

Jordan Herring - Writing a C.Y.O.A. Adventure

This is a choose-your-own-adventure story in progress - a continuation of the project I started this fall. I chose this project because while I love writing, I tend to be too set on a single storyline, which leads to writer's block when I realize that storyline doesn't quite make sense. There are a lot of pieces I've ended up abandoning just because I couldn't get myself to scrap part of the plot and start over. So, interactive story: a web of plotlines that require me to *repeatedly* go back and redo large chunks of the plot.

It's closer to finished than it was before, about two thirds of the way done, but here's the main premise:

The setting is a town whose inhabitants adore birds for reasons I won't go into here, to the point where most people born there are named after them.

1. In all cases, the main character (Pigeon) falls into a hole and enters a cave full of eggs, which they believe are rocks at first due to the unusual sizes and colorations.
2. Pigeon chooses one of three egg types: gryphon, dragon, or chicken.

After choosing, the story diverges. Pigeon can become anything from a chicken farmer to a priest. There are endings in which they just eat the egg immediately after acquiring it, become the

sole servant of an eldritch chicken, or even accidentally get themselves adopted by the massive entity guarding the cave.

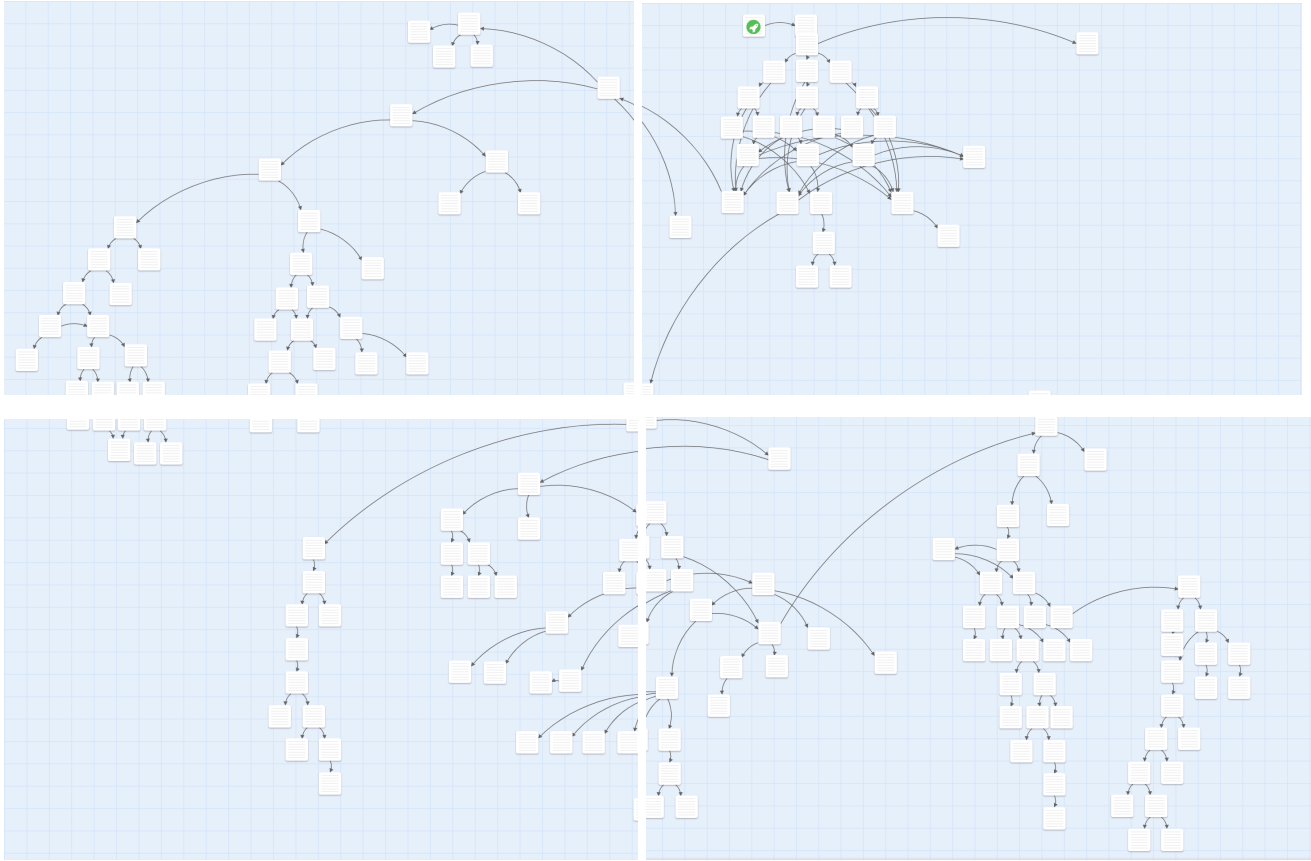
(In pen: The Cave, chicken farmer route, eldritch chicken route, eat-the-egg ending, adoption route, indecisive ending, gryphon path, hunting segment, accidentally start a new religion, dragon path)

This story map was created with Twine, an app specifically designed for interactive stories. There's usually minimal coding involved, simple brackets and an arrow enough to connect panels with each other like this `[[text in the story->next-panel-name]]`. Here's the most complex piece of code in the entire thing, meant to *hide* a certain choice so that fewer people will go down that path.

```
<script>
  /*
    <span class="hides">[[A hidden link]]</span>
  */
  $('.hides')
    .addClass('hidden')
    .on('mouseenter', function () {
      $(this).removeClass('hidden');
    })

    .on('mouseleave', function () {
      $(this).addClass('hidden');
    });
</script>
```

To those of you who know how to code, it's pretty simple, as Twine does its best to make things easy on the user. Essentially, it means "Hide this sentence until someone hovers their cursor over it."



Ahgrgahgrhrg i need to get a picture of my physical board and put it here for clarification on what these mean