be easy to read and it will clearly show each of your **decision points**.



In the next lesson you will make your story map into an online flowchart!



