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fighting dragons, or
exploring planets
then Twine is for
you. This

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you to create
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where worlds are
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Writing Interactive
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If you've ever dreamed about walking through the pages of a book, fighting dragons, or exploring planets then Twine is for you. This interactive fiction program enables you to create computer games where worlds are constructed out of

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words and simple scripts can allow the player to pick up or drop objects, use items collected in the game to solve puzzles, or track injury in battle by reducing hit points.

Writing Interactive
Fiction with Twine
[Book]

Writing
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Inside a Story If
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where worlds are
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breakthrough tool.
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implement each
element of the great
interactive story,
from strong
settings to in
Interactive fiction is
coming of age, and
the open source
Twine program is
today's most

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exciting tool for
creating it.

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» Melissa Ford

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Interactive

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Storytelling - Intro
to Twine - YouTube

Twine is an open-
source tool for

telling interactive,
nonlinear stories.

You don't need to
write any code to
create a simple
story with Twine,
but you can extend
your stories with
variables,
conditional logic,

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images, CSS, and JavaScript when you're ready. Twine publishes directly to HTML, so you can post your work nearly anywhere.

Twine / An open-source tool for telling interactive ...
Interactive fiction has a respectable history in

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computing, stretching back to the text-only adventure games of the early 1980s, and it's enjoyed a new popularity recently. There are many technology tools that can be used for writing interactive fiction, but the two that will be considered here,

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Twine and Ren'Py, are ideal for the task. Each has different strengths that make it more attractive for particular types of projects.

Comparing Twine and Ren'Py for creating interactive fiction

Get familiar with

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the popular Twine
scripting program
Learn how to
design puzzles Build
your own role-
playing game with
stat systems
Maintain an
inventory of objects
Learn game design
and writing basics
Change the look of
your story using
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If you've ever dreamed about walking through the pages of a book, fighting dragons, or exploring planets then Twine is for you. This interactive fiction program enables

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you to create
computer games
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words and simple
scripts can allow
the player to pick
up or drop objects,
use items collected
in the game to solve
puzzles,...

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Twee2 is a system for writing web-based interactive fiction in the "Choose Your Own Adventure" style (but it can do a lot more than that, too). It's built on top of Twine , but instead of Twine's graphical editing system Twee2

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works with your favourite text editor and tools, making it more-suitable for power users, advanced Twine authors, and those with a programming background.

Twee2 |
Interactive Fiction
for Power Users
Melissa Ford is the

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author of numerous works of fiction and nonfiction. She has been a huge

interactive fiction fan since 1982, when her dad gave her a copy of Zork to help her become a better speller.

She is the blogging and social media editor at BlogHer, a contributor at

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GeekDad, and the
Twine mentor at
her local computer
club.

Twine

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Ford, Melissa ...

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Writing Interactive
Fiction with Twine
eBook: Ford ...

Writing Interactive
Fiction with Twine
by Melissa Ford is
from Que Publishing
(2016). This book
is part software
manual, part writing
workshop. The
software described
in the book, Twine,
is free to download.

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There are sites mentioned in the book where you can publish your completed interactive fiction.

Review: Writing
Interactive Fiction
with Twine - Web
Teacher
Interactive fiction,
often abbreviated
IF, is software

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simulating environments in which players use text commands to control characters and influence the environment. Works in this form can be understood as literary narratives, either in the form of interactive narratives or interactive

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narrations. These works can also be understood as a form of video game, either in the form of an adventure ...

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