**English 205**

**Best**

**Unit 2: A Day in the Loop**

For our second unit, you are asked to write a story that uses a loop structure. The player-character should experience the same or similar events for several repetitions. Of course, you’ll want to make each pass through the loop sufficiently different to keep the story interesting. You might want to begin by thinking of real-life loops we go through on an hourly, daily, weekly, monthly, or yearly basis.

There are several technical requirements:

* The total text of the story must be at least one thousand words.
* The story must use at least fifteen passages in Twine.
* The loop itself must be at least four passages long—i.e., it should take no fewer than four links to get through the loop and restart it.
* The story must travel through its chosen loop at least three times. There can be non-looping passages before or after the loop as you wish.
* The story must have at least three possible endings. The player should not be stuck in the loop forever.
* There should be no coding errors / bugs.

(Remember you can check word and passage count under “Story Statistics” in Twine.)

As before, the story should also be well-written, as defined by the various craft elements of interactive fiction we’ve discussed in class.

Your first, second, and final drafts are due on days indicated on the revised calendar. Unit 2 is worth 15% of your final grade, and will be graded according to the same standards as Unit 1.