

Major Quest II: Twine Game

Your journey in this course will not just ask you to better understand games and their meanings, it will also challenge you to make your own! Do not be intimidated by this—the software we will use, Twine, is web-based (in other words, you don't have to download anything) and easy to use. We will also build toward this gradually, with the following steps:

Step I: Other Twine Games

In Unit I you will play several Twine games in order to become more familiar with what a Twine game is, and how it functions. While you play the Twine games, think about what you like or dislike about them, and what you would like your own Twine game to be. After you finish playing the games, you will write up a short 1 page document with ideas for your own Twine game and submit it via D2L dropbox.

Due in Unit I: Ideas for Twine Game, submitted via D2L Dropbox

Step II: Start Your Twine Game

In Unit II you will start creating your own Twine game. I will provide a video lecture for how to get started, and how to link passages of your game. You should also consider looking at Twine tutorials on YouTube or another website to see what is possible for your game (changing fonts, backgrounds, adding images or sound, etc.). Once you have completed a series of passages, you will upload your game draft to a D2L dropbox.

Due in Unit II: Upload your game draft (as HTML file, see lecture) to D2L Dropbox

Step III: Add effects, Playtest

In Unit III you will add an effect to your Twine game (such as changing font or background color). You will continue to add passages to your game in order to make it a more complete experience. Once you are nearing completion of your game, you will playtest the game with a friend, relative, or classmate. They will play your game, and you will ask them questions about their experience with it. You will record their responses and what you learned from the playtest in a document that you will upload to D2L.

Due in Unit III: Upload game draft (as HTML file) and playtest results and reflection (DOC or PDF file) to D2L Dropbox

Step IV: Final Submission

Using what you learned from the playtest, you will refine and complete your game for final submission at the end of the course. You must submit your final game by June 30.

Due June 30: Upload final game (as HTML file) to D2L Dropbox

IMPORTANT NOTE: While you will be graded primarily on your final game, I will take all prior steps and activities related to it into account in assigning a grade to your Twine game. So put your best effort into even the earlier drafts and activities, so they can help support your final grade rather than dragging it down.