Process Notes & Paradata

* Learned the basics of Twine in class
  + Created a click through with simple choices, using entry tickets as the source material
  + Used the suggested [neural network sentence gradient generator](https://www.robinsloan.com/voyages-in-sentence-space/) to create in between sentences to bridge the gap between the quotes from course readings
  + In my personal life I’m interested in stories that aren’t structured “traditionally” – building up towards a climax and then ending with a tidy conclusion, mostly interested in building stories with no climax and I tried to do something like that here. While stories that lead up to a major event are more compelling, I think they are not representative of the way most people’s lives occur – personal storylines are (hopefully!) more complex and varied than only having one big event occur throughout them
  + Clicking ‘Next’ would take the player to the next entry ticket quote, while ‘Back’ would take them to a sentence created by putting the previous quote as the beginning sentence and the current quote as the ending sentence in the neural sentence generator. ‘Forward’ would take them to a sentence generated by using the sentence generated for ‘Back’ as the start point and the next entry ticket quote as the end point. ‘Return’ would then take the player back to the core path comprised of entry ticket
* Decided to use Twine for Module 3 assignment
  + I thought using Twine would be the easiest medium to work with, since when we worked with it in class it felt very beginner-friendly, but I found looking for solutions for my problems was pretty difficult
  + It took me a really long time to get to work on this module because despite knowing what medium I wanted to create the product in, I wasn’t sure what kind of narrative I wanted to tell within the game. I don’t play that many games, and the ones I do don’t tend to have a narrative storyline in them. With regard to games with a storyline though, I thought it was important that the narrative I did decide to go with was interesting and compelling – otherwise, why would the player play my game? Mayfair Theatre has always been a movie theatre since it was built. The seats have been replaced since and the total capacity has dwindled slightly but ultimately there isn’t really anything from its past that I could depict in a game that wouldn’t be very similar to the experience one would get visiting it today.
  + I also struggled to decide whether I should use the 3D model I created in Module 1. I knew I wanted to use the sonification from Module 2, but there were a couple doubts I had about using the model. I wasn’t sure how putting it into Twine would work – Professor Graham told me the best way to do this would be to download it from Recap, reduce the level of detail in it, upload it to Sketchfab, and then there would be a way for me to embed the Sketchfab model into the Twine game. I didn’t want to sacrifice detail for the sake of getting the model into the game, and I was doubtful it would help me construct an interesting and compelling narrative. The point of going to a movie theatre is not to look at the theatre itself, but to watch the movie being shown, so I couldn’t create a text-based simulation of the experience of going to a movie theatre – it wouldn’t highlight the data I wanted it to.
  + Ultimately I decided not to use the 3D model. While a lot of history is about representing the past accurately, faithfully, and truthfully, I thought it would be more interesting to me to focus on a subjective perspective of the Mayfair (my interpretation of it via the sonification) rather than giving the game player a virtual experience of the theatre – if that is what they are looking to experience, they would be better serviced by looking at the scan itself.
  + Ultimately I thought it would be interesting to put the player in a situation within the Mayfair without clubbing them over the head with the fact they were meant to be experiencing the Mayfair through this Twine game.
* Creating the Twine game
  + I decided on a pretty basic storyline – the player falls asleep in the Mayfair and somehow doesn’t get kicked out by staff at the end of the night. It had a conclusive end – the player leaving the Mayfair – and a relatively obvious goal.
  + My goal was to embed the sonified tracks that I had made in Module 2 to play in the background while the player moved through the options of the game, creating a “soundscape” of the Mayfair, as the player cannot see the theatre itself in the game, both literally in that there are no visuals to see but also that the player wakes up completely in the dark
  + Since I had two sound files, I had to figure out how to create a playlist of sorts in Twine so it would play one after another. Google led me to the question “[Can you add audio clips?](http://twinery.org/questions/1749/can-you-add-audio-clips)” in the Twine Q&A, and that led me to a list of audio macros [on the Sugarcube website](http://www.motoslave.net/sugarcube/2/docs/macros.html#macros-cacheaudio).
  + I figured out how to change the story format of my game to Sugarcube
    - Click on the name of the game, then “Change story format”
  + Also found “[Basic Music in Twine, Part 1](https://medium.com/intro-to-twine/basic-music-in-twine-part-1-1365a747bf5a)” although there doesn’t seem to be a part 2
    - This also led me to the audio macros on the Sugarcube website, although this was easier for me to understand
    - I put in the StoryInit in the format it told me to but at this point I didn’t fully understand that I had to use a macro to make it work. At this point, it looked like this:  
      StoryInit

<<cacheaudio "1" "Downloads/Mayfair Theatre Segement 1.mp3">>

<<cacheaudio "2" "Downloads/Mayfair Theatre Segement 2.mp3">>

* + I wanted one of the options to be for the player to go back to sleep and then a few seconds later the rest of the text in the story block to show up, as I’d seen in some of the Porpentine and Anna Anthropy games Professor Graham suggested I check out as an example of what could be achieved with Twine
    - Found [this question](http://twinery.org/questions/2131/how-to-implement-a-timer-for-the-whole-game-sugarcube) in the Twine Q&A but it wasn’t exactly what I was looking for, but it led me to this [reddit thread](https://www.reddit.com/r/twinegames/comments/787c4r/help_im_trying_to_set_up_a_timer_to_run/) that told me how to do it but I didn’t really understand what was going on
    - Ultimately I decided it was more important to focus on trying to get the music to work than the timer and that I would come back to it if I decided later it was something I really really wanted
  + Because I hadn’t put in the audio macros for the music and playlist to work, Twine wasn’t happy about it and told me “Error: <<audio>>: track does not exist”
    - Google took me to [this Q&A thread](https://twinery.org/forum/discussion/1486/sugarcube-releases/p5) which helped me understand I had to put a macro in for sound to work
  + I eventually found some sound macros [here](https://www.glorioustrainwrecks.com/node/5061) and I found some instructions on how to implement macros [here](https://twinery.org/forum/discussion/6332/add-macros-in-twine-2-with-sugarcube-2). I tried to implement it but it kept telling me I was missing an ‘)’ in the argument list. I tried to find the missing end bracket in a few different ways.
    - Pasted the macro code into Word and searched for start and end brackets, but it said I had the same number of both
    - Googled for it and it led me to [this question thread](https://stackoverflow.com/questions/15558482/javascript-syntaxerror-missing-after-argument-list). I tried pasting it into [JSHint](http://jshint.com/), [JSLint](http://www.jslint.com/), and [JSFiddle](https://jsfiddle.net/), but they made me more confused because I don’t understand JavaScript.
  + This frustrated me to the point where I stopped working on the module, because nothing I wanted to do was working and I didn’t feel like I was accomplishing anything.
  + Eventually I came back to it and decided to just finish the text of the game so it could be submitted and I could explain what I intended to do in the paradata and the process notes.