Resources for Writing ChoiceScript Games

Stephen Granade, v1.1, April 2021

Planning Your Game

- **I'd like to outline my game before I start.** "Writing for Choice of Games: Game Outlines," Choice of Games
- **What are Choice of Games's expectations about how my game will be structured?** "Writing for Choice of Games: Games," Choice of Games
- **Any advice for writing a game that people will want to play?** "What I Learned From Playing Every Choicescript Game (Patterns in Good/Bad Games)," Brian Rushton

Coding Your Game

- **I'd love a short introduction to the basics of ChoiceScript.** "Introduction to ChoiceScript," Choice of Games
- **I've got the basics of ChoiceScript down and would like to learn more advanced techniques.** "Advanced ChoiceScript," Choice of Games
- **I'm still struggling with ChoiceScript and could really use a tutorial.** "A Basic Tutorial," Choice of Games
- **Where can I find more information about ChoiceScript commands?** ChoiceScript Wiki

Stats and Choices

- **How do I decide when to set a stat, check a stat, or gate available options due to that stat? How do I communicate that to the player?** "Set, Check or Gate? A Problem in Personality Stats," Emily Short,
- **How much should I raise or lower stats by?** "Loose, Tight, Flat, and Bumpy Stats in ChoiceScript Games," Emily Short (also has a neat way to handle later having to adjust those values)
- **What are different ways I can structure choices in my game on a smaller-scale level than a full scene or chapter?** "Small-Scale Structures in CYOA," Emily Short
- **How do I make reflective choices, ones that don't mechanically change the story, work?** "Successful Reflective Choices in Interactive Narrative," Cat Manning

Other Characters

- **What are some key elements of good interactive dialog that make it do dramatic work?** "Sparkling Dialog: A Masterclass," Jon Ingold,

(video, but a text summary is available)
- **How do I write my non-player characters so that they are interesting?** "Forget Protagonists: Writing NPCs with Agency for [the game] 80 Days and Beyond," Meg Jayanth (video only, but also only 26 minutes)

Testing Your Game

- **Is there a way to make the computer play my game to test it?** Randomtest will play through your game, picking choices at random to see if it finds any bugs. That can take a while, so another test, Quicktest, will play through your game once and make *every possible choice* on one playthrough. If you're using the VS Code extension, please see the VS Code extension documentation on running tests. Otherwise, please see "Testing Choices Automatically".

Communities and Publishing

- **Where do people talk about ChoiceScript and CoG games?** Choice of Games Forum
- **How do I write an official Choice of Games game?** "We're Looking for Writers", Choice of Games
- **What if I my game won't be a good fit for Choice of Games's very specific house style, but I still want to make money off of my game?** "Write a Hosted Game", Choice of Games
- **All I want to do is make my game freely available online.** DashingDon Free ChoiceScript Hosting
- **I want to write choice-based games, but I don't think ChoiceScript is for me.** Twine lets you create free HTML games that you can host on itch.io. ink is more complex than Twine or ChoiceScript, but is very powerful and lets you create games that run on the Unity platform.

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