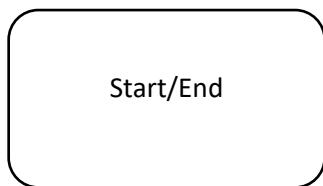


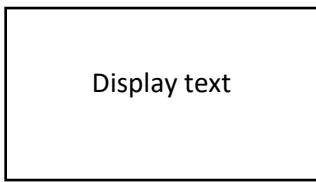
# **Mock Turtle: An Interactive Fiction Prototyping Course**

## **IF Flowchart Guide**

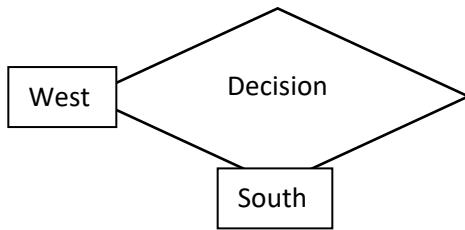
A text adventure flowchart has a few basic elements and represents the branching possibilities that a player might experience as they make decisions and interact with the digital world. All games have a **starting point**, represented as a rounded rectangle. The game may also have one or more possible **endings**, also represented as rounded rectangles. Sandwiched in-between START and END points are **text displays** (like pages in a book) describing locations and telling the story, branching **decision points** represented by diamonds (e.g.: “There is a fork in the road. Which way will you go?”), and the occasional **data input** prompt (e.g.: “What’s the password?”). All components are connected clearly with **lines and arrows**.



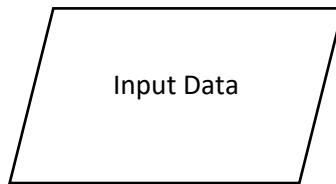
Start/End  
Rounded rectangle: Represents the start or end of a game or subroutine



Display text  
Rectangle: Presents instructions. Could describe the environment, present a scenario or puzzle, provide character dialogue, offer general narrative, or any combination of these. Think of this like a page in a book.



Decision  
Diamond: A decision made by the player, resulting in different instructions. An example is the player deciding which direction to take.



Input Data  
Rhombus: Some text adventure games require instances where the player inputs data. An example is the player answering a riddle posed by a non-playable character.



Connector: Flowchart symbols are connected with simple lines.