

CDM: Text Assignment
3/16/16

For this project, you'll use Twine to create a text-based game (or choose-your-own-adventure story). You have two main goals here. 1. Explore the possibilities of digital text, which can be non-linear, respond to reader input, and incorporate elements of design. 2. Spend some time thinking carefully about your sentences, attending to what makes writing more or less effective.

Here are some things to consider as you start composing: What sort of story do you want to tell, and how can you invite a reader to participate in it? Do you want your reader to control their own destiny, or are you leading them inevitably somewhere? What color scheme, font, and effects might enhance your story? What style of writing – formal or conversational, sparse or detailed – will best help you achieve your goals?

Guidelines

I'll be looking for these three things when I'm grading:

- Writing – quality and creativity of sentences
- Story structure – branches, loops, conditions, variables
- Design – color, font, sound and text effects, images

Since this is the third major assignment for the class, I'm not giving specific length parameters or a checklist of required elements. You should spend roughly the same amount of time on this project as you have on the others, but you're free to focus on the parts of this you find most interesting. So, if you're an aspiring writer, you can devote more time to your sentences; if you love design, you can put more emphasis on color, layout, and effects. I should be able to see where you've put your time and effort, though, and you should give some consideration to all three areas.

Your Twine game is due **Sunday 4/3 by 11:59PM**. You should post both the Twine file (.tws) and the built/exported file (.html) in your individual box folder.

Text Portfolio

You'll produce several things alongside the Twine game itself, which will also count toward your grade on this project. They are: a preview, a playthrough, and a reflection.

The **preview** is a description of something you're working on and how it fits into your larger game. This can be a diagram of your story, a section of text, a cool effect you've found or created – anything you're planning on using in your project. The preview should be **at least 300 words**, and is due **Sunday, 3/27 by 11:59PM**. Post it to the blog, tagged with "text preview."

The **playthrough** is a description of and response to playing a classmate's game-in-progress. On 3/30, you'll exchange game drafts with a partner and provide them with feedback that they and I will see. The goal here is to help your partner realize what is and isn't working in their game, and to give suggestions about how to fix any problems. The playthrough should be **at least 300 words**, and is due **Wednesday, 3/30 by 11:59PM**, emailed to me and to your partner.

The **reflection** is an account of how the project actually went, due **Sunday, 4/3 by 11:59PM**, and should be **500-600 words**. It should also include **3 screenshots** taken at various stages of your composing process. Upload it to Box as a .doc or .docx file. Some guiding questions:

- Where are you asking a reader to make a choice? What's the significance of those choices?
- How would you describe your writing style? Your design choices? Are they related?
- How did you go about composing your game? What moments are you making visible with screenshots, and why are they interesting or important to your finished product?
- How does your original vision differ from what you're turning in?
- What's your favorite part of your game? Least favorite?
- Are there things you wish you'd done but didn't or couldn't? What might you do if you revise your game?

You don't have to answer all of these questions, but you should give me a sense of the work that went into your Twine game and whether it accomplishes what you wanted it to.