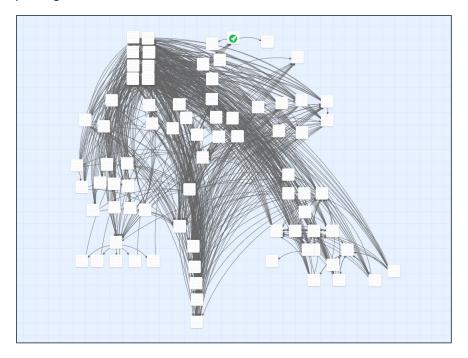Twine Workshop // Digitorium 2020

Workshop Objectives :

- Consider Twine as a way to introduce students to the concept of hypertext, maze/labyrinth structures, game design, collaboration, basic code elements (such as variables and conditionals)
- Lightheartedly play around in the build environment, perhaps creating a narrative-based game or some other kind of easy system

To Start :

- Download Twine or use online
    - Take care with the online option to "Publish to File" to preserve work
- Feel free to experiment with Story Formats, but syntax here is drawn from Sugarcube format

Useful links:

- Twine home: twinery.org
- Sugarcube Documentation: http://www.motoslave.net/sugarcube/2/docs/
- Digitorium Sample Cave with Personality test: https://mapping-nature.org/teaching-portfolio/teaching-portfolio/twine-narrative/
    - Right click on Digitorium Sample, download and insert in Twine application

Tasks:

- Create a few narrative passageways (you can set goals around locating some type of "treasure")
- Play with adding images (you can borrow images from the web or host your own and use those urls)

- Play with creating variables to offer a bit more interactivity and choice (consider offering objects to pick up such as keys)
- Try creating a conditional state with the if/then macro (possibly contingent on those objects you offered in the game)

Just a few helpful code syntaxes (borrowed/adapted from the Sugarcube guide):

Type	Syntax	Example
Simple variable	$variable	$name
Passage links	[[Text|Link][Setter]]	[[Go buy milk|Grocery][$bought to "milk"]
Images	[img[web address]]	[img[https://upload.wikimedia.org/wikipedia/commons/1/1e/Lascaux_painting.jpg]]
Conditionals	<<if>><<else>><</if>>	<<if $variable is 1>>Show text<<elseif $variable is 0>>Show this text instead<</if>>