

Interactive Stories require a different kind of thinking than a typical essay or short story. For your interactive story to work, you have to have a few ingredients:

- A solid beginning, with multiple interesting decision points.
- Consequences for each decision, leading to new decisions.
- Many diverse endings, even if only one of the endings is the “ideal” conclusion to win the game.

To brainstorm these ideas, use these spaces to think of some ways in which your story could progress. Once you’ve got some solid ideas, begin adding these ideas to Twine and linking them together to see how gameplay will look.

#### BEGINNING:

What are the details of your beginning that might give players clues about the best way to play the game? What decisions must they make quickly?

#### MIDDLE:

What are the decision points you want to have in the story? What options will be available for each?

1.
  - a.
  - b.
  - c.
2.
  - a.
  - b.
  - c.
3.
  - a.
  - b.
  - c.

END: What will be the ways your story will conclude? Will multiple storylines end in the same ending points, or will every ending be distinct? On the back of this paper, try drawing a “map” of the many ways people could experience your story.