Windows

Twine Build Setup:

This project uses **Tweego** with the **SugarCube 2.37.3** story format.
Follow these steps to set up and compile the game.
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1. Install and Configure Tweego

Download Tweego here: https://www.motoslave.net/tweego/

Go into your PowerShell
Move to the C: drive and create a tools folder by typing:

cd C:\
mkdir Tools
mkdir Tools\tweego

(This is to have tweego in a permanent folder on your machine. If you already have a similar
folder like this, then you can just use your pre-existing one.)

Move your downloaded tweego.exe into:
C:\Tools\tweego\

You can either leave or delete the other things that came with the Tweego download

Add Tweego to your PATH permanently:
In your PowerShell, type
setx PATH "$($Env:PATH);C:\Tools\tweego"

Close and reopen PowerShell, then verify installation by typing:
tweego --version

2. Set Up the Project Directory

(If you use the example folder structure, this step is already set up.)

Navigate to your personal project folder by typing:
cd "C:\Users\userName\Desktop\TweeGo_projects"

(This is an example; find the path to your own project folder)

Create output and story format directories
mkdir dist
mkdir storyformats

Move your SugarCube folder (sugarcube-2-37-3) inside the new storyformats folder so the final path looks like:
C:\Users\userName\Desktop\TweeGo_projects\storyformats\sugarcube-2-37-3

3. Compile the Game

Our .twee files are organized inside a /src folder, so in your PowerShell, type:
& "C:\Tools\tweego\tweego.exe" -o ".\dist\index.html" --format=sugarcube-2-37-3 ".\src"

Your compiled game will appear at:
 "C:\Users\userName\Desktop\TweeGo_projects\dist\index.html"

Double-clicking on the HTML will lead you to the webpage of the running game

4. Verify the Build

Check if the HTML file was created by typing:
Test-Path ".\dist\index.html"

Check to see the list of available story formats by typing:
tweego --list-formats

If you see True and/or sugarcube-2-37-3 listed, everything is working

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Summary:

Step	Description	Command
1	Add Tweego to PATH	setx PATH "$($Env:PATH);C:\Tools\tweego"
2	Navigate to project	cd "C:\Users\userName\Desktop\TweeGo_projects"
3	Compile game	& "C:\Tools\tweego\tweego.exe" -o ".\dist\index.html" --format=sugarcube-2-37-3 *.twee

Mac

1. Install and Configure Tweego

Download Tweego at:
https://www.motoslave.net/tweego/

In Terminal, run:

cd ~
mkdir -p ~/Tools/tweego

Move the downloaded tweego (the binary file, no .exe) into that folder.
For example, if it's in your Downloads folder:

mv ~/Downloads/tweego ~/Tools/tweego/

Add Tweego to your PATH permanently

If you're using zsh (the default shell on macOS):

echo 'export PATH="$PATH:$HOME/Tools/tweego"' >> ~/.zshrc
source ~/.zshrc

If you're using bash:

echo 'export PATH="$PATH:$HOME/Tools/tweego"' >> ~/.bash_profile
source ~/.bash_profile

Verify the installation:

tweego --version

You should see something like:

Tweego 2.x.x

2. Set Up the Project Directory

Navigate to your project folder

For example:

cd ~/Desktop/TweeGo_projects

Create the output and story format folders
mkdir -p dist
mkdir -p storyformats

Move your downloaded SugarCube story format into the storyformats folder:

~/Desktop/TweeGo_projects/storyformats/sugarcube-2-37-3/

3. Compile the Game

If your .twee source files are inside /src, run:

tweego -o ./dist/index.html --format sugarcube-2-37-3 ./src

This will create your playable game at:

~/Desktop/TweeGo_projects/dist/index.html

Double-click it to open in your browser.

4. Verify the Build

Check that the compiled file exists:

test -f ./dist/index.html && echo

List the available formats (to verify SugarCube is loaded):

tweego --list-formats

You should see:

sugarcube-2-37-3