

## Getting Started

- I began my journey in Twine using the **Harlowe story format**.
  - Learned the basic **syntax for linking passages** using the `[[Link Text->Target Passage]]` format.
  - This helped me understand the core idea of non-linear storytelling and how Twine handles story branching.
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## Adding Images & Music

- I wanted to make my story more immersive by adding background music and visuals.
- Learned how to use the `<img>` tag to embed images and the JavaScript Audio object to play sounds.

### Challenge:

- Figuring out how to get images and music to **load properly across devices**.
- Simply using local files didn't work consistently, especially on the web.

### Solution:

- I learned that **hosting files online** is essential. I used platforms like **PostImages** for pictures and **GitHub** for audio files.
- Hosted files ensured they could be accessed from any browser without issues.

### Impact:

- This allowed me to create a richer and more consistent experience for readers.
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## Learning to Use AI Tools

- I experimented with **AI image generators** to create custom visuals that matched the tone of my fantasy story.
- This helped bring my narrative world to life with art that felt unique and meaningful.

### Challenge:

- Most free tools were limited or produced images that didn't quite match my scene.

### Solution:

- With some trial and error, I found AI image platforms that allowed **prompt tuning** to get better results.

### Impact:

- Added atmosphere and visual storytelling that complemented the writing.
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## Working with Stylesheets (CSS)

- Discovered the **Stylesheet tab** in Twine and used CSS to improve the look and feel of the story.
- Applied a glowing text effect to passages and customized link colors for a magical aesthetic.

### Challenge:

- At first, my styles weren't applying, and I didn't know where to place the CSS.

### Solution:

- I found out that Twine has a **dedicated "Stylesheet" section**, and after adding the code there, everything worked.

### Impact:

- The story became visually consistent and better matched the **medieval fantasy theme** I was aiming for.
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## Transition to SugarCube

- I eventually switched from **Harlowe to SugarCube** due to limitations in scripting support.
- SugarCube allowed full access to **JavaScript**, which was important for features like **text-to-speech narration** and complex interactions.

### Challenge:

- My original Harlowe code didn't work in SugarCube and displayed formatting errors.

### Solution:

- I converted the passages and began writing JavaScript code in Twine's **"JavaScript" section** and using <<run>> macros properly.

### Impact:

- This unlocked new capabilities like audio control, dynamic buttons, and narration.
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## Narration and JavaScript Integration

- My goal was to let users **listen to narration** that felt dramatic, like Morgan Freeman reading in a fantasy setting.

### Challenge:

- I tried many JavaScript options for **text-to-speech (TTS)**, but none worked in Harlowe.
- Even in SugarCube, voice quality was very robotic and limited by browser defaults.

### Solution:

- Moved narration code to the **JavaScript section** and added this working function:

### Impact:

- I finally got the narration working, and while the voice wasn't perfect, it added accessibility and mood.
  - Learned a lot about **timing, browser support, and script placement** in SugarCube.
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## What I Learned

- Twine is a powerful tool for **interactive storytelling**.

- Harlowe is beginner-friendly but **SugarCube offers deeper control** through JavaScript.
- Hosting media externally is crucial for cross-device functionality.
- Integrating sound, visuals, and speech creates a more **immersive and accessible experience**.
- Styling with CSS makes a story feel polished and professional.
- Not all features work out-of-the-box, but **persistent problem-solving** pays off.

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## Final Thoughts

This project was a great mix of storytelling, coding, and design. I got stuck a lot—but each problem taught me something. I'm now more confident with Twine, HTML/CSS, and JavaScript basics, and I see interactive fiction as a powerful creative medium.