The Contagion Zone

BY: NOEL NOVA

What is the THE CONTAGION ZONE

- **CONTAGION ZONE** is a narrative-driven survival story created in **Twine**, where players navigate branching choices and uncover hidden truths about a deadly plague that has consumed a quarantined city.

Goal of the project

- Create an immersive, choice-based survival narrative set in a quarantined city.

- Explore moral and emotional consequences of survival during a deadly plague.

- Use **Twine** to design interactive storytelling with multiple branching outcomes.

- Engage players in uncovering the truth behind the infection and the survivor's hidden past.

- Blend psychological tension, atmosphere, and decision-making to deepen player immersion.

What is Twine?

- What is Twine:
  - Twine is a free, open-source tool for creating interactive, nonlinear stories — kind of like digital "choose-your-own-adventure" games.
- Purpose of Twine:
  - Twine lets you build stories or games where players make choices that affect what happens next.
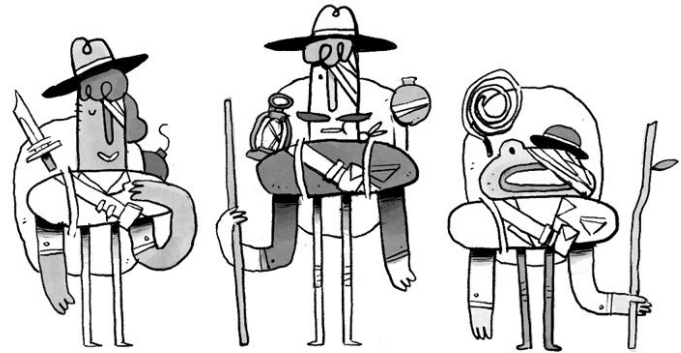
Twine Examples

"Rise and shine, scout!"

You groan and roll over on your front, pulling your blanket over your head to block the faint rays of sunlight that are starting to seep through the slats in your roof.

Elle, unperturbed, tries again.

"Oomph," you blurt as you feel Elle's weight settle on your back. "Sitting on top of me seems counterproductive to your goal here," you mumble into the mattress.

"My goal is to annoy you into action."

"Well, fair play then." You begin to rustle under the sheets. Elle, confident in victory, lifts herself off your mattress with some effort. You sit up in bed, rubbing your closed eyelids, and stretch your hand up for assistance. Elle holds your grasp and lifts.

Okay, so this is a MAGICAL book. Its magic power is to be INCREDIBLY RELATABLE.
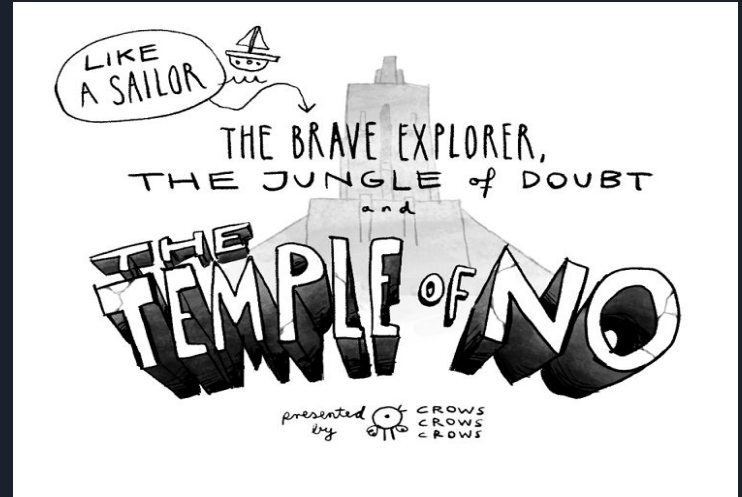
Are we a WOMAN, a BLOKE or a FROG?

Research

- [How to create Adventure game using Twine](#)

- [Twine - Interactive Fiction Design Tools](#)

- [A Total Beginner Guide to Twine 2.1 - Adam Hammond](#)

- [Twine 2.0 - Introduction / Tutorial #1](#)

- [How to Expand an Idea into a story](#)

Inspiration

- The Temple of No
  - *The Temple of No* is a funny Twine adventure where you play as a hero, heroine, or frog exploring a mythic temple full of absurd humor.

- Scout: An Apocalypse Story
  - *Scout: An Apocalypse Story* is a Twine game following a young scout navigating a collapsing world after an apocalypse.

Similarity to Scout: Apocalypse

On your first scouting mission of the hot season, you meet a leader from the People Across the Orange Plains. Will you break from the Community you have known your whole life? Ask a romantic partner to join you? Discover secrets that your own people have been hiding? Become a leader yourself?

Content warnings: Violence, language, sexual content.

START GAME
LOAD GAME

Credits

- Introduction Load Screen

- Setting's Choice

- Chapter Indicator

This story features explicit sex if you so choose.

Note that further in the story there will be explicit and non-explicit sexual options to choose from as well.

YES to mentions of physical sex
NO to mentions of physical sex

Chapter I: **First Scout of the Hot Season**

Past Work/ Experiences

Lost In Space

You are in a space ship and you don't know what to do. The only thing you see are buttons that do something but don't what to do. So the only option you have is to press the buttom.

You can choose any button.

Thing 1
Thing 2
Thing 3
Thing 4

Lost in Space by Noelnova23

Space Station

Steel floors echoes with a hiss of the landing gear and cargo lifters moving crates. A corridor leads towards the rest of the station.

Security Checkpoint
Maintenance Access
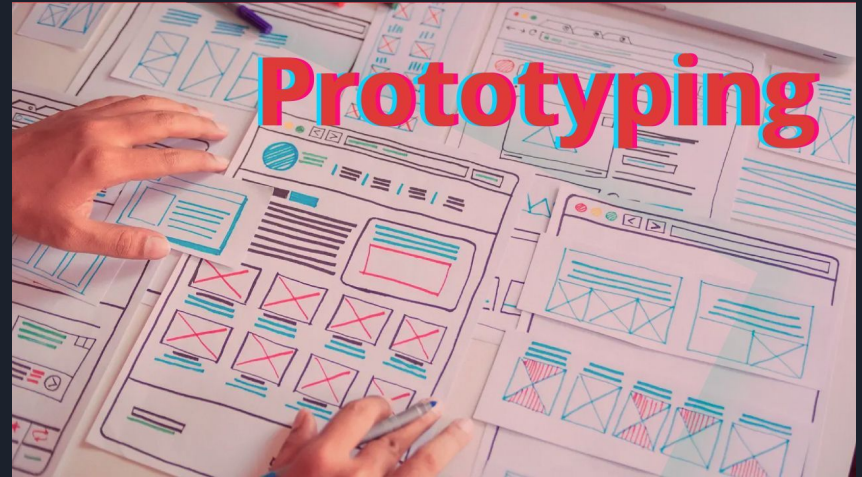
Space Station by Noelnova23

Climax Version (Full Version)

- Complete Story

- Introduction Screen

- Background Music

- Option Choice : Text to Speech

  Function

- Hand Drawn Picture

- Functional Player Digital Interaction

Prototype Version

- Half Completed Story

- Functional Player Digital
  Interaction

- Images

- Background Music

Project Breakdown(Challenges)

- Telling a compelling story that draw the player's attention

- Not to be repetitive in the story

- Keeping the story very organized (Storyboarding)

- Doing hand drawn pictures

- Implementing Text to Speech function

Milestones

- End October
  - Creating basic outline of story nodes
  - Character Profiles
- November
  - Building the Twine Map with Story Branches
  - Flowchart that connects all choices
- December
  - Complete first Draft of all story content
  - Small playtest of the early branches

Questions