

For this assignment, I took inspiration from the snippets of Zork to try to create a narrative where the player can explore around a place with a goal in mind. It's a choose your own adventure game inspired by Tom and Jerry, where you're a mouse who feuds with a cat in cartoonishly violent ways. (A lot of the things in this script are referenced directly from the cartoons because I've been watching them recently.) It reflects Murray's four characteristics of digital environments. It's procedural because when you make choices about what to do, the computer follows the set of rules dictated by the Inky programs and proceeds with the next branch of the story. It's participatory because the user can make choices about what to do next. It's spatial because you can choose to move around different rooms described by the story and encyclopedic because there is the potential for this story to expand even more from what is currently written. In these ways, this ink script creates a game that is both interactive and immersive.

The main difficulty with this was how the story can so quickly split off into different branches and directions of the narrative depending on player choice. If there are too many choices, then it feels like the story can quickly get away from you, and it takes more time and effort to come up with interesting and unique endings for all of the situations. It could also be harder to keep all of the branches organized. Inky has syntax meant to organize/structure the code to help you, such as knots and variables, which I found very helpful since you could name different parts of the code and refer back to them later.