

Interactive Fiction

Splash Spring '21

What is interactive fiction?

- text games (popularized before complex graphical computer systems)
- choose your own adventure
- video games
- parser vs. choice
- narrative vs. puzzles

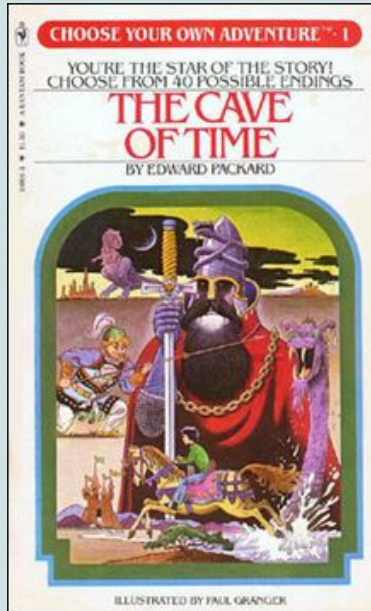
You approach

Myka, who's blowing another bubble.

Esteban, who's yanking his knives out of the wooden post again.

Suzette, who has stopped waving but is still looking at you hopefully.

no one. You sit by yourself & read the first chapter of Fire and Blue in the Deeps, an epic romance.



>get out of bed
You get out of bed.

>look at me
You're covered with mud and dried sweat. It was an exhausting night - no wonder you overslept! Even making it to the bed before conking out was a heroic accomplishment.

>x wallet
It's a brown leather wallet.

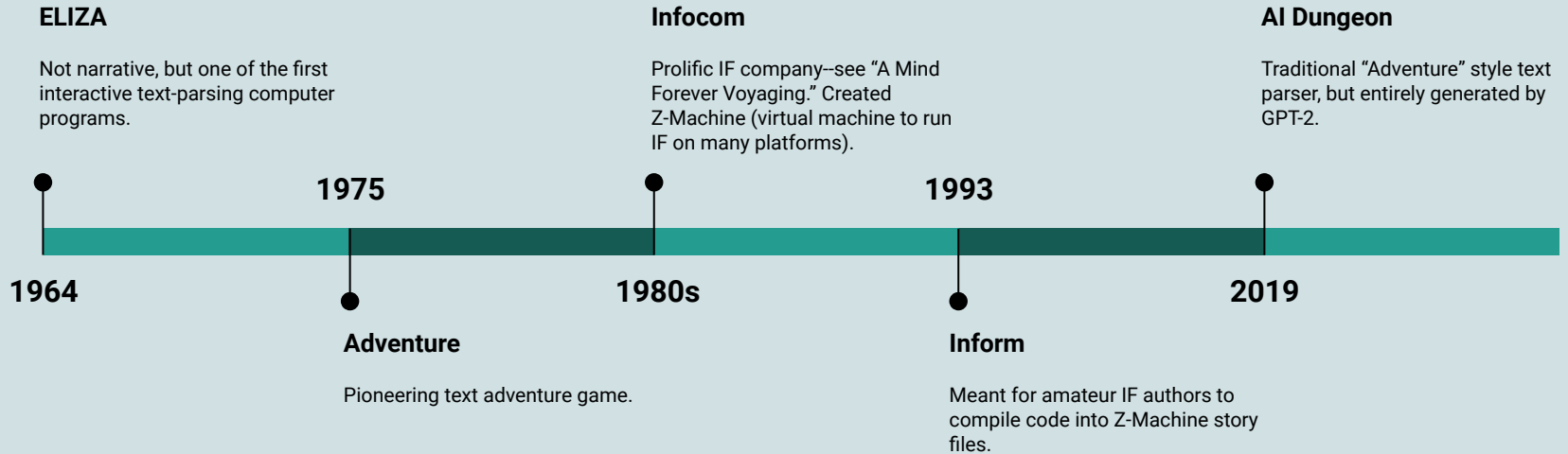
>open wallet
You open the wallet, revealing a driver's license and an ID card.

>x id card
The size and shape of a credit card, this bears a magnetic strip on the back and some identification on the front:

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History

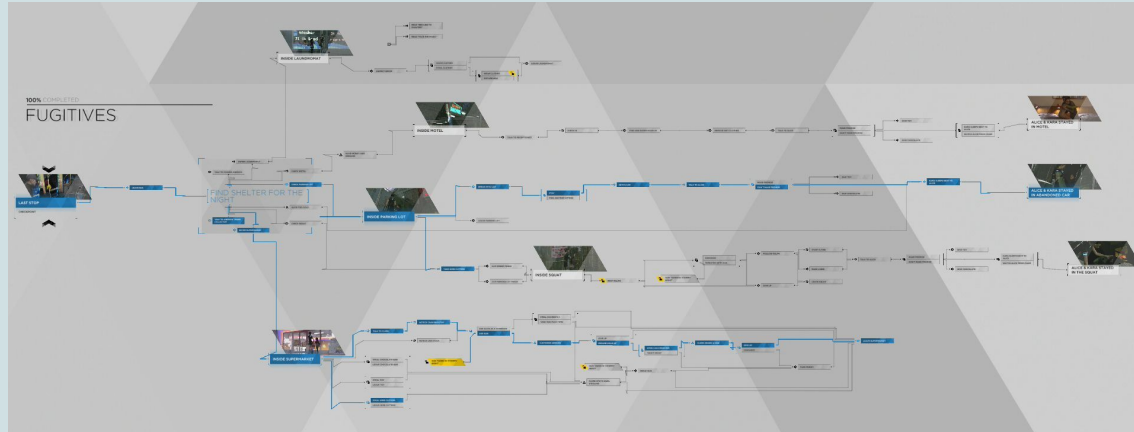


What makes a good IF game?

- expansive world
- consistency
- does the reader care more about story, puzzle-solving, etc.

Tips for writing

- thinking about causality & consistency
 - planning is key!!
- key concepts in IF
 - agency
 - worldbuilding
 - genre: traditional adventure/fantasy? something new and innovative?



Recommendations!

Parser style:

[9:05](#), Adam Cadre

[Photopia](#), Adam Cadre

[Counterfeit Monkey](#), Emily Short

Choice style:

[Bee](#), Emily Short

Other:

[80 Days](#) (also a phone app)

[Signs of the Sojourner](#)