

# Choose Your Own HTML Adventure

Making on the Web

# Storyboard

The first step is to plan your adventure.

Who is the main character?

Where is the story set?

What scenarios will they find themselves in?

Name of Project: \_\_\_\_\_

Group Members: \_\_\_\_\_

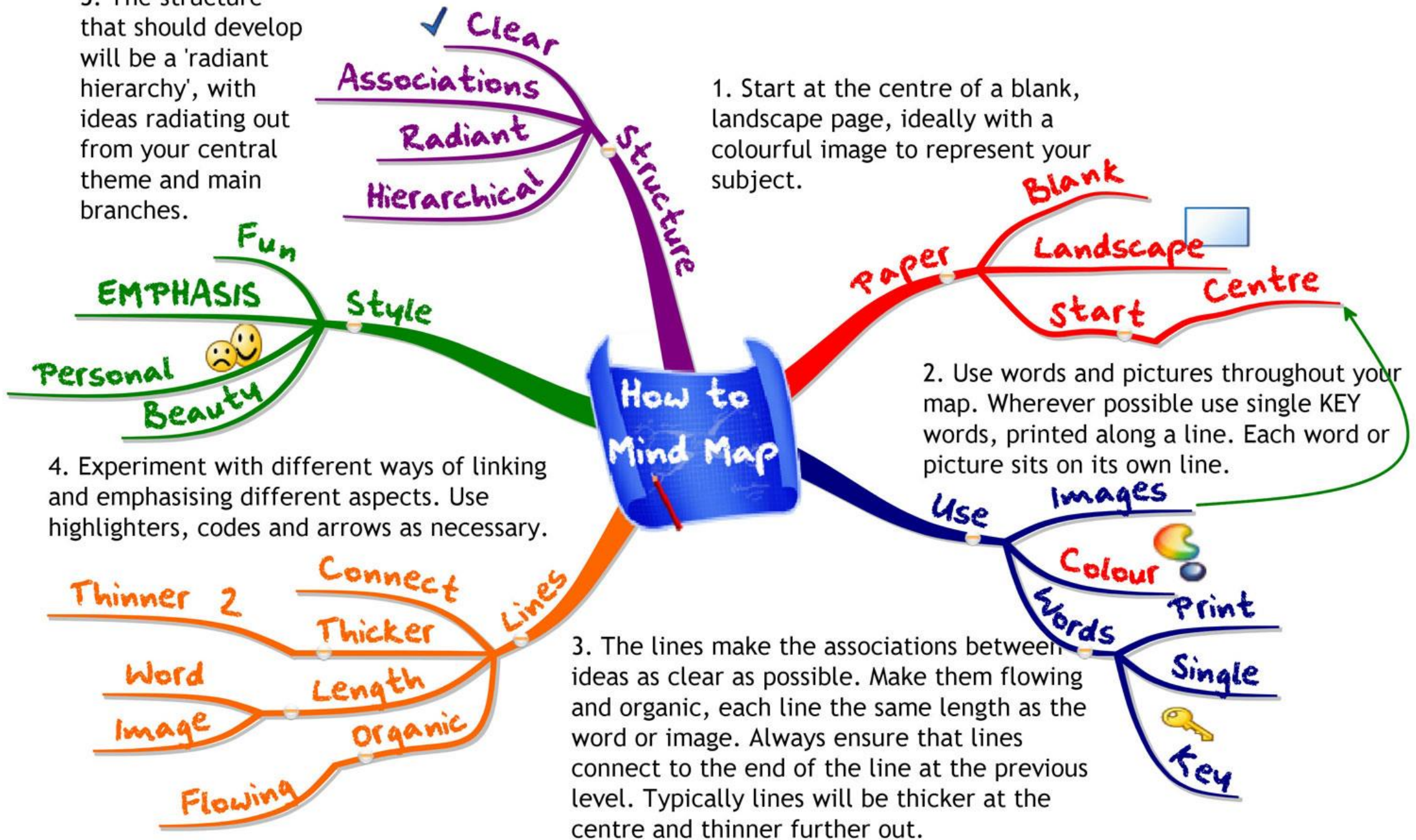
# Mind Map

Another great way to organise your thoughts is to use a mind map.

Group similar ideas together

Use colours where appropriate

5. The structure that should develop will be a 'radiant hierarchy', with ideas radiating out from your central theme and main branches.



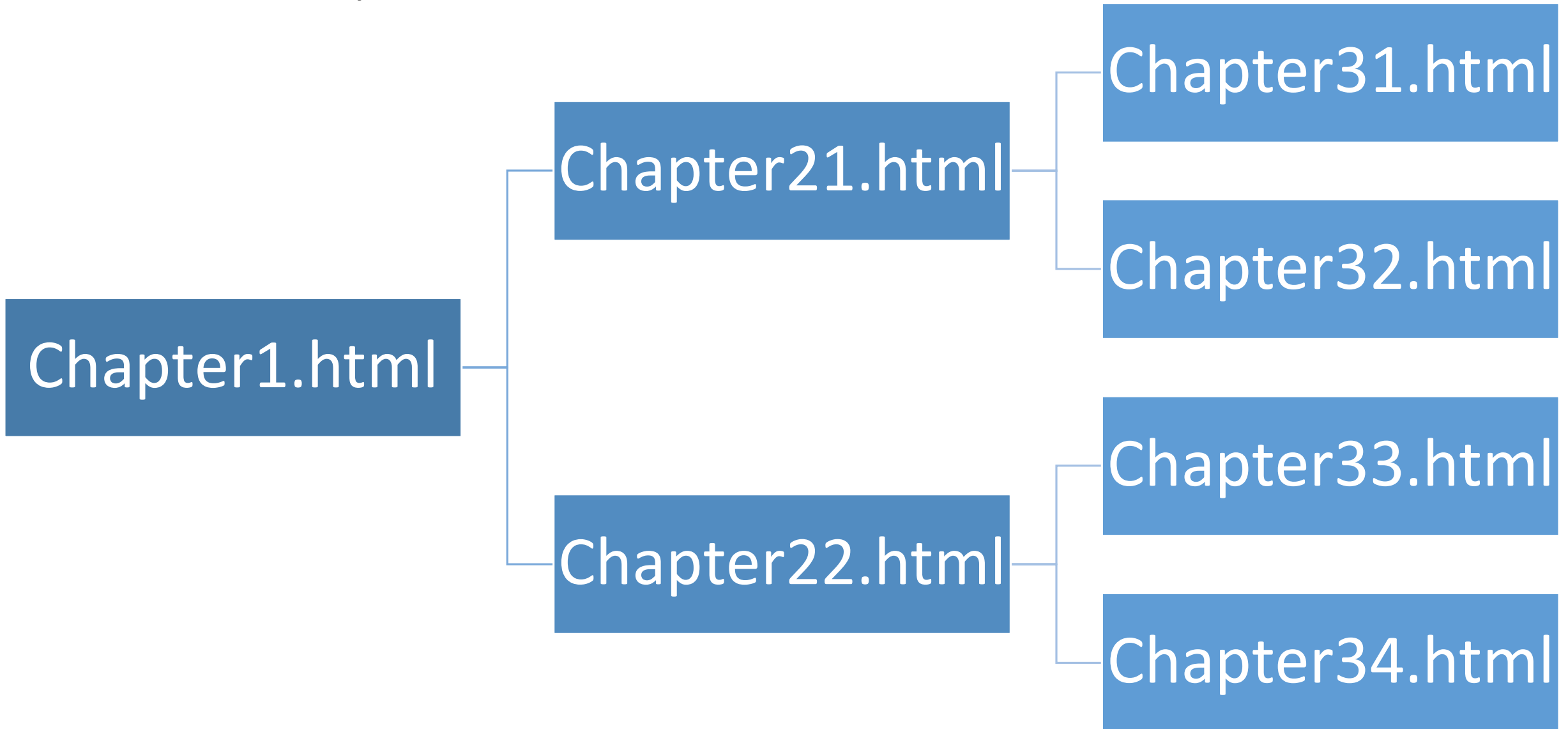
# Hierarchy

Finally, you want to translate all these analog ideas into digital files for your project.

Choose a simple, logical system for laying out your files.

In the first example the first digit represents the level of each chapter.

# Hierarchy



# In Sublime Text

In Sublime Text your project will be arranged something like the tree-view on the right.

## FOLDERS

- ▼ PHC Web Dev
  - ▼ adventure\_basic
    - ▶ img
      - chapter1.html
      - chapter21.html
      - chapter22.html
      - chapter31.html
      - chapter32.html
      - chapter33.html
      - chapter34.html
      - chapter41.html
      - chapter42.html



# On Windows

When organising your project on a Windows computer you can start by putting all the files in the same directory.

Are there any potential drawbacks to this system?

