**English 205**

**Best**

**Unit 1: Choose Your Own Adventure**

For our first unit, we’ll be using Twine in a straightforward way: to tell a choose-your-own-adventure type of story. There are three main technical requirements:

* The total text of the story must be at least one thousand words.
* The story must have at least four possible endings.
* The story must use at least twenty passages in Twine.

Of course, the story should also be well-written, as defined by the various craft elements of interactive fiction (plot, agency, characters, etc.) we discuss in class.

We will workshop a draft of your story in class. For workshop, you will post a draft of your story (labeled as a draft) and an accompanying text dump[[1]](#endnote-1)† on your personal website.

The final draft will be due on **Friday, September 30th.** Your final story and accompanying final text dump should be posted to your website by noon that day. Unit 1 is worth 10% of your final grade. Grading standards will be distributed separately.

1. † Create a new file on Neocities (click “New File”) and name it *[something]*.txt. Go to Twine and open your story. Under the story menu (lower left, next to the Home icon), click “View Proofing Copy.” A new window will open. In that window, select all the text (Ctrl+A) and then copy it (Ctrl+C). Open the new .txt file you created in Neocities. Click at the upper left, just to the right of the number 1, to begin editing the blank document. Then paste all the text from your story there (Ctrl+V). Save the file on Neocities, and include a link to it on your homepage. [↑](#endnote-ref-1)