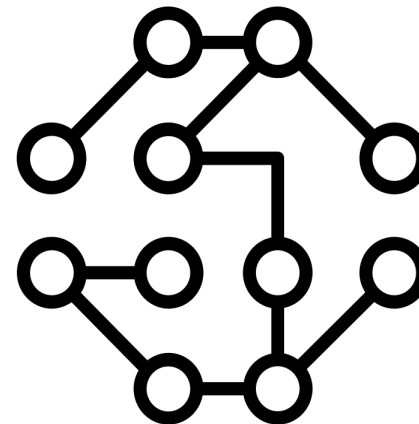


Game Dev for Everyone:  
(including you!)

Modern Interactive Fiction

Carolyn VanEseltine  
@mossdogmusic



**INTERACTIVE  
FICTION  
TECHNOLOGY  
FOUNDATION**

# This talk will cover

- Twine
- ChoiceScript
- Ren'Py
- Inform 7

"How do you become  
a game developer?"

By making games.

# Interactive fiction (IF):

Text-centric games

All game mechanics executed with text

Major categories:

- Choice-based (can be nondigital)
  - Parser (always digital)

# Twine

- Short, choice-based IF
- Most comparable to short stories and poetry
- Popular in the LGBTQ game dev community



## Things I have created with Twine script alone:

- a potion-crafting system
- a noise-pursuing enemy
- a resource management game
- autonomous NPCs who act on the environment according to mood
- complex navigable environments
- limited, simple inventory
- a currency system with individual coins of different value
- procedurally generated planets
- branching IF with secret endings

- Caelyn Sandel, developer of *Bloom*

# Twine

Get Twine: [twinery.org](http://twinery.org)

Find help: [twinery.org](http://twinery.org) or [intfiction.org](http://intfiction.org)

Release your game: [philome.la](http://philome.la), [itch.io](http://itch.io), your own website

Partial list of LGBTQ devs who have released Twine games:

Aevee Bee

Anna Anthropy

Jade Dougherty

Arden Fraser

Liz England

Kitty Horrorshow

Kiva Bay

Gersande La Flèche

Michael Lutz

Merritt Kopas

Porpentine

Zoë Quinn

Caelyn Sandel

Dietrich Squinkifer



# ChoiceScript

- Long, choice-based IF
- Most comparable to novels
- Commercial system created by Choice of Games



"[A] large majority of our authors came to ChoiceScript without any serious programming background. I know of one who has a degree in computer science, maybe three or four who have worked in other IF or game-coding languages, but that's it."

- Rebecca Slitt, Choice of Games author and editor

# ChoiceScript

Get ChoiceScript: [choiceofgames.com](http://choiceofgames.com)

Find help: [choiceofgames.com](http://choiceofgames.com)

Release your game: Choice, Hosted, or web page

All games released under the official Choice label must allow players to choose their gender and orientation.

# Ren'Py

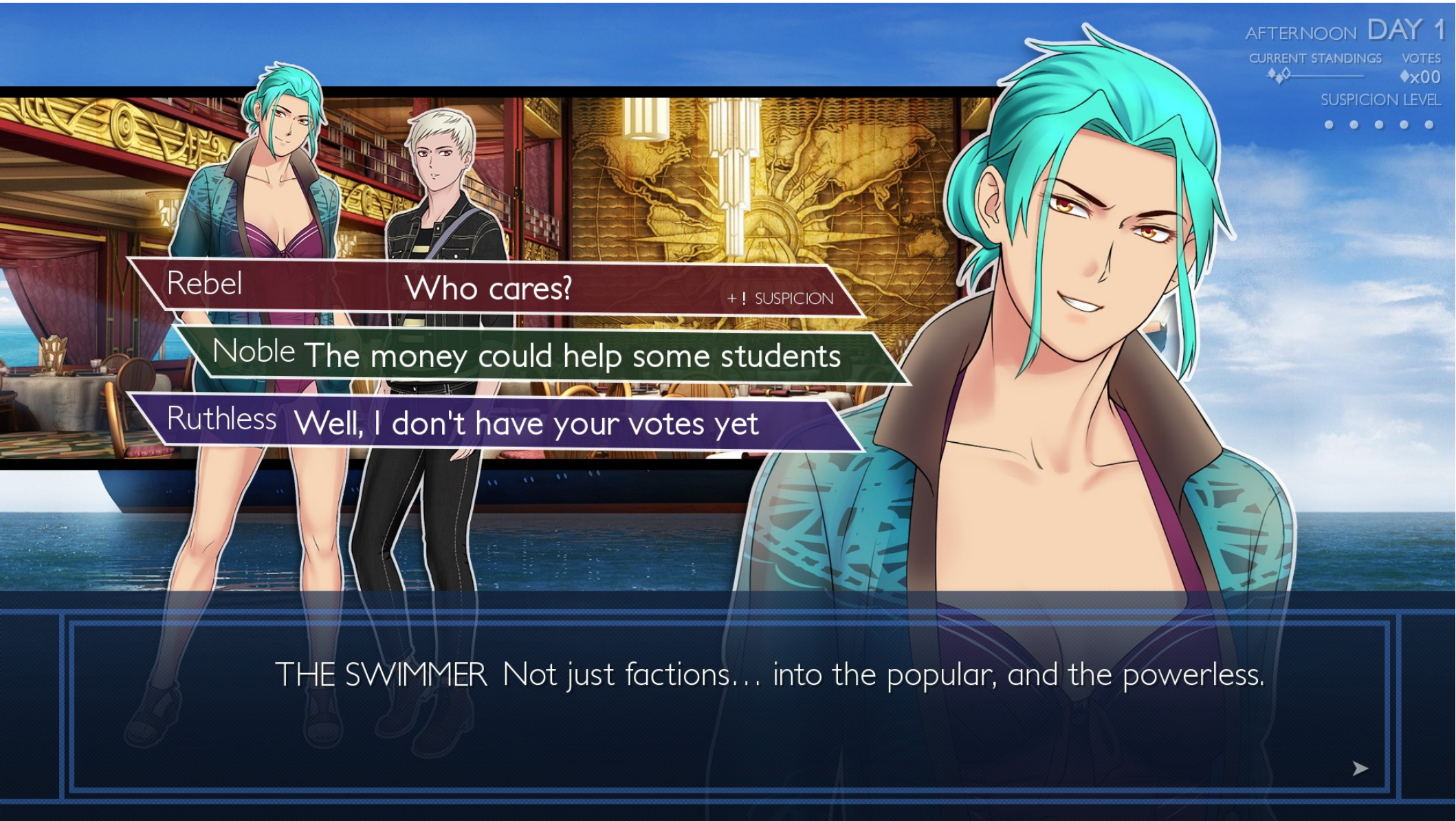
- Visual novels and life simulation games (dating sims)
- Text plus illustrations, sound, music
- Most comparable to screenplays
- Based on Python

# Ren'Py example (Robo-Tea: 1cup)





# Ren'Py example (Ladykiller in a Bind)



AFTERNOON DAY 1

CURRENT STANDINGS VOTES

◆x00

SUSPICION LEVEL



Rebel

Who cares?

+! SUSPICION

Noble The money could help some students

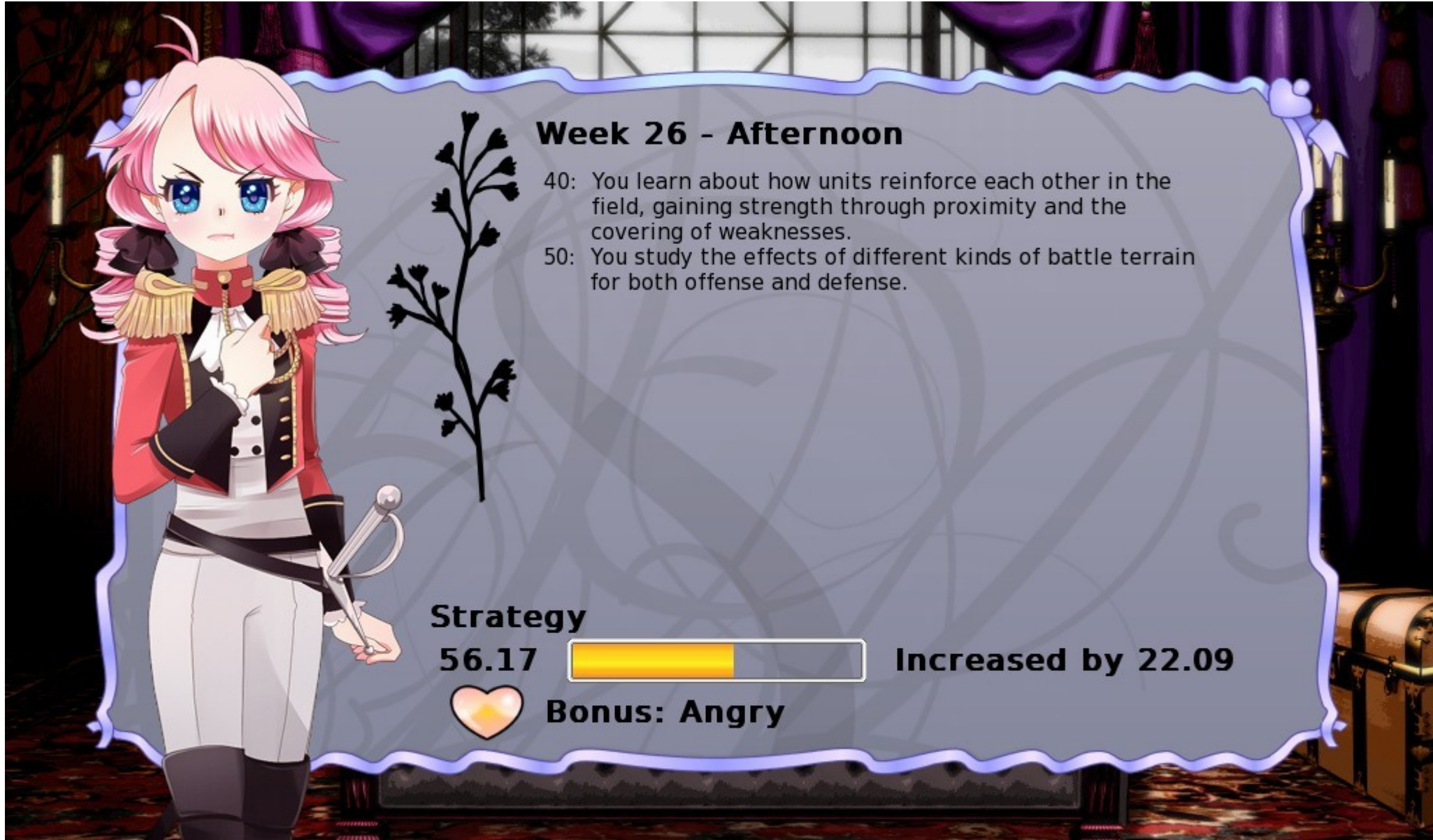
Ruthless Well, I don't have your votes yet

THE SWIMMER Not just factions... into the popular, and the powerless.





# Ren'Py example (Long Live the Queen)



# Ren'Py

Get Ren'Py: [choiceofgames.com](http://choiceofgames.com)

Find help: Ren'Py forums at [lemmasoft.renai.us](http://lemmasoft.renai.us)

Release your game: Windows/OSX/Linux executable

Some games created with Ren'Py:

Analogue: A Hate Story, by Christine Love

Katawa Shoujo, by Four Leaf Studios

Long Live the Queen, by Hanako Games

Robo-tea: 1cup!, by jo-robo (here at GaymerX!)



# Inform 7

- Parser games
- Typed commands processed within a world model
- Emphasis placed on props and setting, not characters
- Typically not a commercial language

# Inform 7

Get Inform 7: [inform7.com](http://inform7.com)

Find help: [intfiction.org](http://intfiction.org)

Release your game: IFDB, [intfiction.org](http://intfiction.org)

## Games to try:

Chlorophyll, by Steph Cherrywell

Coloratura, by Lynnea Glasser

Counterfeit Monkey, by Emily Short

Hadean Lands, by Andrew Plotkin

Lost Pig, by Admiral Jota

Ollie Ollie Oxen Free, by Carolyn VanEseltine

Rover's Day Out, by Jack Welsh and Ben Collins-Sussman

The Warbler's Nest, by Jason McIntosh

# Other IF engines

Inklewriter – choice-based, play as you build

Seltani (Tworld) – multiplayer choice-based

StoryNexus – the Fallen London engine

TADS 3 – non-natural-language parser system

Texture – designed for *writing* IF on tablets

Tyranobuilder – drag-and-drop Ren'Py competitor



Zoë Quinn

@TheQuinnspiracy



Following

How to win at game jams:

1. Go
2. Make a thing it doesn't have to be good or finished
3. Ok cool you won

[@BooDooPerson](#) [@antumbral](#)

RETWEETS

41

FAVORITES

126



8:20 AM - 27 Oct 2014

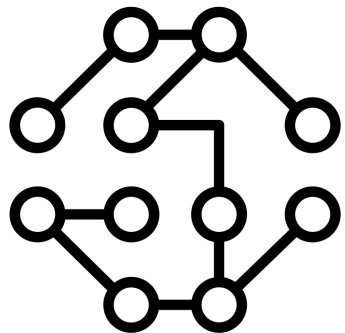


# Thanks for coming, everyone!

Slides will be posted Monday at [sibylmoon.com](http://sibylmoon.com).

## Carolyn VanEseltine

@mossdogmusic



**INTERACTIVE  
FICTION  
TECHNOLOGY  
FOUNDATION**

