

Branching Story (for 2/1)

Write a branching Twine story about a character exploring a space. Feel free to interpret "space" however you want (e.g. a mental space, an emotional space, a fictional space, outer space). Try to avoid the tropes of games (collecting coins, princess as reward, thoughtless violence as mechanic, etc.) unless you want to use them in a way that subverts expectations.

Some ideas to get you started:

- Write a parody of a Choose Your Own Adventure book or Twine game
- Use an existing story from books/games/tv/movies as a starting point - fan fiction, satire, commentary
- Start with a time in your life and think of what would have happened if you had made different decisions
- Tell a story with the events out of chronological order

Instructions

- Plan your story out so that it is 5 - 10 minutes long. (Longer is fine - so long as you can demo a piece of it in class.)
- Your story should have multiple end points.
- Create a coherent story, not just a random hodgepodge of text and endings.
- Don't create pages that are walls of text.
- Try to incorporate meaningful variables & conditionals into your Twine coding.
- Use images and sound strategically to fill out your "space."
- Your story should involve custom CSS. You should not use the default font and color scheme.

Resources

The [SugarCube documentation](#) is your friend, especially the following pages:

- [Markup](#)
- [Macros](#)
 - Particularly: `<<set>>`, `<<print>>`, `<<if>>`
- [TwineScript](#)
- [Functions](#)
 - Particularly: `either()`, `random()`

Submitting the Assignment

Before the start of class on 2/1:

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.