

# Resources for Writing ChoiceScript Games

*Stephen Granade, v1.0, 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)

## 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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