TECH TOOLS

Twine

Twine is an open-source tool for developing interactive, non-linear stories.

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TWINE

Summary

Out of the box, Twine can be used to easily develop an interactive story experience just by typing and using brackets to mark your branch points. However, with a little bit of extra work, you can use conditional logic, images, CSS, and JavaScript to scale your story up from a text-based interactive to just about anything you can dream. Twine publishes to HTML, so you can publish, post, and embed your work just about anywhere. You are the owner of your own work to use it however you please.

Procedure

1. Download Twine from their website or use it online at https://twinery.org/2
2. Click +New.
3. Give your story a title. Don't worry about the perfect title now; you can change it later.
4. Double-click the box in the center of your work area to begin typing the first passage of your story.
5. To link a passage, enclose the title of the new passage in double square brackets, [[title of passage]]. You can create multiple linked passages if you make a new line and put the second passage option in double square brackets as well.
6. If you want to make the link read something different from the title of the passage you can separate the link title from the passage title with a pipe, [[link title|passage title]].
7. Click on the Test From Here button to test out how your interactive story is working so far!

https://twinery.org/