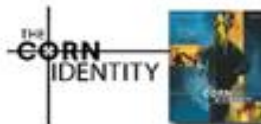




If You Can Write, You Can Make Computer Games

Jacqueline
AllThingsJacq.com
[@isquiesque](https://twitter.com/isquiesque)

Who is this person?



Who is this person?



► Awards

Best of Show, Landscape – 2004 IF Art Show

Winner, Best Setting – 2004 XYYZY Awards

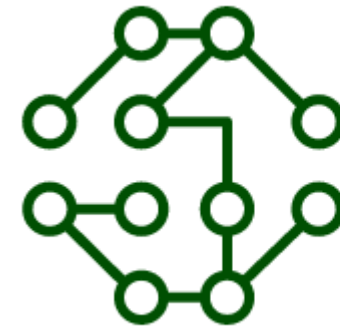


Who *is* this person?

IntroComp

Introduce your narrative game idea to the world!

the 2017
IF
COMP



INTERACTIVE
FICTION
TECHNOLOGY
FOUNDATION

What the heck is “interactive fiction”??

- ▶ IF is narrative-driven and interacts using text

That night...

(You dream you are the sheriff of a wild west town populated entirely by bird people. Your bird deputy scrutinizes you closely as you mosey along beneath the bright pink sky.)



Deputy

DEPUTY: *(monotonously)* State your job title.

YOU: Sheriff.

DEPUTY: And what is the function of a sheriff?

- To keep the law.
- To maintain order.
- To help people.

What the heck is “interactive fiction”??

- ▶ IF is narrative-driven and interacts using text
- ▶ IF got its start in the 1970s with *Adventure*

```
.RUN ADV11

WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?

YES
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE.  I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING . AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.

GO IN
YOU ARE INSIDE A BUILDING, A WELL HOUSE FOR A LARGE SPRING.

THERE ARE SOME KEYS ON THE GROUND HERE.

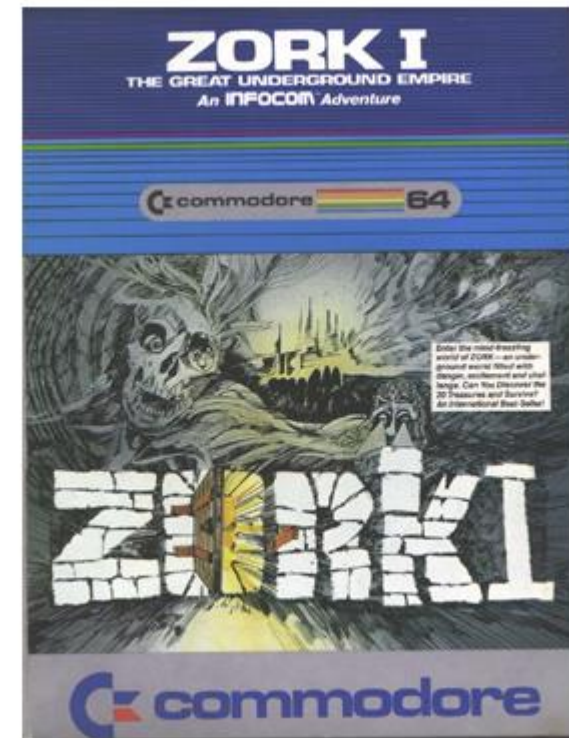
THERE IS A SHINY BRASS LAMP NEARBY.

THERE IS FOOD HERE.

THERE IS A BOTTLE OF WATER HERE.
```

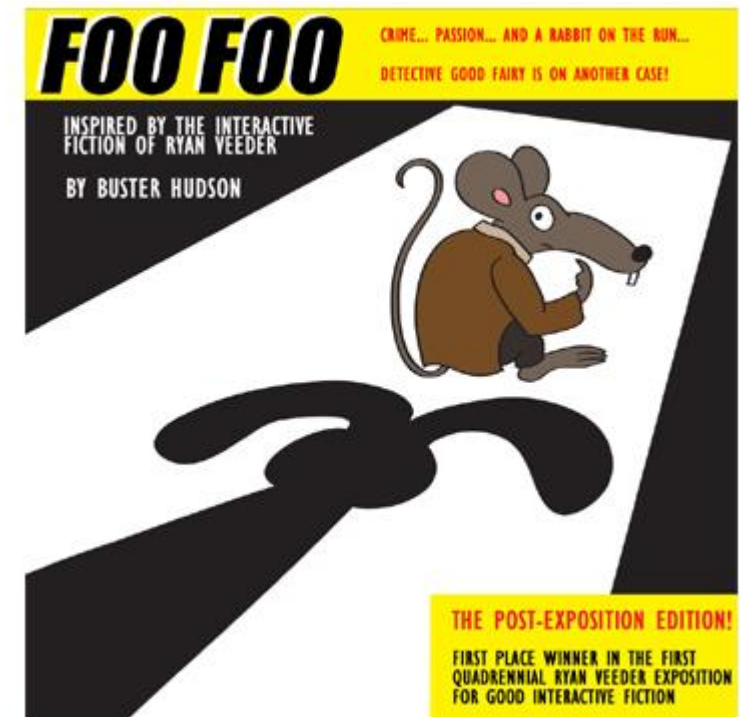
What the heck is “interactive fiction”??

- ▶ IF is narrative-driven and interacts using text
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- ▶ Became commercially popular in the 1980s



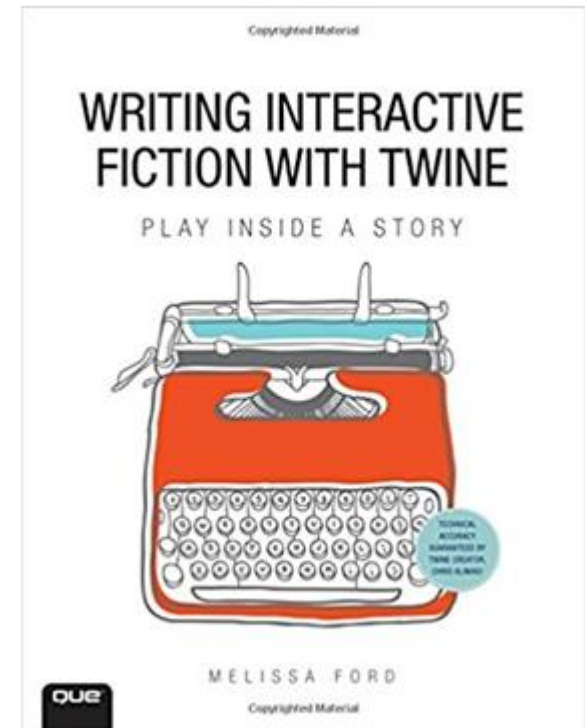
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- ▶ Accessible games for the visually impaired

Voice

Change the speed, pitch or volume of the current voice or choose a new voice

Select the speed of the voice:

Slow  Fast

Select the volume of the voice:


Quiet  Loud

Select the pitch of the voice:

Low  High

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- ▶ 1000s of free games at <http://ifdb.tads.org>
- ▶ Choice-based or parser-based...

New on IFDB  [RSS Feed](#)

[MathBrush](#) reviews [Crocodracula: What Happened to Calvin](#): "The most Ryan Veeder game yet. A short mystery." November 7, 2017
★★★★★ "It's hard to conceive of a game that is more Ryan Veeder-y than this one. This is most likely due to the support from his Patreon, which..." - [See full review](#)

[Hannah Powell-Smith](#) reviews [Sigil Reader \(Field\)](#): "Dreamlike exploration of perception and memory" November 7, 2017
★★★★☆ "When I woke, it was high noon, and the air was dead. *Sigil Reader (Field)* is a fantasy exploration parser game made in Quixe. The PC is a..." - [See full review](#)

A new listing for [Pixie's Quest](#), by Quest Forum Questers November 7, 2017
Pixie's Quest by Dark Lizard, XanMag, and K.V. You must acquire and use your programming powers to complete this Quester's Quest of all Quests. **NOTE FROM THE AUTHORS:** This game serves numerous purposes. 1....

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Cloud Dreaming

Jacqueline A. Lott

Restart

Bookmark

This story was created with
Twine and is powered by
TiddlyWiki



Cloud Dreaming

[Home page](#)

Yes, just like an alligator.

You rather like them. Most people are scared of alligators — and possibly you should possess a healthier fear of them — but you spent a pleasant weekend paddling a canoe around in Okefenokee Swamp once, and there were alligators everywhere. They hung out on logs or lazily paddled along, their powerful tails gently moving side to side. They never gave you a second look.

... but wait, no. The cloud's no longer an alligator. Now it's more of **an airplane**, or possibly **the space shuttle**.

> look at the alligator

Yes, that cloud looks just like an alligator.

You rather like them. Most people are scared of alligators - and possibly you should possess a healthier fear of them - but you spent a pleasant weekend paddling a canoe around in Okefenokee Swamp once, and there were alligators everywhere. They hung out on logs or lazily paddled along, their powerful tails gently moving side to side. They never gave you a second look.

... but wait, no. The cloud's no longer an alligator. Now it's more of an airplane, or possibly the space shuttle.

>|

The cake is a lie.



And so is this talk.

Sorta.

Twine!

cloud-dreaming * (100%) - Twine 1.4.2

File Edit View Story Build Help

StoryTitle
Cloud Dreaming

StoryAuthor
Jacqueline A. Lott

Colors
/* Your story will use the CSS in this passage to style the

Start
You are lying on the [[grass|The Grass]], your view framed with [[trees|The Trees]], a bit of [[open sky|The Sky]] above you, the warmth of the

The Grass
You turn the side glance a Lush, viv world un you an ir

Touch the Grass

The Sky

The Sun
rising, not yet ad. Warm on in, pleasant, <i>too</i>

The Trees
The [[open sky|The Sky]] above you is framed on multiple sides by [[autumn foliage|Autumn Leaves]].

Autumn Leaves
Red and burnt o each tinged with yellow. They swa gently in the win
[[Relax|Relaxing Grass]].

Relaxing
You close your eyes and breathe deeply, feeling your lungs expand.
You bend your knees, place your feet flat on

The Clouds
Bright white in sharp relief on the otherwise clear blue, the clouds

Okfenokee
Yes, just like an alligator.

Beyond Earth
Elementary school. You remember how your fourth grade

Dream of Flight
You drift off to sleep in the warm sun, and dream of being free. Flying through the sky, the plane an extension of your mind and body, responding to your

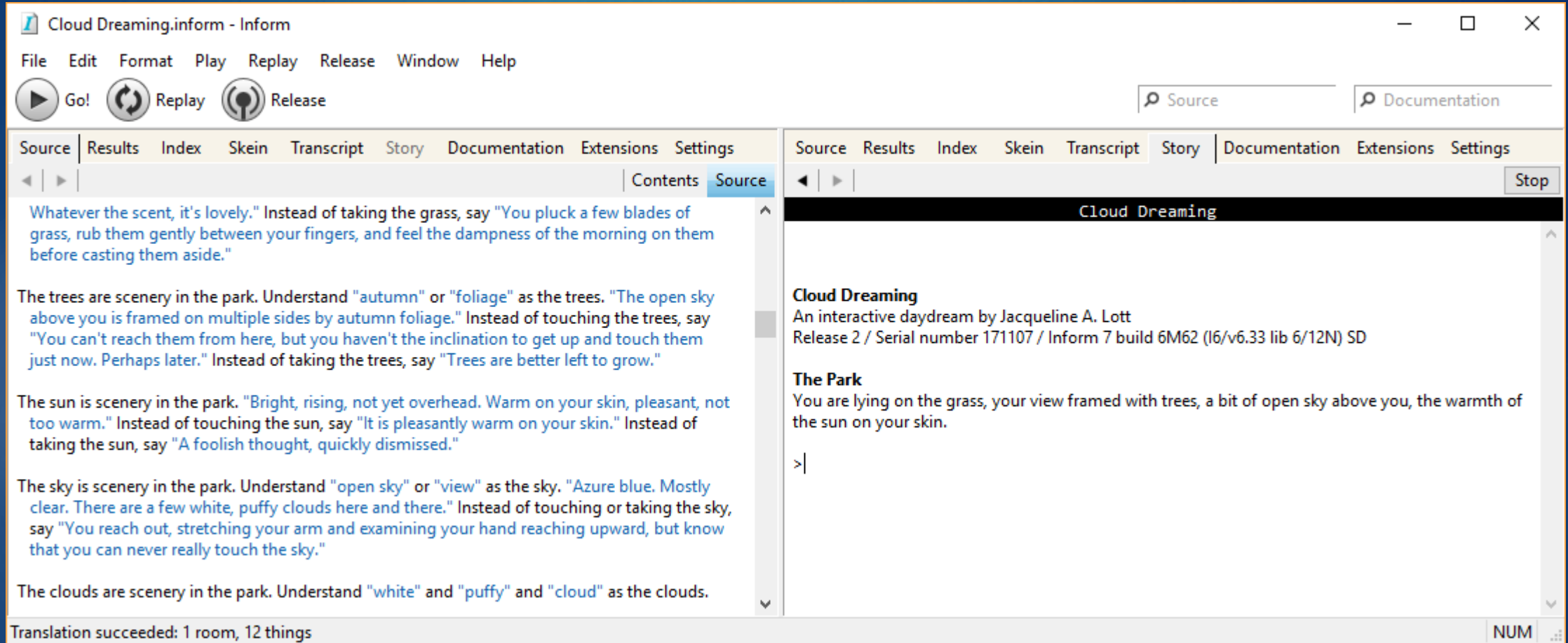
Dream of Stars
You drift off to sleep in the warm sun, and dream of being far

Verify All Passages

No obvious problems found in 23 passages.
(There may still be problems when the story is played, of course.)

OK

Inform 7!



The screenshot displays the Inform 7 Cloud Dreaming application interface. The main window is titled "Cloud Dreaming.inform - Inform" and features a menu bar with "File", "Edit", "Format", "Play", "Replay", "Release", "Window", and "Help". Below the menu bar are three buttons: "Go!", "Replay", and "Release". The interface is divided into two main panes. The left pane, titled "Source", contains a list of items: "Source", "Results", "Index", "Skein", "Transcript", "Story", "Documentation", "Extensions", and "Settings". The "Source" item is selected, showing a list of items with their descriptions. The right pane, titled "Results", contains a list of items: "Source", "Results", "Index", "Skein", "Transcript", "Story", "Documentation", "Extensions", and "Settings". The "Results" item is selected, showing a transcript of the game's output. The transcript includes the title "Cloud Dreaming", the author "An interactive daydream by Jacqueline A. Lott", the release information "Release 2 / Serial number 171107 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N) SD", and the first scene "The Park".

Cloud Dreaming.inform - Inform

File Edit Format Play Replay Release Window Help

Go! Replay Release

Source Results Index Skein Transcript Story Documentation Extensions Settings

Contents Source

Whatever the scent, it's lovely." Instead of taking the grass, say "You pluck a few blades of grass, rub them gently between your fingers, and feel the dampness of the morning on them before casting them aside."

The trees are scenery in the park. Understand "autumn" or "foliage" as the trees. "The open sky above you is framed on multiple sides by autumn foliage." Instead of touching the trees, say "You can't reach them from here, but you haven't the inclination to get up and touch them just now. Perhaps later." Instead of taking the trees, say "Trees are better left to grow."

The sun is scenery in the park. "Bright, rising, not yet overhead. Warm on your skin, pleasant, not too warm." Instead of touching the sun, say "It is pleasantly warm on your skin." Instead of taking the sun, say "A foolish thought, quickly dismissed."

The sky is scenery in the park. Understand "open sky" or "view" as the sky. "Azure blue. Mostly clear. There are a few white, puffy clouds here and there." Instead of touching or taking the sky, say "You reach out, stretching your arm and examining your hand reaching upward, but know that you can never really touch the sky."

The clouds are scenery in the park. Understand "white" and "puffy" and "cloud" as the clouds.

Translation succeeded: 1 room, 12 things

Source Results Index Skein Transcript Story Documentation Extensions Settings

Stop

Cloud Dreaming

Cloud Dreaming
An interactive daydream by Jacqueline A. Lott
Release 2 / Serial number 171107 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N) SD

The Park
You are lying on the grass, your view framed with trees, a bit of open sky above you, the warmth of the sun on your skin.

>|

NUM

The Big Questions

- ▶ What would I write?
- ▶ Who would I write it for?
- ▶ Will anybody play my game?
- ▶ But will anybody ... **like** my game?



There are many authoring systems:

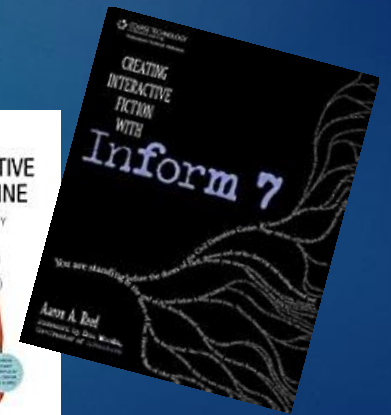
Twine, Inform 7, Ink (by Inkle), ChoiceScript, Undum, Texture

There are many online resources:

Language-specific websites, twinery.org, intfiction.org, ifmud.port4000.com

There are even *books* out there.

If you're into that quaint analog sort of experience.



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