Inform

Go to http://inform7.com/downloads/ to get the most recent version of Inform (7.9, "Iron"). There are several versions available for various operating systems.

MacOS	Interim 2019 release	—	Download	Note
MacOS	Original 2015 release	—	Download	Note
Windows		—	Download	Note
Linux	Debian Wheezy package	64-bit	Download	Note
Linux	Fedora 22 package	64-bit	Download	Note
Linux	OpenSUSE 13.2 package	64-bit	Download	Note
Linux	Ubuntu 15.10 package	64-bit	Download	Note
Linux	generic x86 — CLI only	64-bit	Download	Note

You should see this, or something similar, when you open the application:

Try starting a new project. You'll be prompted to select a folder for it on your computer, and enter a title and author name. After you create this project, you'll be confronted with a somewhat intimidating interface.
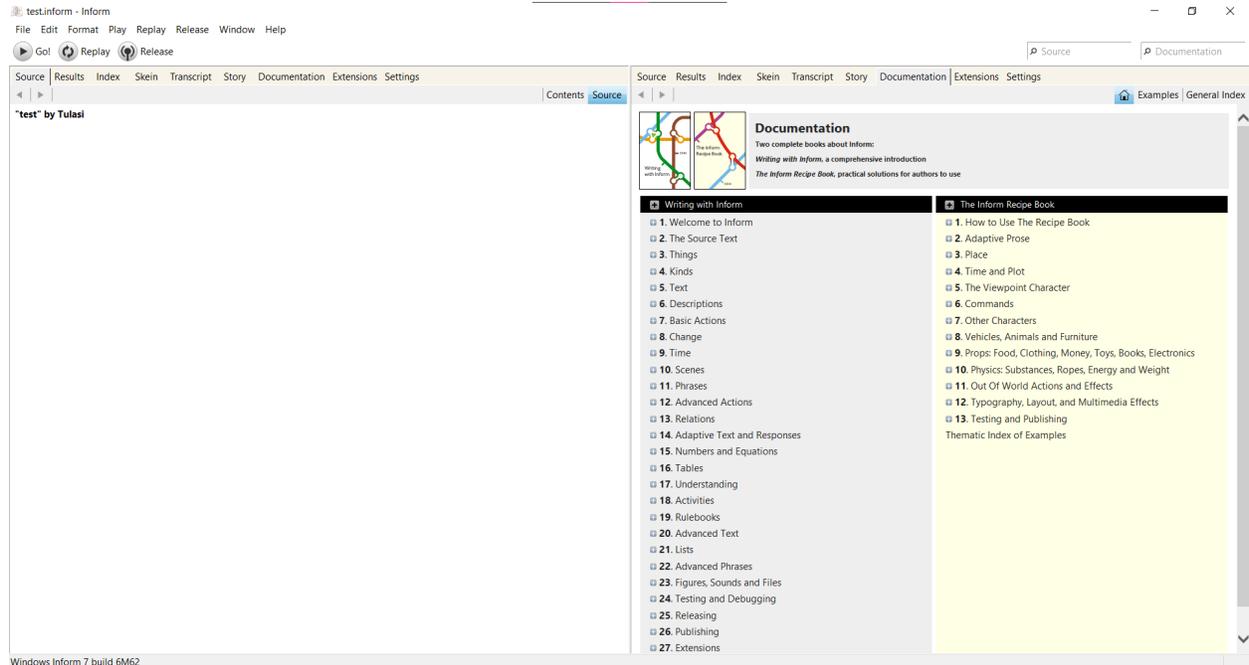
Don't worry about this for now! I'll be doing a (very simplified) walkthrough during the class, but in the meantime you can feel free to play around with the resources there. In particular, there are two important tools on the right side of the window: Writing with Inform and The Inform Recipe Book. The first book is like a tutorial, and walks you through how to create different aspects of a game. The second is more like traditional programming language documentation, with all the information about different commands and objects in Inform (including tons of examples).

If you want to get a head start on navigating the platform, Chapter 1 of Writing with Inform explains all its features!
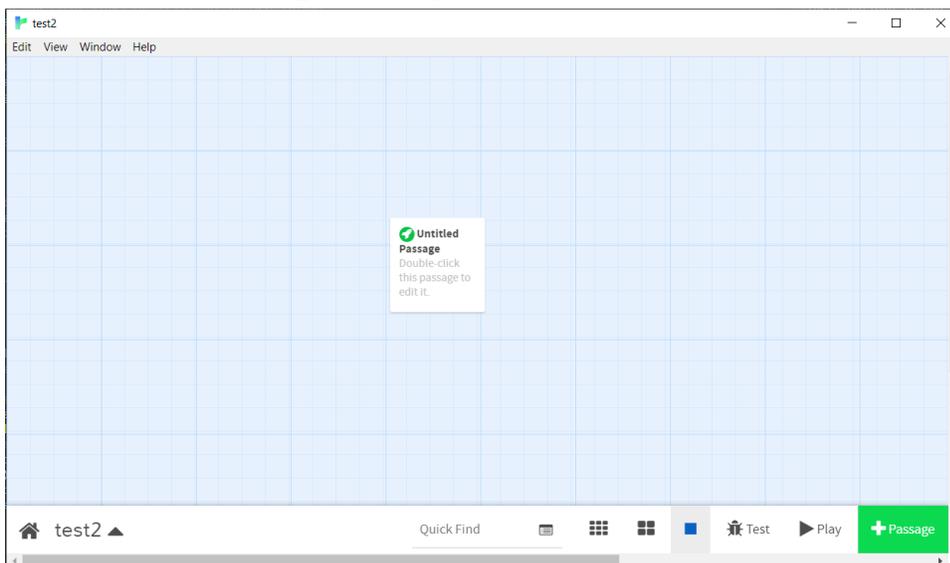
Twine

Go to https://twinery.org/ to get the most recent version of Twine (2.3.13). It's available as a desktop app, but you can also use it online if you'd prefer. Just keep in mind that you'll have to be careful to save your work with the online version.

When you open the app or the online version, it'll look something like this:
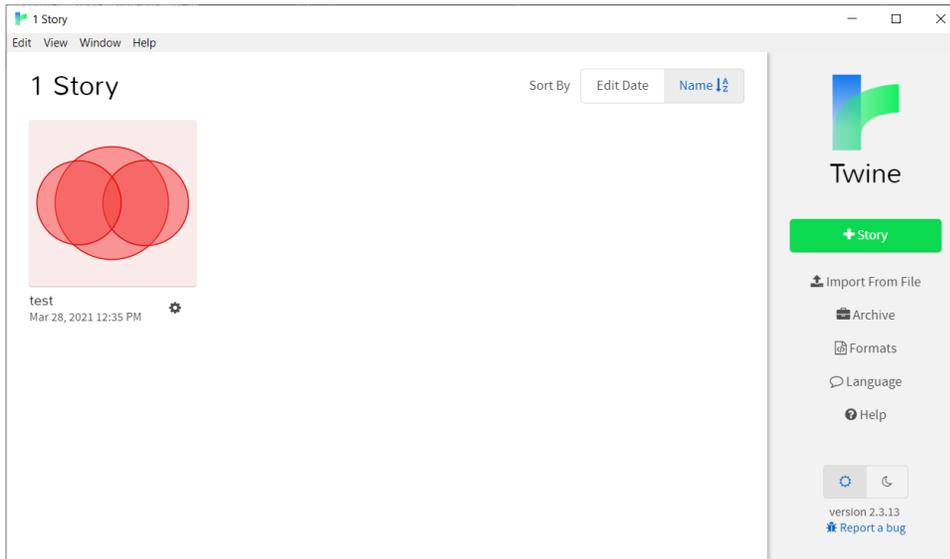
You can add a new story with the button on the right, which should give you an interface for creating the story.

Don't worry about all the features for now; I'll go over them briefly during class! However, if you want to start playing around with Twine, the guide gives a great overview of its capabilities. Specifically, How to Create Your First Story tells you how to set up all the basics.