



# What is interactive fiction?

- text games (popularized before complex graphical computer systems)
- choose your own adventure
- parser vs. choice
- narrative vs. puzzles

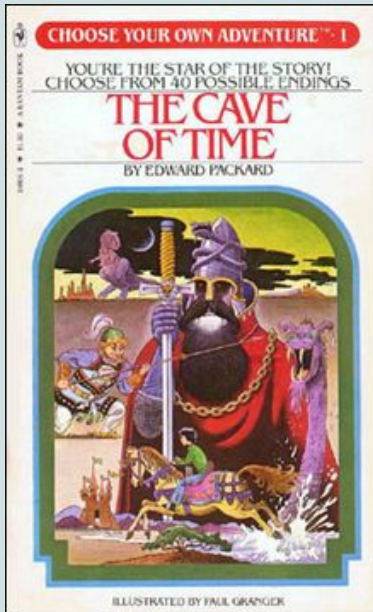
You approach

**Myka, who's blowing another bubble.**

**Esteban, who's yanking his knives out of the wooden post again.**

**Suzette, who has stopped waving but is still looking at you hopefully.**

**no one. You sit by yourself & read the first chapter of Fire and Blue in the Deeps, an epic romance.**



>get out of bed  
You get out of bed.

>look at me  
You're covered with mud and dried sweat. It was an exhausting night - no wonder you overslept! Even making it to the bed before conking out was a heroic accomplishment.

>x wallet  
It's a brown leather wallet.

>open wallet  
You open the wallet, revealing a driver's license and an ID card.

>x id card  
The size and shape of a credit card, this bears a magnetic strip on the back and some identification on the front:

BRIAN HADLEY  
LOUNGET TECHNOLOGIES  
215 COLLINS STREET  
LAS MESA, DO 88701

>

■■■■ wake up

**slackbot** When you regain consciousness you feel yourself falling. Around you are rings of fire. As you go down the flames seem to raise higher. And it burns! Eventually you land and see a **lake** and a **bridge**.

■■■■ go to lake

**slackbot** A lady raises up out of the lake and offers you a weapon. Do you take a **bow**, **sword**, or **club**?

■■■■ take sword

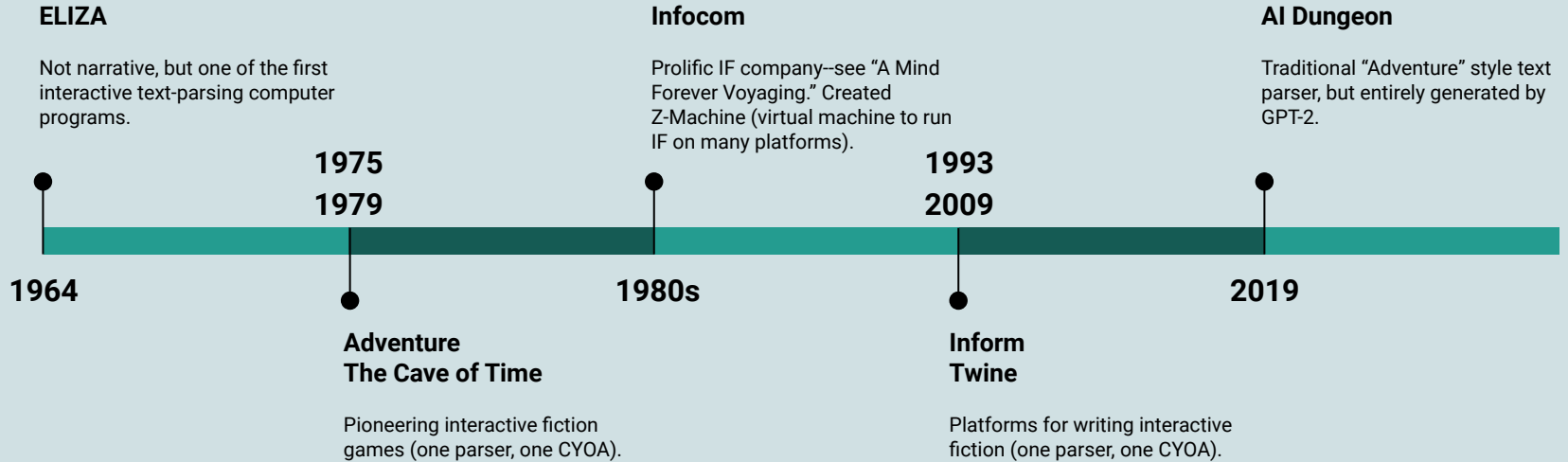
**slackbot** You grab the sword. Maybe you should **practice**.

■■■■ practice

**slackbot** You accidentally decapitate the pretty lady. Good job.

■■■■ lol

# History



# What makes a good IF game?

- expansive world
- consistency
- does the reader care more about story, puzzle-solving, etc.

