

Mock Turtle: An Interactive Fiction Prototyping Course

Course Description and Schedule

Course Overview:

This course guides an individual with zero or minimal interactive fiction authoring experience through the game development process. You select a chapter from Lewis Carroll's *Alice*'s *Adventures in Wonderland* or *Through the Looking Glass and What Alice Found There* to rework into a basic text adventure game prototype. The richness of Lewis Carroll's literature may help the inexperienced author build confidence and begin the mental process of writing dynamic, original works in the "Choose Your Own Adventure" fiction genre. This course contains videos, tutorials, worksheets, and feedback along the way to a final playable game project.

Lessons:

This course is comprised of 5 main lessons with optional activities, quizzes, and a final project submission. This course is ungraded, but students do have the option of submitting their prototype for feedback.

1. Overview
 - a. Lesson Quiz #1
2. Exploring Wonderland
 - a. Activity: Brainstorming Worksheet
 - b. Lesson Quiz #2
3. Mapping Your Digital World
 - a. Activity: Overhead Map
 - b. Lesson Quiz #3
4. Wonders of Flowcharts
 - a. Activity: Build a Story Flowchart
 - b. Lesson Quiz #4
5. Building the Prototype
 - a. Lesson Quiz #5
 - b. Submission: Final Prototype
6. You're Done! / What Next?

Instructor Contact:

Tyler Wright - tyler@outgrabe.io - <https://www.linkedin.com/in/tylerbwright/>