# Author’s Guide for VicStories

The Ink language is very flexible, and you should feel free to use anything in it you like. There is a short authoring guide at <https://www.inklestudios.com/ink/web-tutorial/> and a much more complete one at <https://github.com/inkle/ink/blob/master/Documentation/WritingWithInk.md>

In order to fit within the confines of our application, though, we will need to define some standardized behaviour, and also some rules for how to add images, etc.

The first standards are some set variables. The most important being location. We will have to have a set list of locations by the time we ship, and there will be a little bit of work to add new locations. Locations will be found in a global variable named “Place” which will take a string. Please send mail to [vicstories@lists.uvic.ca](mailto:vicstories@lists.uvic.ca) to have any places added.

Let’s start with the following:

“cityhall” city hall

“interactivity” Interactivity board games café

“victheater” the Vic theater

“cineplex” the Cineplex Odeon

“capitol6” the capitol 6

“VFFoffice” the VFF office

We will certainly add some additional locations, but this set will allow the testing of stories within a close area to make initial authoring easier.

The next variables are to do with some general preferences. We want users to be able to decide how to interact with the stories globally rather than for each story. Most of these will not apply to people playing on the website since we are limited in what we can do there.

“Notify” has the options “never”, “app open”, and “always” which determines whether the user wants a notification when new story content becomes available. For instance, if story content triggers on proximity to city hall, will just walking pass cause an alert? Or will you need to have the app in the foreground to see that something has happened.

“Location” has the options “auto” and “manual”. This is to allow players on mobile devices to set their location via a checkbox if they want to play the whole game from one location. This is a variable because as a story author you are welcome to hide things that are ONLY visible from a place, but in general you should make everything available to lazy players.

“Sound” has the options “sound” and “silent”. It is not clear how much use of sound stories will provide, but this is to allow for the option.

Each image or sound in a story will have to be uploaded with the story. In order to make organization of this easier, there will be a form on the author page asking for several pieces of information. The first is the story name, this should be a one-word unique name to identify the story. This will not be shown to players. For instance, if I am writing a story about a dog and a boy I might choose dogandboy as my unique name. This name is to be used for all submission for this story. The mandatory pieces are a text file that contains the summary information for the story:

Title – the full title of the story, as seen by the user

Summary – a short summary of the story. Something to get the viewer hooked.

Movie – the movie that inspired the story (NB this field will be hidden on the website until after the Jan.18 movie announcements)

Author – the name (or names) of the author of the story

The story itself will be in an “ink” file. This is a text file that contains the source for the story.

The story must also be delivered in a compiled form as a json file.

Finally, any images or sound files should be numbered sequentially – dogandboy1.jpg, dogandboy2.jpg, dogandboy1.mp3, etc.

When the authoring portion of the webpage is finished there will be a form for the summary, and editor for the story, and an upload for the images and sounds that will make these naming decisions automatic.