

Twine Final Prototype (for 2/15)

Instead of focusing on branching, this assignment is about prototyping & experimenting with different mechanics in Twine. Create a Twine game using the advanced topics we have covered: CSS, image editing, HTML maps, macros, etc.

If you are stuck:

- Take an existing genre or game and translate it through the lens of Twine (e.g. a first-person shooter, DDR or rhythm-based games, a multiplayer game, an RPG, Point & Click games, Super Mario Brothers, Telltale's games, chess, etc.).

Notes:

- It doesn't have to be a traditional story that tells a narrative or a game that is "fun." It can be satirical, subversive, expressive, poetic, etc.
- Finding inspiration:
 - [Live, Run, Die, Shop](#) - infinite runner
 - [TwinePlat](#) - "Platformer"
 - [Twiny Jam](#) - collection of game jam games with under 300 words
 - [The Vermin Throne](#) - Multiplayer game of memory and deception
 - [Candy Box 2](#) - Resource management, RPG
 - [Tower of the Blood Lord](#) - Call of Duty, FPS satire
 - [Candy Quest 3: Edge of Sweetness](#) - RPG
 - [HHH.exe](#) - Point and Click "parody"
 - [Life is Fair and Equal](#) - Satirical life simulator
 - [Even Cowgirls Bleed](#) - FPS story
 - [On Formalism](#) - Space Invaders
 - [Euro Truck Simulator: Twine Edition](#) - Parody simulator of 3D game
 - [Burnt Matches](#) - Visual poetry
 - [Ultra Business Tycoon III](#) - 90s business simulation game
 - [RocketJump - Ification](#) - Gamification satire

Instructions

- Your Twine must involve at least one of the advanced Twine topics we covered: HTML maps, randomness, timers, the typed library, RPG elements, etc. Don't try to cram them all in - strategically pick a few that work together.
- Your Twine must use custom CSS. No default fonts. No default colors.
- Don't neglect image & sound. Filter/distort/manipulate your images to make them stylistically fit.
- Playtest your Twines. Better yet, get a friend to playtest. I don't expect 100% bug free experiences, but make sure the core mechanics are working.

Resources

Tutorials:

- Making an RPG [blog post](#) - This is in Harlowe format, but the concepts apply to SugarCube
- Twine Dungeon Crawler [video series](#) - intricate map system
- Dating Sim [video tutorial](#) - Harlowe format, but the concepts apply to SugarCube

The [SugarCube documentation](#):

- [Markup](#)
 - Particularly: ` ` for escaping whitespace
- [Macros](#)
 - Particularly: `<<timed>>`, `<<repeat>>`, `<<if>>`, `<<goto>>`, `<<replace>>`, `<<link>>`, `<<silently>>`, `<<nobr>>`
 - We didn't talk about them, but these can be useful: `<<linkreplace>>`, `<<linkappend>>`, `<<linkprepend>>`
 - Other ways to get input: `<<checkbox>>`, `<<radiobutton>>`
- [Functions](#)
 - Particularly: `either()`, `random()`, `randomFloat()`, `turns()`

Milestones

Before the start of class on 2/8:

1. DM me (on Slack) the direction you are planning. You should include: what you want to do, what aspects of SugarCube/CSS you think you'll need, and a reference to a Twine/game/story that is related to what you want to do.

Before the start of class on 2/13:

1. Have a part of your project working that you can share with the class.

Before the start of class on 2/15:

1. Upload your Twine to GitHub.
2. Post the URL to your game in the [#sharing channel](#) on Slack.
3. Be prepared to share your work in class.