

Interactive Storytelling App

Branching Stories

Separated Presentation Design

Directed Graphs

Poll Everywhere Question

Which of the following statements is *false*?

Text 37607

259968: A `LinkedList` class can be well encapsulated without a reference to the head of the list.

291029: Encapsulation is not the only concept that allows for code reuse when it comes to classes.

291030: Thanks to information hiding, programmers can ignore implementing methods right away.

Branching Stories

1270158
A BANTAM BOOK

CHOOSE YOUR OWN ADVENTURE · 3

YOU'RE THE HERO OF THE STORY!
CHOOSE FROM 40 POSSIBLE ENDINGS.

BY BALLOON TO THE SAHARA

BY D. TERMAN



ILLUSTRATED BY PAUL GRANGER

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

I am brave enough.

I am too scared!

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

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I am too scared!

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

I am brave enough.

I am too scared!

Ah, so you think you are brave enough to face almost certain death. Well, if you insist then! Let us decide on your weapon of choice.

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

I am brave enough.

I am too scared!

Ah, so you think you are brave enough to face almost certain death. Well, if you insist then! Let us decide on your weapon of choice.

I choose the Goddess sword.

I choose the crossbow.

Welcome to the tale of a very mysterious creature. Nobody knows just how strong it is, because everyone is too afraid to confront it. Are you brave enough to help?

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Aye, practice is always needed, no matter how fine the weapon. You shall practice through the night.

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(etc...)

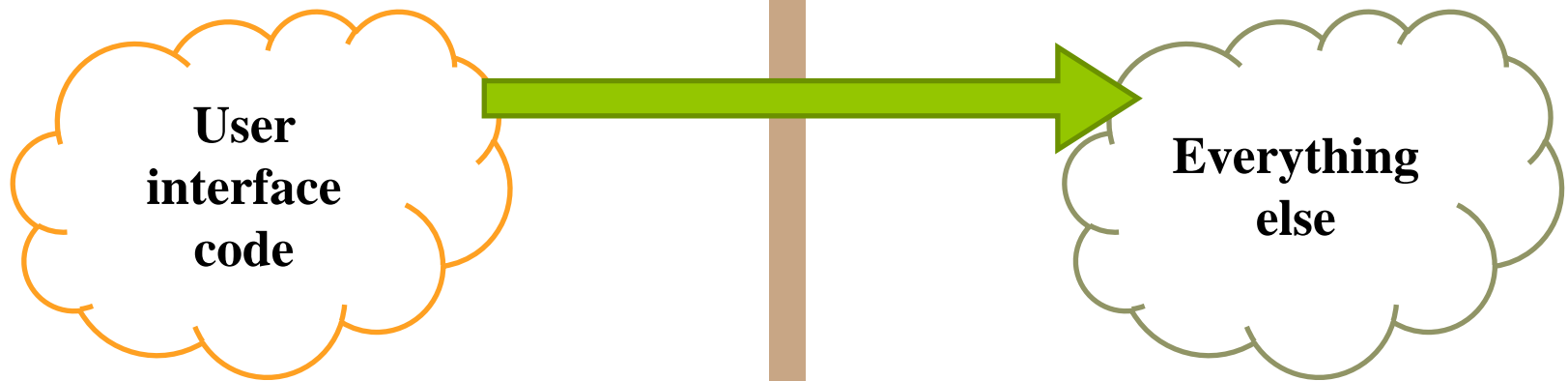
Separated Presentation Design

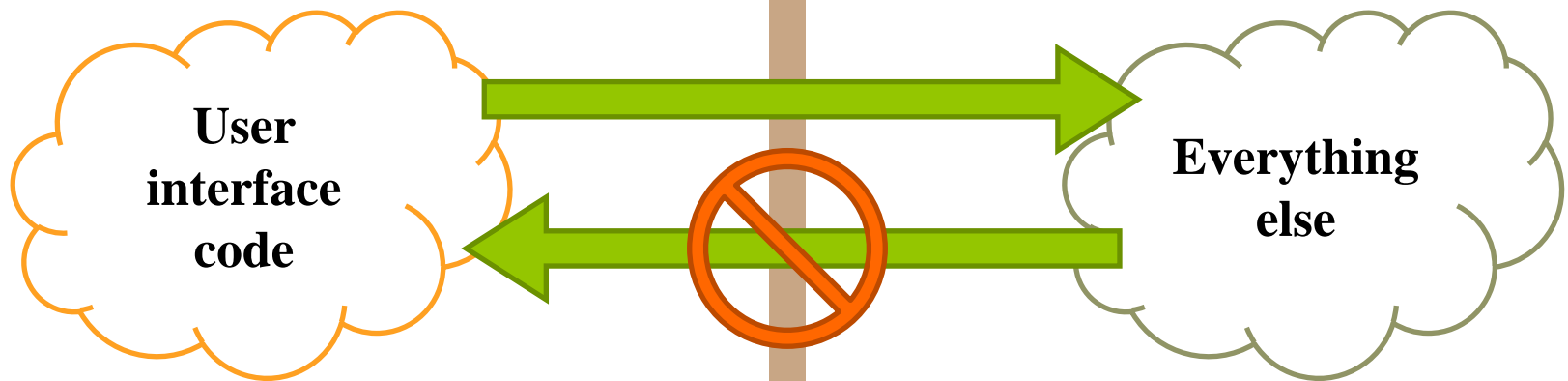


**User
interface
code**



**Everything
else**





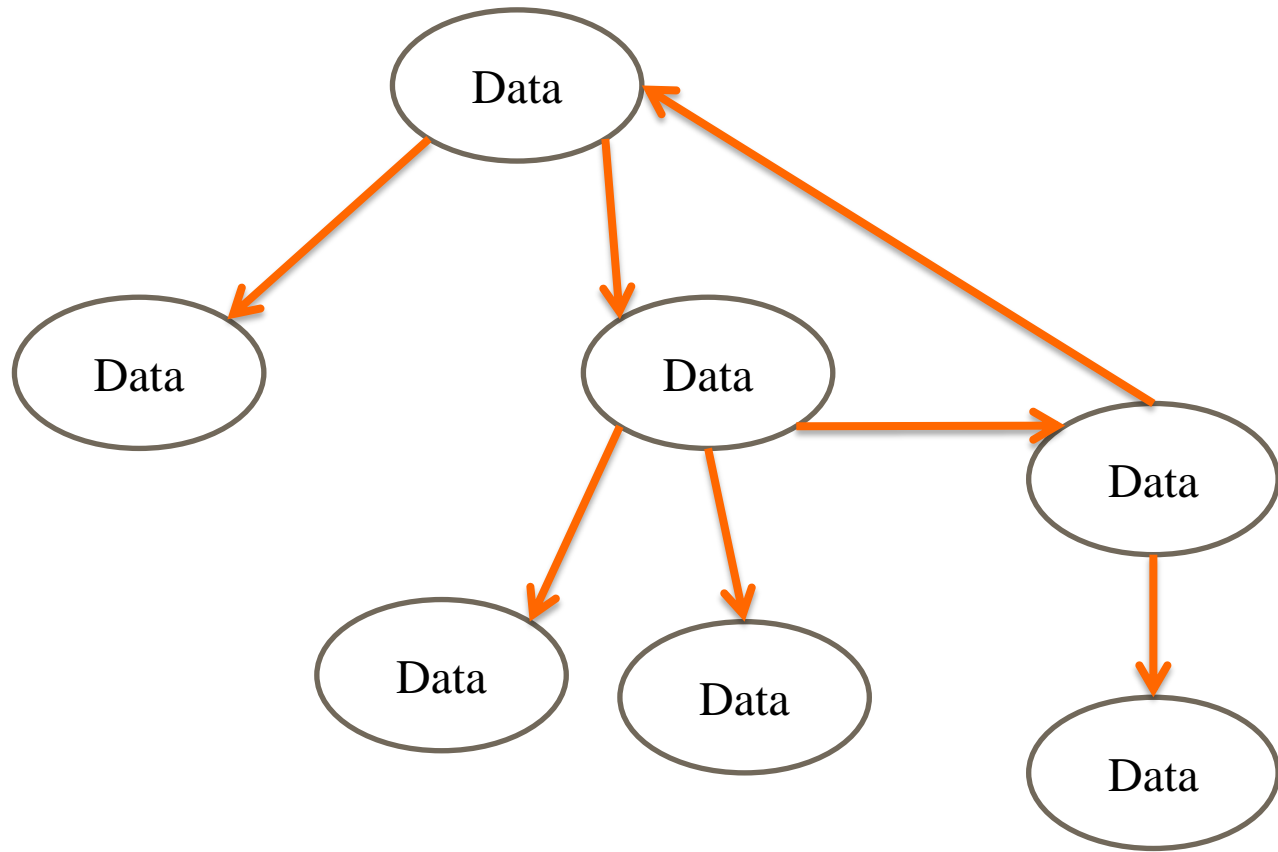
We'll keep all **user interaction code** (printing out scene text, asking users for input on choices) separate from the **story data**.

We'll make two packages:

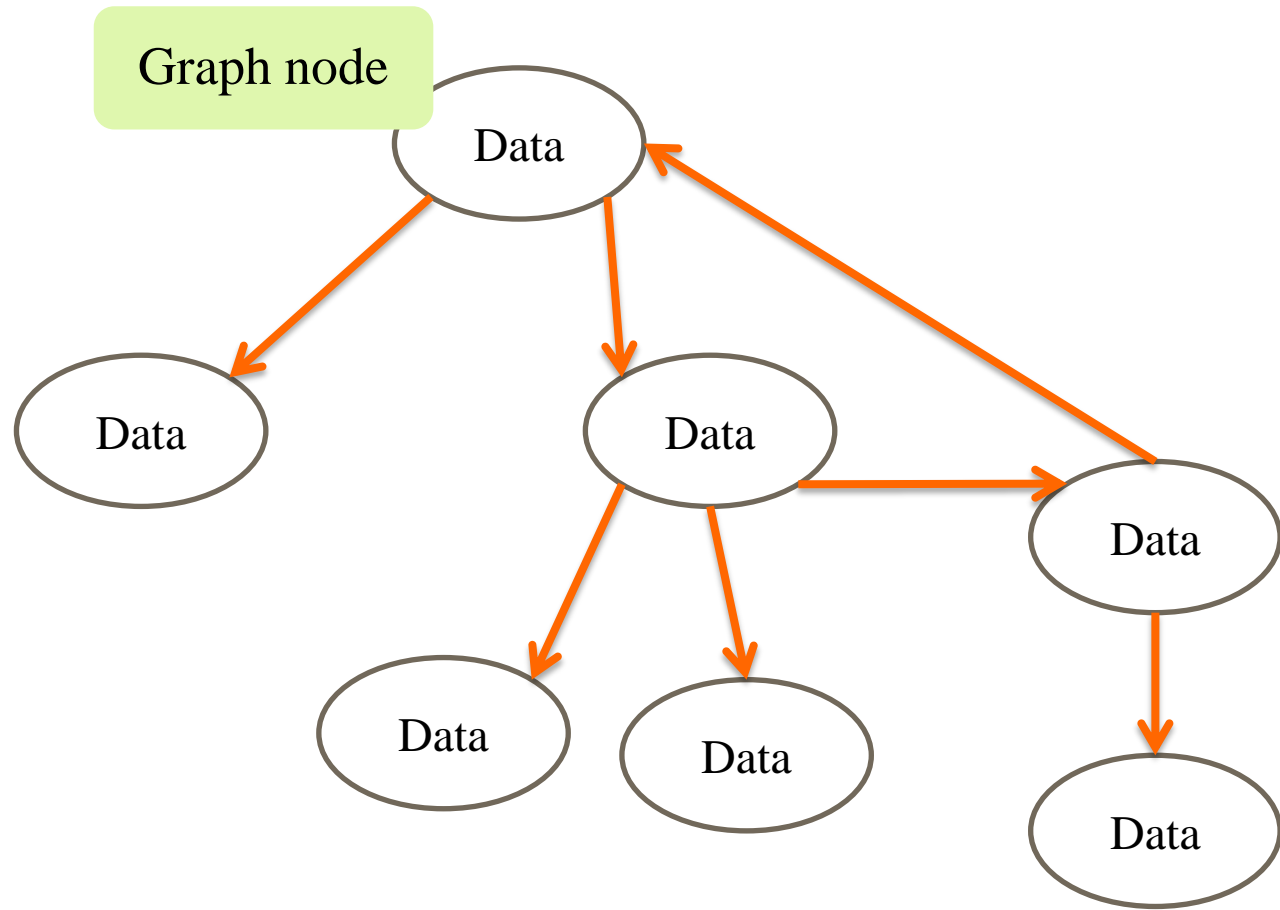
data

ui

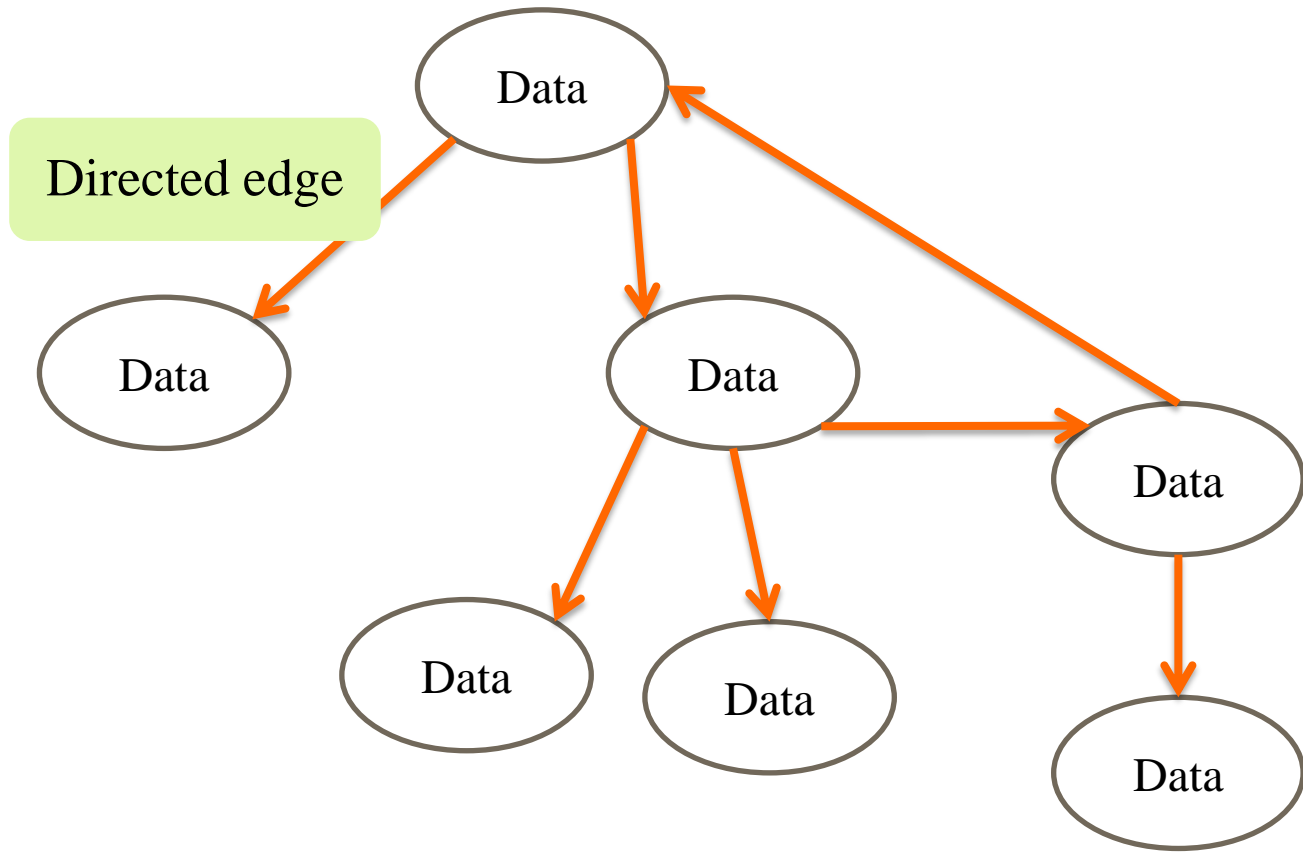
Directed Graphs



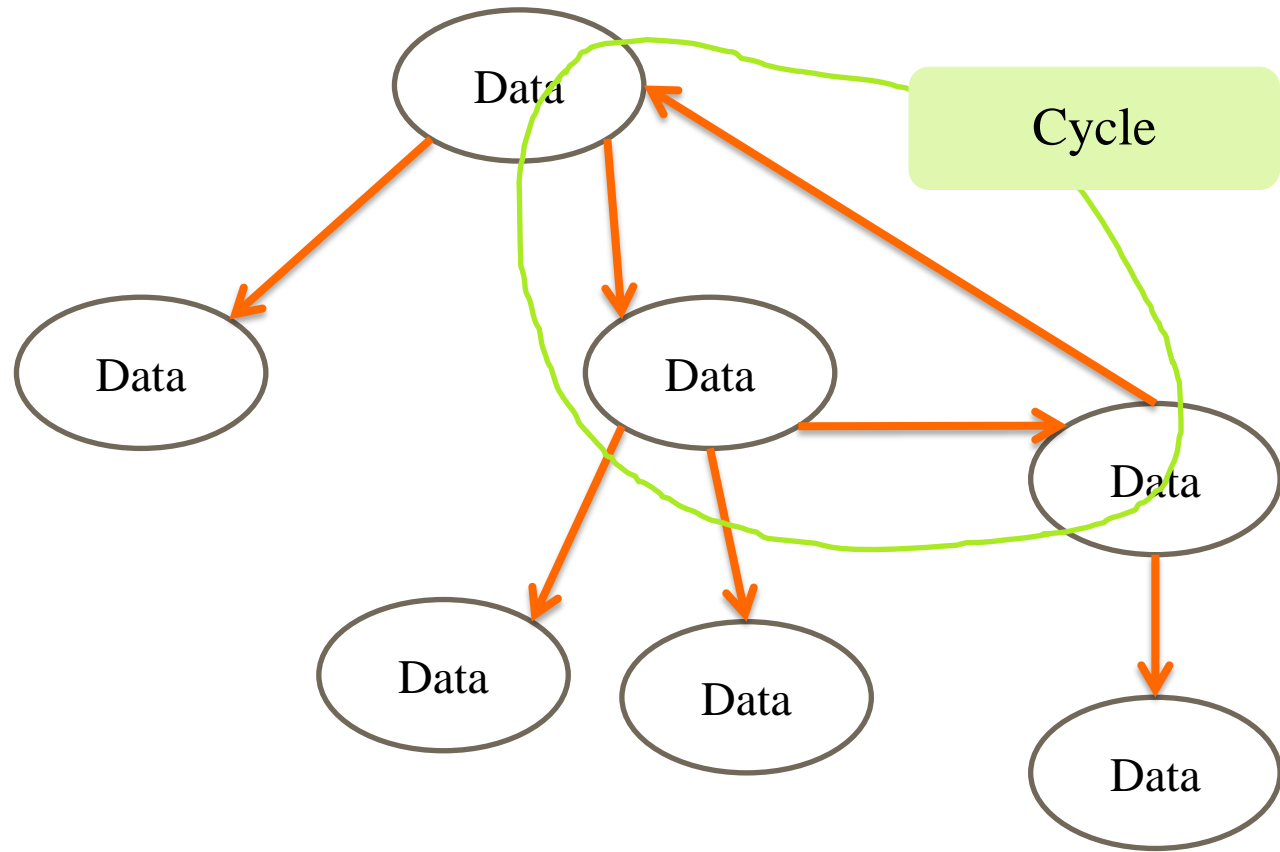
A branching story that allows cycles can be represented as a directed graph.



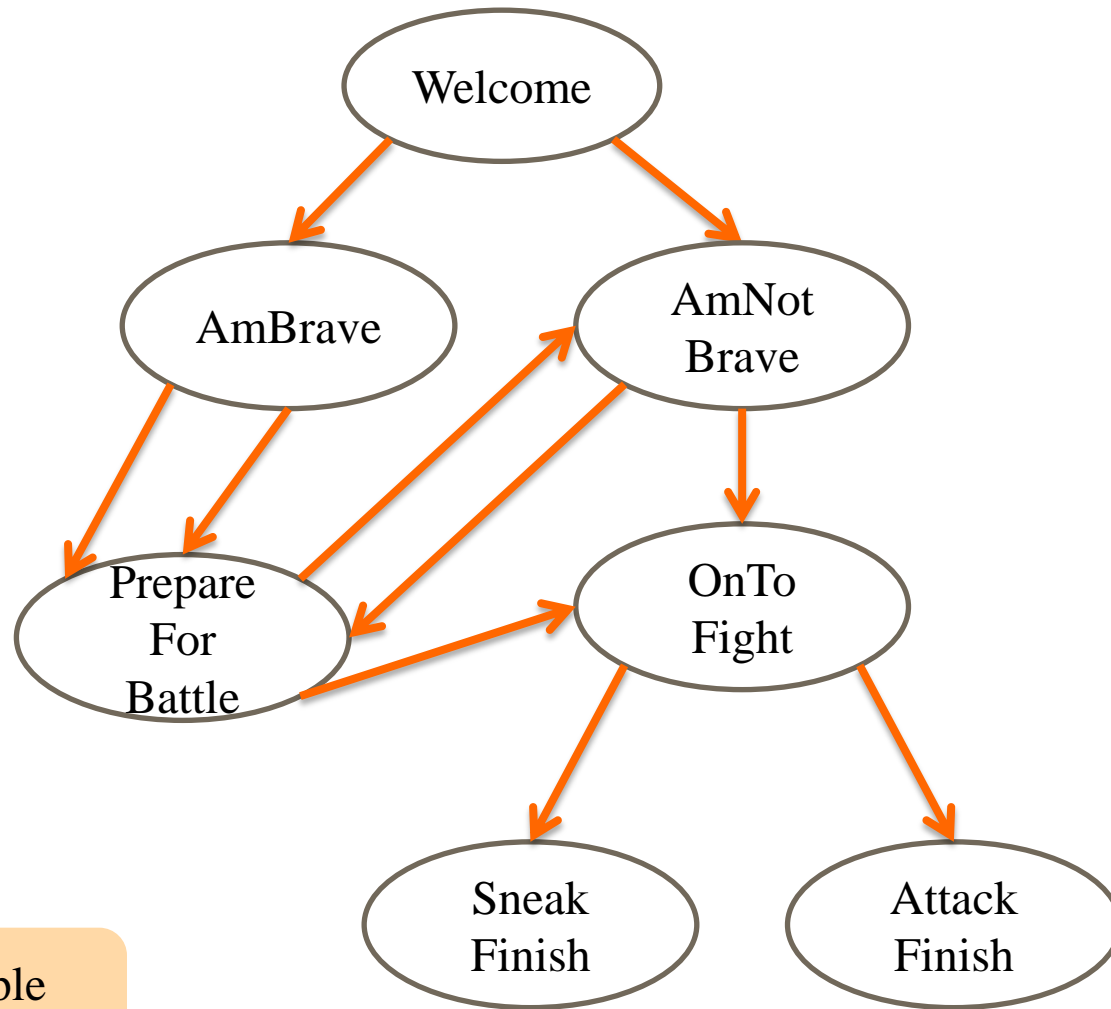
A branching story that allows cycles can be represented as a directed graph.



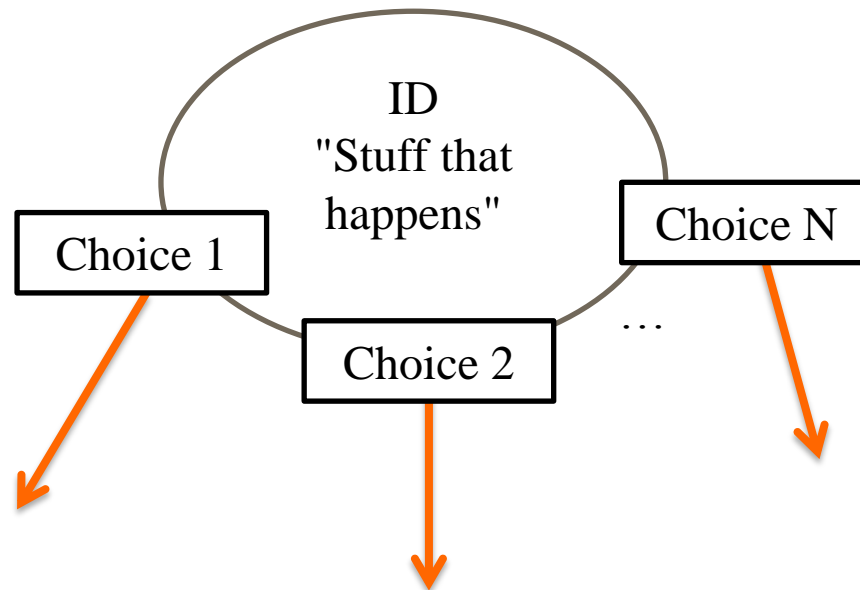
A branching story that allows cycles can be represented as a directed graph.



A branching story that allows cycles can be represented as a directed graph.

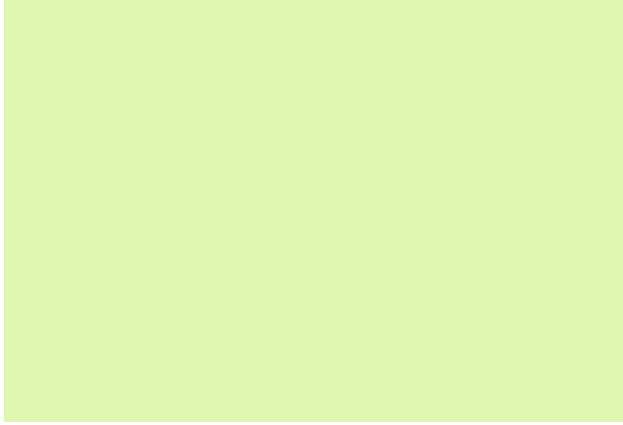


Here is our sample
story's graph...

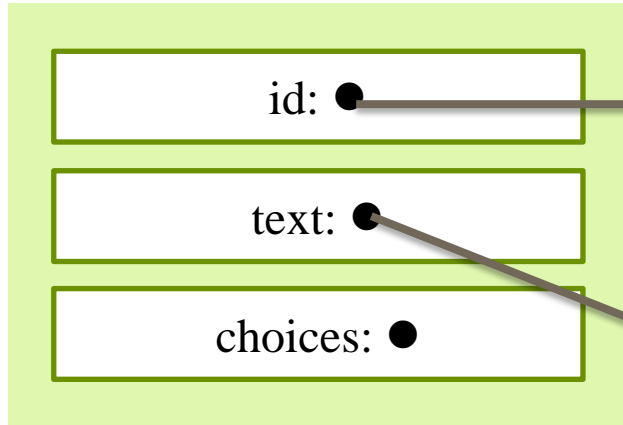


A scene has text and some number
of choices of where to go next
(could be more than two!)

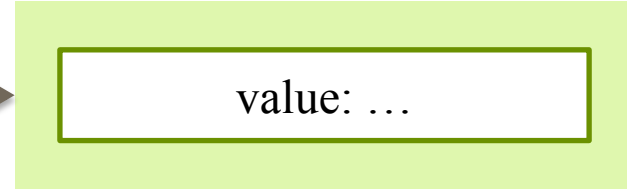
Scene



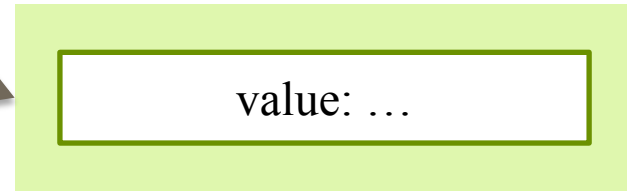
Scene



String



String



id: ●

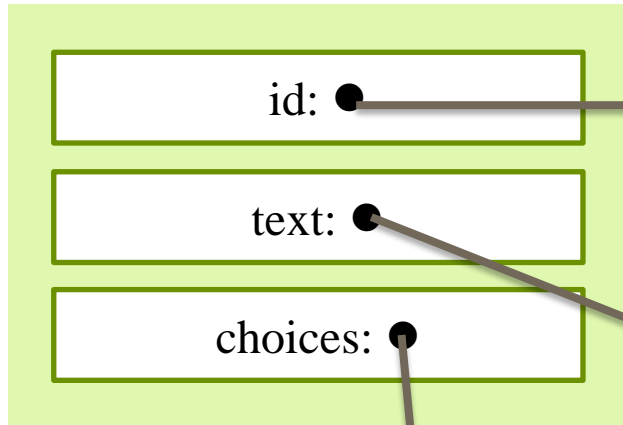
text: ●

choices: ●

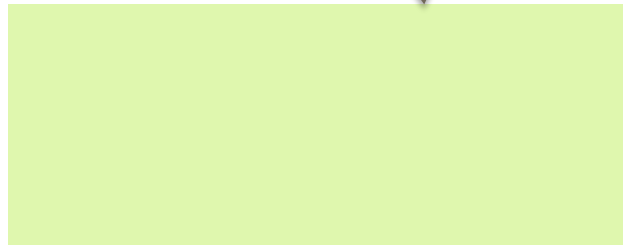
value: ...

value: ...

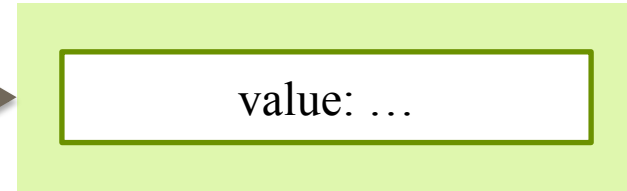
Scene



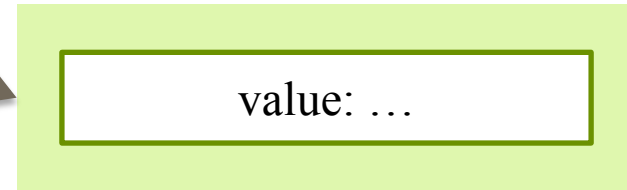
ArrayList



String



String



id: ●

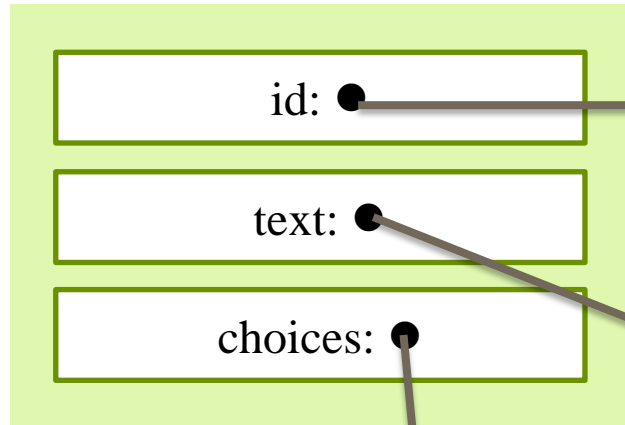
text: ●

choices: ●

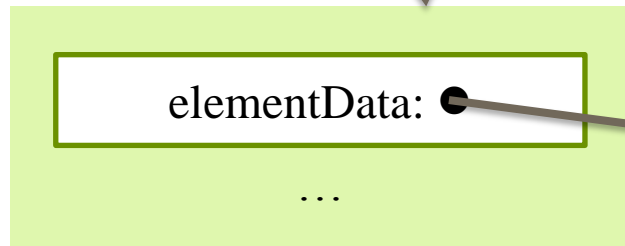
value: ...

value: ...

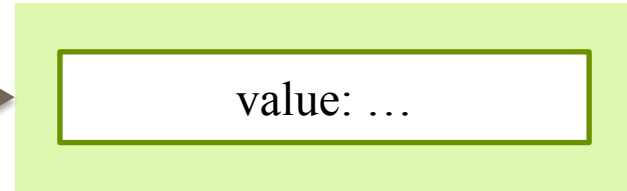
Scene



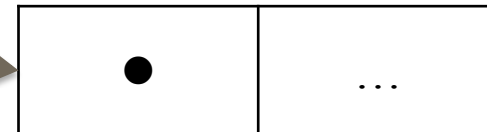
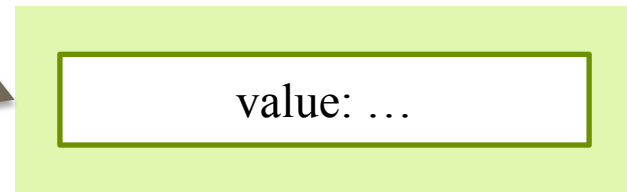
ArrayList



String



String



id: ●

text: ●

choices: ●

value: ...

value: ...

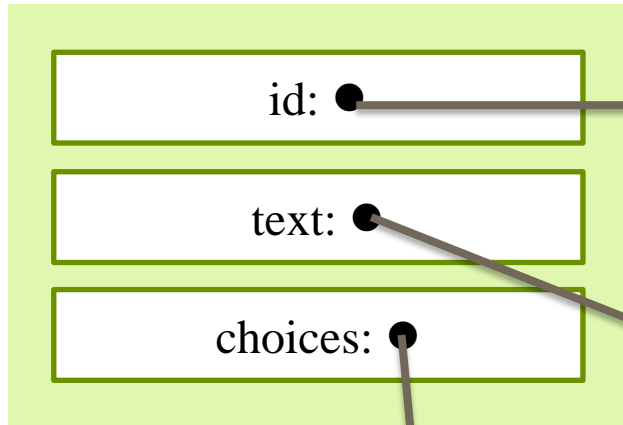
elementData: ●

...

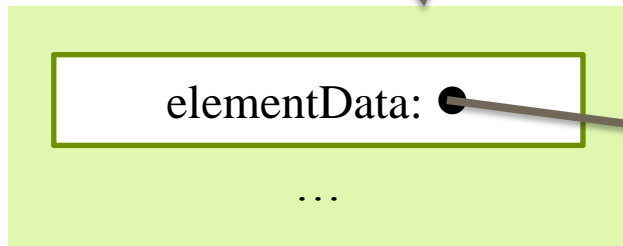
●

...

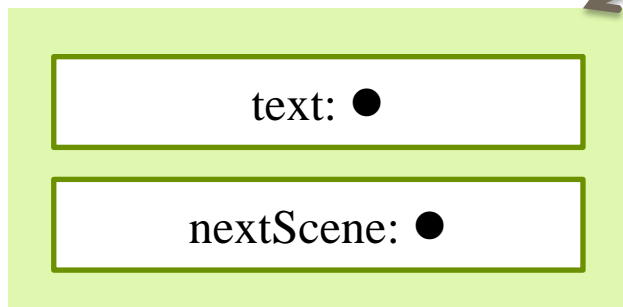
Scene



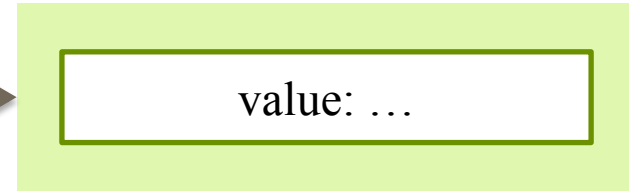
ArrayList



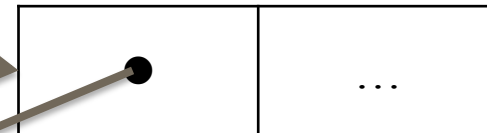
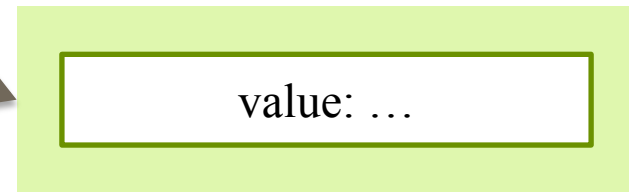
Choice



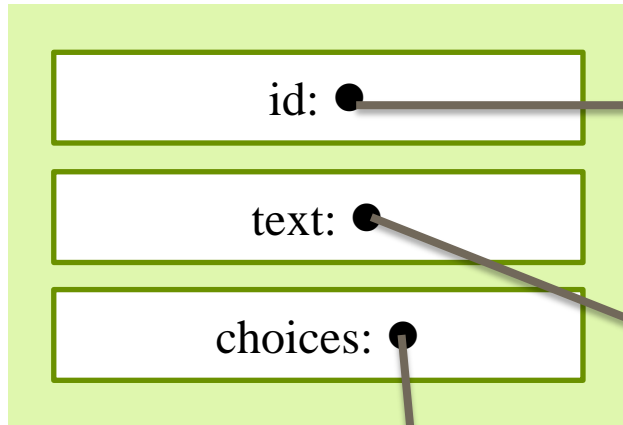
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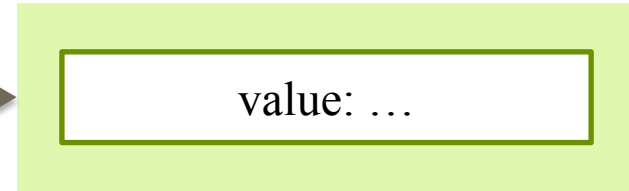
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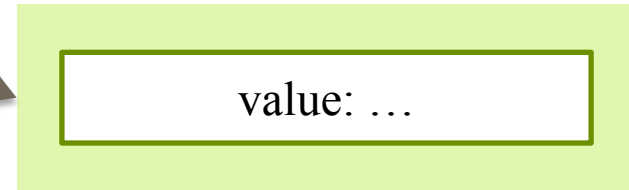
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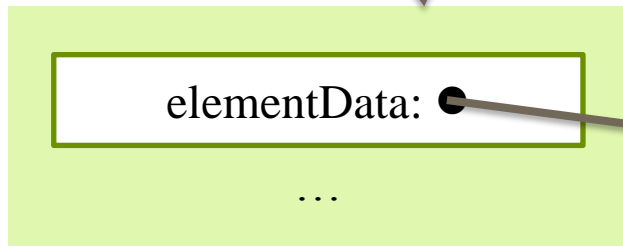
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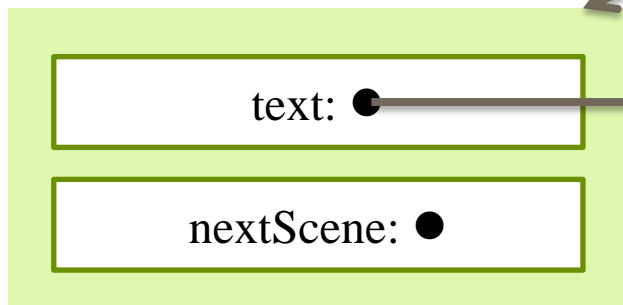
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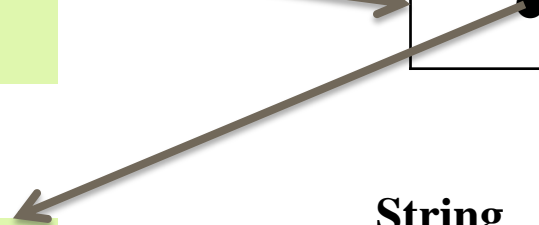
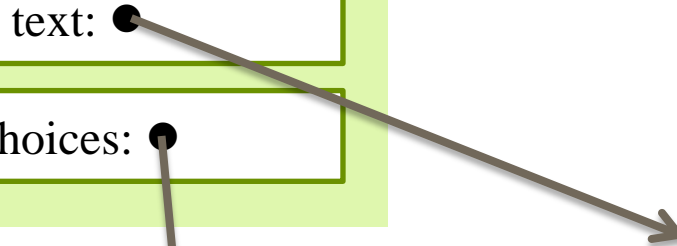
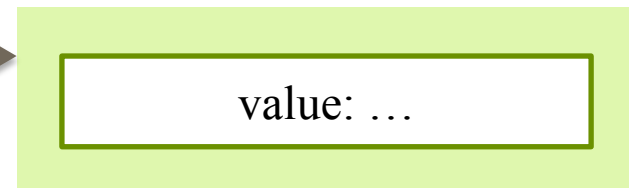
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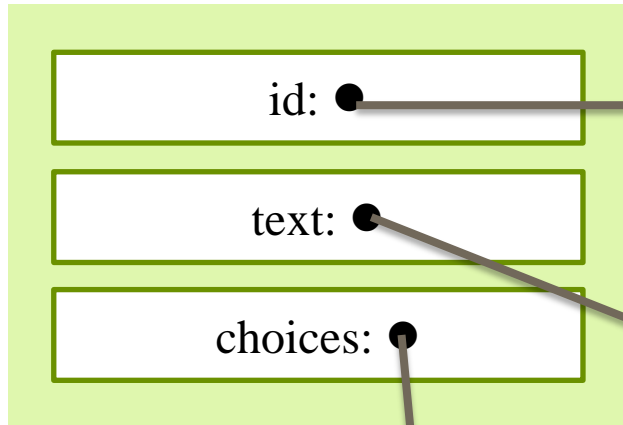
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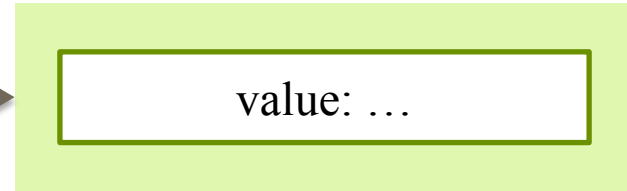
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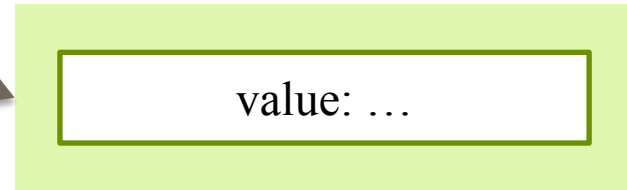
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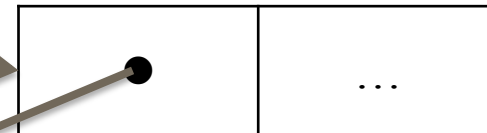
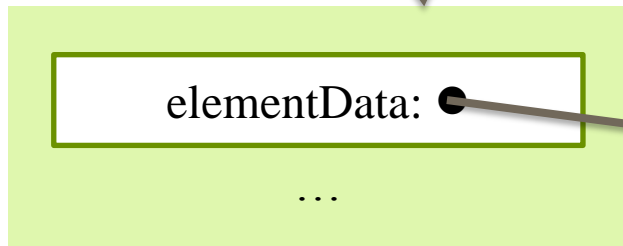
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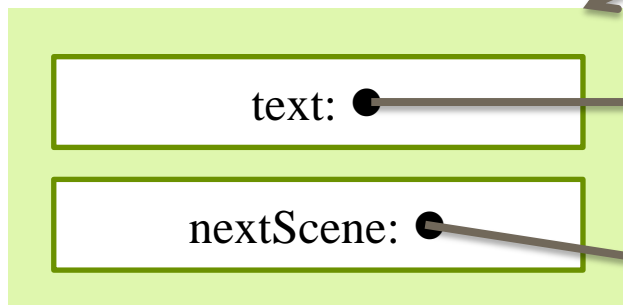
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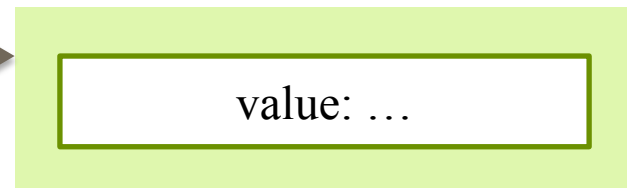
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Choice



String



...