

CSCI S-38 Summer 2018

Game Project Week 2 - Interactive Non-Linear Story

Your project this week is to create a non-linear story programmed in C++ similar to the types of stories you can find on www.twinery.org. NOTE: you are not to use twinery.org to complete this assignment – It is noted here just to give you a sense of what an interactive story is.

Your project must have at least 15 story elements. In a non-linear story, some elements will move the story forward, while others represent an alternate path. At each decision point, you can have any number of options, but I suggest limiting to 3.

Here is an example- with three story elements:

Story element #1

The little girl is going through the woods with her red cape on the way to her grandmother's house. It is a lovely sunny day and she is singing and admiring the lush foliage in the forest. Suddenly she hears a movement behind her and she sees a friendly wolf.

Should she:

Talk to the Wolf [goes to element 2]

Give the basket to the Wolf and get out of there [goes to element 3]

Story element #2

The Wolf says, "Hello little girl, where are you going". "To bring my sick grandmother some fresh eggs", said the little girl. "Can I help you carry all of those precious eggs so that they arrive safely", the Wolf replied.

Should she ...

Story element #3

The Wolf says, "Hello little girl, where are you going". "Hello sir", she says sweetly. "I was going through the forest to give my yummy eggs to someone and I think it should be you.". The Wolf was pleased by the gesture and distracted long enough for the little girl to slip away.

Should she ...

Hints:

1. Make each story element an array element
2. Map out your story first!
3. Think about how you want to accept user input
4. Use a loop!
5. How do you indicate the stopping condition?

Have fun with this!

If you do this well, your program could serve as a generic platform for additional non-linear stories.