I decided to base my Inky script on the Zork section of the Murray reading, with a more adventure/survival focus. I thought this would be both fun and simple because I only had to handle interaction between the player character and the antagonistic character rather than dealing with dialogue or complex conversation. I intended to just use choices and nested choices, but I ended up going a bit further in the documentation so that the choices felt more game-like. I think the most successful choose-your-own-adventure story is one that prompts multiple plays; I also know from experience that it feels satisfying when you notice that a choice you made has been rewarded further down the line. It was more difficult than I first expected it to be, but once I began to understand the syntax it was easier to add on. There were two main “items” that afforded further choices: having the sword and knowing about the weak points in the dragon’s armor. Gaining both of these is the quickest path to immediate success, but having one or the other can still yield success later on, albeit with more chances to fail. On 79, Murray mentions that “by using these literary and gaming conventions to constrain the players’ behaviors to a dramatically appropriate but limited set of commands, the designers could focus their inventive power on making the virtual world as responsive as possible to every possible combination of these commands.” As such, I focused on writing ways to use these choices creatively and unexpectedly: the sword can be used as a weapon to kill the dragon, a bargaining chip to earn its trust, or a tool to chip a hole in the wall and escape. Screaming in response to the dragon can disorient it, but too much noise will cause a frenzy. I think this created the most replayability, since there are multiple ways to apply both your items and your knowledge to stay alive – and also many opportunities to survive (or die) by complete chance. On the other hand, a contained room kept the story simplistic enough to limit the amount of script I needed to write.