

Name:

Date:

Texture Writer

Learning the Tools of the Trade

Introduction

Texture Writer is a **Choose Our Way Tale** creator. This tool allows users to quickly and easily, create interesting, engaging, and unique pieces of **Interactive Fiction**.

Interactive Fiction allows readers to become part of the story, and take **agency** for the **protagonist's** actions. By being more than passive consumers, readers are more eager to engage, and involve themselves in the author's world.

What is a Choose Our Way Tale?

The spaceship is exploding all around you! Bells are ringing. Alarms are blaring. Lights are flashing!

If you run to the escape pod, go to Page 4.

If you try to fix the ship, go to Page 27.

Agency

The ability to make choices that have a direct impact on an outcome

Choose Our Way Tale

A specific type of Interactive Fiction where readers are given the opportunity to choose from a limited number of options, determining the progression of the plot

Gamification

Adding videogame-like qualities to non-videogame tasks

Interactive Fiction

A genre of fiction that allows for readers to make choices that impact the story

Protagonist

The main character in a text.

You've probably read stories like this before. The most popular type of Choose Our Way Tale are the *Choose Your Own Adventure* books published by Chooseco LLC. Wizards of the Coast have also been busy popularizing the *Endless Quest* series. More recently, an episode of *Black Mirror* allowed for a Choose Our Way Tale to be featured through a Netflix special, where viewers use their remote to make decisions.

Why it's important to write Choose Our Way Tales

The average teenager is spending more time playing video games than they were a decade ago, while the amount of reading fiction for pleasure has decreased. By creating Choose Our Way Tales one presents readers with the **gamification** of literature.

Tapping into the desire to be agents rather than passive consumers, Choose Our Way Tales present readers with an engaging hook that bridges the gap between reading fiction and playing video games.

As reading is contagious, once hooked on Choose Our Way Tales, the individual's appetite for reading other forms of fiction will only grow.

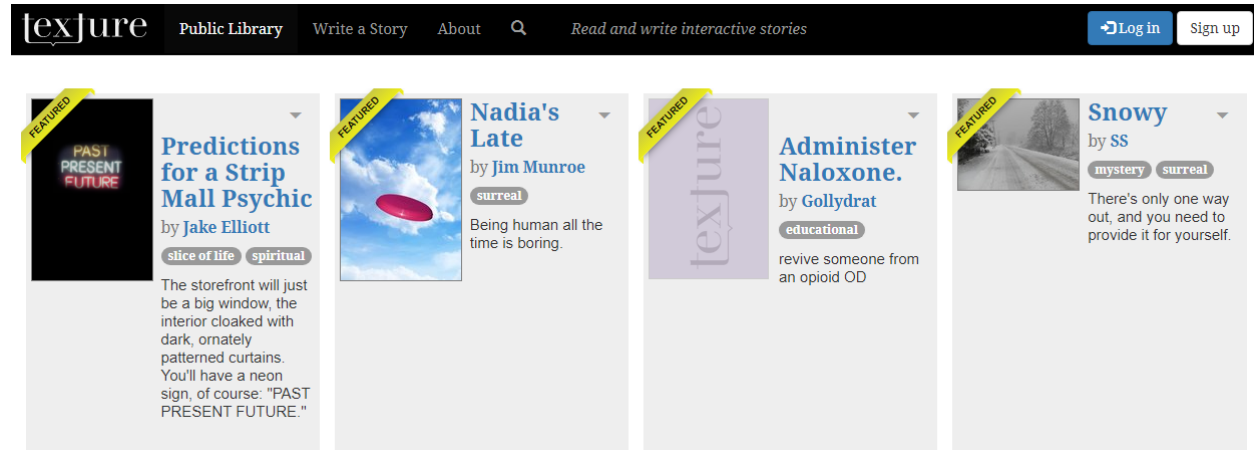
But, without creators, there will be no content.

Name:

Date:

Meeting the Home Screen

When you first visit <http://www.TextureWriter.com/> you will discover their homepage.



You will notice that there are **five** main sections:

1. The Public Library

This is where you can browse and read a selection of Interactive Fiction stories created by Texture Writer users. By browsing the Featured stories you will gain an understanding of how the tool can be used to its fullest potential.

2. Write a Story

By clicking on the Write a Story link you will be transported to the creator section. A pop-up will immediately appear asking if you'd like a tutorial that explains how to use Texture Writer. Feel free to explore their interactive tool, or follow the steps provided later in this guide instead. Preferably you will try both.

You can write a story without creating an account or signing in, but stories created without an account will not be saved or editable if you fail to save a local copy. For this reason it is recommended that you write your stories in a created account.

3. About

Here you will learn about the creators of Texture Writer, and those that have helped make the tool what it is today.

4. Log in

If you have already created an account, you can log in through this button. Once logged in, all stories you create will be saved on the Texture Writer servers, accessible from any computer with internet access.

5. Sign up

Those who have not yet signed up for an account can easily create one, or use their Google Account for instant access.

Name:

Date:

Writing with Texture Writer

You've read some sample stories, you've created an account, and you've logged in. Now it's time to start creating your very first story.

Your Account Screen

My Stories

+ Create a new story

Title	Created	Last modified	Published in
So Meta	06/29/2019	08/08/2019	
Space In Between	Today at 8:22 AM	Today at 10:17 AM	
The story of a lifetime	06/29/2019		
Treat	06/29/2019	Today at 12:59 PM	

Once logged in you will be able to view and edit all previously written stories, view their publication type on the website, delete your stories, or *Create a new story*.

Creating your First Story

Step One: Setting the Title and Author

Once you click on *Create a new story* you will be met with the Title / Author screen. Simple enter your desired title, and the name you wish to be known by as the author. Then click Create story.

STORIES ABOUT READ AND WRITE INTERACTIVE STORIES

Create a new story

Story title

Author name

Cancel Create story

Name:

Date:

Step Two: Getting to know the Editor

Once you have created your story you will be taken to the editor. Here you can write your story, or take advantage of the options on the sidebar.

Take a Moment to Explore the Sidebar

The sidebar is broken into three main sections:

The Top

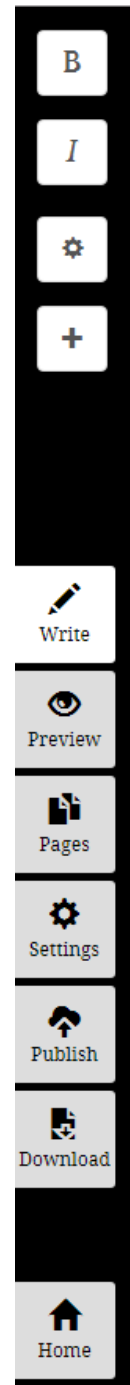
- **The Bold Button**
Highlighting text and pressing this button will make the text **bold**. The same result can be achieved by highlighting text and pressing **CTRL+B**
- **The Italics Button**
Highlighting text and pressing this button will make the text *italicized*. The same result can be achieved by highlighting text and pressing **CTRL+I**
- **Page Properties**
There are a large number of options here that will be covered later.
- **New Page Button**
This button will allow you to create a new page, but for our purposes we will **not** be using it to create new pages.

The Middle

- **Write Tab**
Takes you to the editor screen to continue writing your story.
- **Preview Tab**
Allows you to experience the story as a reader would to test your tale.
- **Pages Tab**
Lets you view the various pages you have created in your story.
- **Setting Tab**
Allows you to set the genre, title, author, and other information. You can also upload your cover image here, and download local backups of your story.
- **Publish Tab**
Publishes your story to Texture Writer's public library, private library, or unlisted URL
- **Download Tab**
Allows you download your story in an HTML file that can be shared with others.

The Bottom

- **The Home button**
Clicking on this button will take you back to your account page, allowing you to edit or read other stories you have created.



Name:

Date:

Step Three: Writing your first page

Once your story has been created, you will begin typing your first page. This is the most important part of any story. A gripping first line will make readers want to finish the page, and a gripping first page will make readers want to finish the entire story.

For the first page:

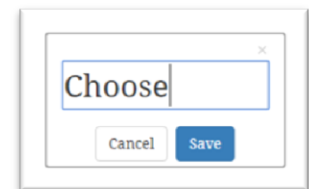
- Write the body of your page
- Add two options that will allow the reader to choose what to do next

The spaceship is exploding all around you! Bells are ringing. Alarms are blaring. Lights are flashing.

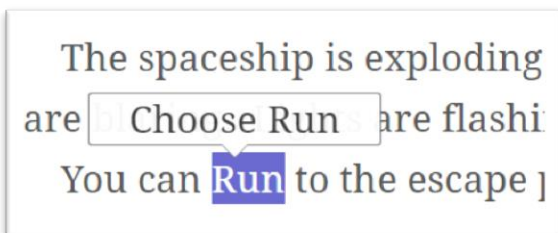
You can Run to the escape pod, or try to fix the ship.

Create an Interaction Word

Once you have your options, you need to create a way for the reader to make a choice. You do this by clicking **+Add interaction word**. Next, type in "Choose".



Connecting the Object Interaction to the Text



Once you have created your Interaction Word, click and drag it over top of the word you would like to have it interact with.

For this example, Choose has been connected with Run. Once you release the key, you will be able to decide how the interaction works.

Tailoring your Interaction

Changing Text

If you select the check box for **Change "Run" to** you will be able to specify what the world Run becomes once you have interacted with it. For example, you could change the text to "Flee".

Adding Text

If you select the **Add Text** checkbox you can set new text that appears: After the paragraph; at the end of the page; or, that replaces the paragraph. This allows you to add new information.

Turn to Page

If you select the **Turn to Page** checkbox you will set the page that this choice will flip to. When users connect a **Turn to Page** object interaction they will see an icon that lets them know they will be turning to the next page. Checking **without user interaction** immediately changes the page.

Name:

Date:

Add text at the end of page ▾

Attempting to flee the ship, you give no thought to trying to fix anything.

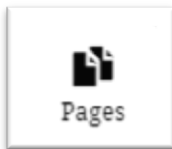
Turn to page [new page] ▾ called Choose Run without user interaction

You may select multiple checkboxes to achieve your desired effect.

Note: If you do not name the page yourself, a name will be automatically generated using your **Interaction Word**, and **Object Word**.

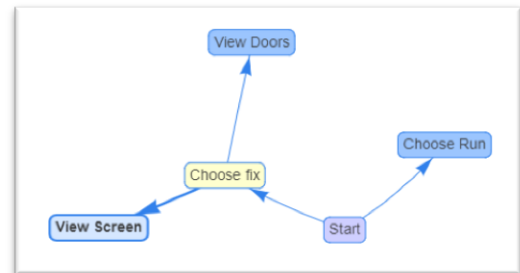
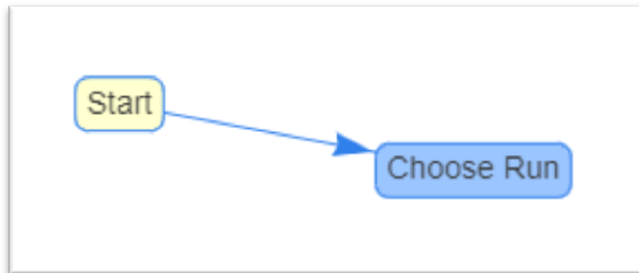
Create an Object Interaction for both “Choose Run” and “Choose Fix”

Step Four: Checking out the New Page



Now, click on the Pages tab, and you'll see all the pages in your story, as well as arrows that indicate which page links to which.

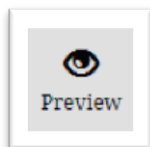
Right now, your Pages information should still be quite limited. The more pages you add, the more complex it will look.



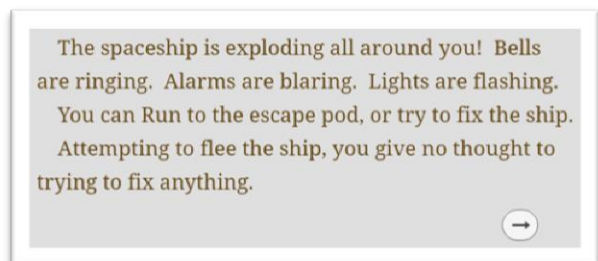
Selecting your Next Page

When you click on the next page you will be taken back to a blank editor screen, and continue writing your story.

Step Five: Previewing your Story



By clicking on the Preview Tab you will see the story as your readers will. You will be able to move interaction words around, and read through your story. By moving **Choose** to **Run** you will see that your new text is added, and that the **Next Page** arrow appears.



Name:

Date:

Step Six: Letting your Imagination Run Wild

On your second page, try playing around with **Interaction Words**. Texture Writer allows for a style of interactive fiction that goes far beyond the traditional telling of stories.

Rather than limiting your **Interaction Words** to “**Choose**” consider what sort of words could allow for a rich, experimental delve into your imagination and creativity.

Setting up your Second Page

When the user selects “**Choose Run**” add the following text to your second page:

Making your way down the hallway, you see what has set off all the alarms and sensors. Through the window you notice fragments of rock pelting against the ship’s hull. Atmosphere is leaking out into space, a barely visible gas that allows for continued life in the endless void.

Worse yet, these small rocks are the least of your concern. A large boulder, twice the size of your ship is on a collision course. The control panel beside you indicates thrusters are damaged. The ship is dead in the void.

With seconds until complete destruction, your hand rests on the control panel that will open the door to the escape pod.

Next, add the following **Interaction Words**: Watch, Press, Fear, Become.

Making your way down the hallway, you see what has set off all the alarms and sensors. Through the window you notice fragments of rock pelting against the ship’s hull. Atmosphere is leaking out into space, a barely visible gas that allows for continued life in the endless void.

Worse yet, these small rocks are the least of your concern. A large boulder, twice the size of your ship is on a collision course. The control panel beside you indicates thrusters are damaged. The ship is dead in the void.

With seconds until complete destruction, your hand rests on the control panel that will open the door to the escape pod.

Watch

Press

Fear

Become

Get Creative

Think about which of those **Interaction Words** could connect with which **Object Words**. Use the following worksheet to help plan your storytelling. Once you’ve planned your story, get creating!

Name:

Date:

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

Interaction Word		Object Word	
Interaction Type			
Change Text	Add Paragraph	Turn to Page	
Notes:			

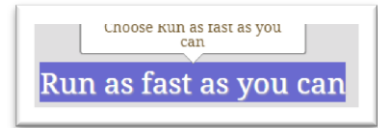
Name:

Date:

Advanced Tips and Tricks

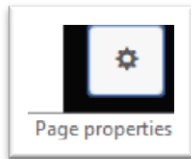
Connecting Interaction Words to Phrases

There are going to be times when you don't want to simply connect an **Interaction Word** to one **Object Word**. You may want to connect to a phrase instead.



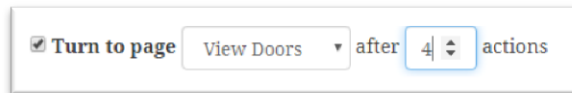
For example, if you want to use the **Interaction Word** "Choose" with the phrase "Run as fast as you can" you need to use **underscores** to connect the phrase. When you type it out it needs to be written as "Run_as_fast_as_you_can". When the reader interacts with your story, they will not see the **underscores**.

Setting a Time Limit



While Texture Writer doesn't all for chronological time limits, there are ways to create a sense of urgency in the reader. For example, if that giant space rock is about to destroy the ship, the reader may not have all the time in the world to decide on their next action.

To set an **Interaction Limit** first click on the **Page Properties** button. From there, you can select what page will be automatically chosen after a specified number of actions have been taken.



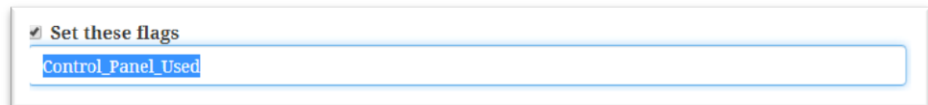
Using Flag

Flags are an advanced way to add **Logic Gates** to your story. Think of it as basic programming techniques. From the **Page Properties** or **Object Interaction** screen you can **Set** or **Unset flags**.

When creating **Object Interactions** you will have the ability to check to see if certain flags are set, and act accordingly. For example, if the player has **Used Control Panel** before **Using Escape Pod** they may have a different interaction than if they **Use Escape Pod** before using the control panel.

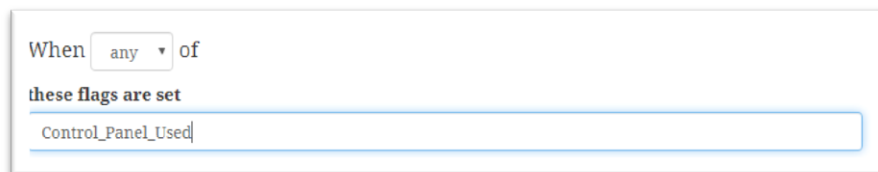
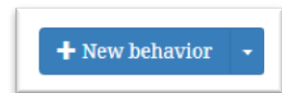
Setting your Flags

In the object Interaction screen, check **Set these Flags** and then name your flag.



Checking for Flags

To have Texture Writer check for flags, select the **Object Interaction** you want to differ depending on flags, and press the **+ New Behavior** button.



Next, type in the flags you want Texture Writer to check for. Then, fill out the screen as normal.

