

Interactive stories are stories that change according to the choices the reader makes. These choices determine the main character's actions and the story's outcome.

Task:

Use Twine (www.twinery.org) to create your own interactive story. Construct different threads depending on the reader's choices.

Pre-writing: Collect ideas. A good way to start is to think of the setting, the character(s) and the situation. If you need inspiration for:

- the setting, visit <http://writingexercises.co.uk/create-a-setting.php> (<http://t1p.de/5s08>) to create a random setting.
- a main character, visit <https://www.character-generator.org.uk> (<http://t1p.de/n0k9>) to generate a random character. Click on 'personality'. To randomize your personalities, click 'suggest'.

Or get inspired by:

- images, visit <http://www.writingexercises.co.uk/random-images.php> (<http://t1p.de/c62t>) to generate a random image as a writing prompt.
- writing prompts, visit <https://www.reddit.com/r/WritingPrompts/> (<http://t1p.de/id33>).

While-writing: Once you have done all preparations, you can start to write your story. Don't forget to create suspense and to present readers with several **difficult choices**.

Post-writing: As with all forms of writing, you have to check your story for typos, grammar and vocabulary mistakes. Also, make sure that all links lead to the correct story threads. If necessary, edit, rearrange and revise your story till you are totally satisfied with the final version.



Twine

Twine is a free tool to create nonlinear, interactive stories. It does not require knowledge of any programming languages. You can either download the latest version or work in the browser.

To create your own story, use...

- the Twine Wiki: <http://twinery.org/wiki/twine2:guide>
- a video tutorial: <https://www.youtube.com/watch?v=iKFZhHD7Xk>