**How to add a new story.**

1. Locate the folder called "story". Here you will create a json file with a name that you desire and inside it should be filled like that (take the simp4simp.json as example)
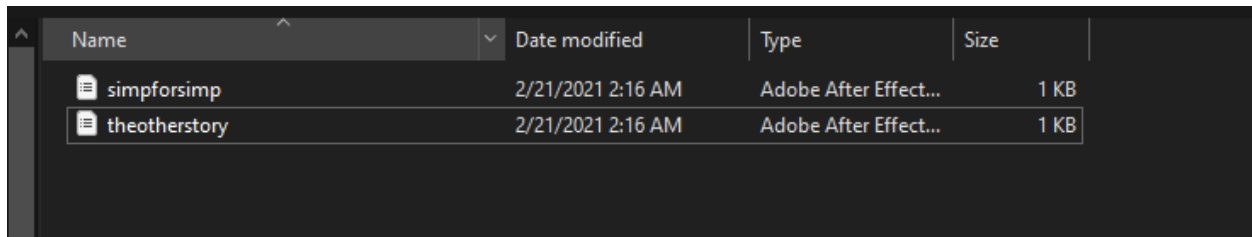
(Note: I suggest having a "beginning" and an "end" to match the code of s4splay.js)

{

"beginning":{

    "Title":"unused variable , is optiononal",

    "Text":"Here goes the message of the bot",

    "optionA":"TheSceneInCaseTheUserReactsWithA",

    "optionB":"TheSceneInCaseTheUserReactsWithB"

    },

"TheSceneInCaseTheUserReactsWithA":{

    "Title":"same thing",

    "Text":"another message",

    "optionA":"AnotherScene",

    "optionB":"Anotherscene2"

    }

"TheSceneInCaseTheUserReactsWithB":{

    "Title":"same thing",

    "Text":"another message",

    "optionA":"AnotherScen3",

    "optionB":"TheSceneInCaseTheUserReactsWithA"

    }

}

I strongly suggest having a map, like this one:
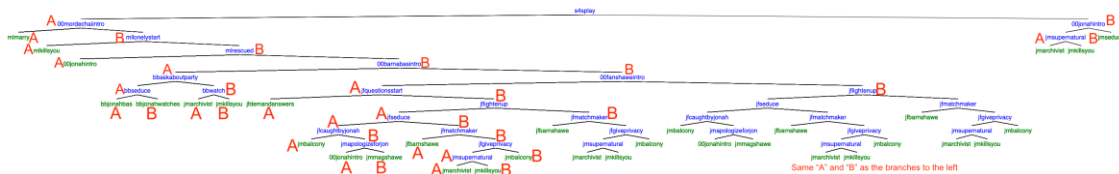
2. There is another folder called "database" where the the data for "Resume" option is saved. You can recreate another JSON file so the user will have saved progress for each story like that.

The JSON file **must** contain:

{

}

(Note: Yes , two brackets and empty space)

3. Now that you got your data set up , the only thing is the command. Since s4splay comes from simp for simp – play , I suggest making another command to match your story. !mnsplay (my new story – play). Now , open s4splay.js and copy the whole stuff inside your new "mnsplay.js" file.

(Note: A text editor that displays the lines would be great because we will use line as reference)

Lines to be modified:

- Line 1 : replace "simpforsimp.json" with the JSON that contains your new chapters/text replies
- Line 3 : replace "simpforsimp.json" with the fresh JSON that you created, the one with 1 bracket open and 1 bracket closed.
- Line 6 and 7 , change "s4splay" with what you desire.
- Line 9, the description is the first message that pops up when you type the command. I suggest a text that displays usefull info, like **author(s)**, **version**, and anything else that you think it's usefull, because your first chapter should anyways be inside story/newjson.json .
- Now here it comes the difficult part. Since everything is stored inside a json file, to swap between string and variable name I made a switch (lines 47 – 74). All it needs to contain is:
    - case "scenename": n = story.scenename;break;
    - case "scenename2": n = story.scenename2;break;

And that's all pretty much for this.

If anything unclear or explained bad by me , don't hesitate to contact me!