Mock Turtle: An Interactive Fiction Prototyping Course
IF Prototype PowerPoint Guide

This step-by-step guide teaches you how to rapidly and efficiently develop a playable IF prototype with the Microsoft PowerPoint software. A companion "IF Prototype PowerPoint Template" is offered in the Mock Turtle course as an editable .PPT file, allowing you to get a "peek under the hood" or rework it as you see fit for your own project. Below are pointers on getting your IF prototype started.
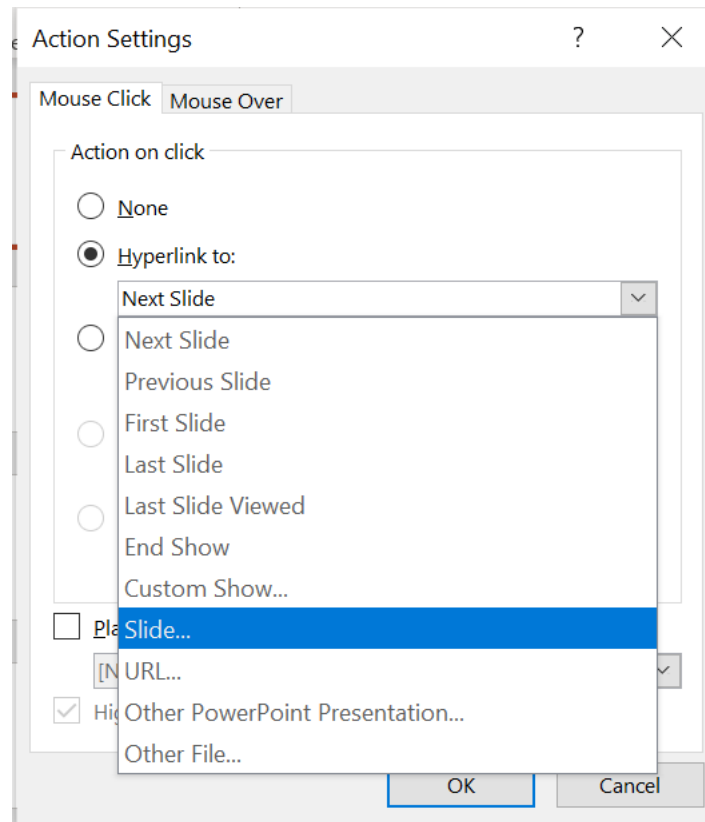

Step 1: Write the Story

1. Open a new blank Microsoft Powerpoint project.
2. Your new project should come with a single blank title slide. Add your title here, name, and any other details that you would like to welcome the player with.
3. Under the **Home** option at the top, click **New Slide** and select the **Title and Content** layout. You probably don't want to use bullet points, so feel free to deactivate those.
4. Add a title to this first narrative slide. This is a good place to identify the game location, story chapter, or some other means of quickly conveying what is happening in this room or event. Begin writing your story in the content block. This slide layout may be utilized for the remaining slides in the game.
5. Utilize your a) *"Brainstorming Worksheet,"* b) *"Overhead Map,"* and c) *"Flowchart"* completed in prior lessons to build out all the rooms and events in your game.

Step 2: Connect the Rooms and Events

1. Your game comes together through action buttons. Some slides will have only one action button *(Start / Continue),* and others will have more *(North / South / East / West).* Action buttons effectively link slides and interconnect them in the manner outlined in your flowchart.
2. Add an action button to your first slide.
   a. Under the **Insert** tab at the top, select **Shapes** and scroll through all the options to the bottom **Action Buttons** options.
   b. The option with the blank box icon allows you to customize the link between slides:

   c. Draw the button onto the slide at the location that you want it displayed.
   d. Under **Mouse Click**, select which slide the click hyperlinks to:

Action Settings   ?   ✕

Mouse Click Mouse Over

Action on click

○ None
◉ Hyperlink to:

Next Slide   ⌄

○ Next Slide
    Previous Slide
○ First Slide
    Last Slide
○ Last Slide Viewed
    End Show
    Custom Show...
☐ Pla **Slide...**
[N URL...
☑ Hi Other PowerPoint Presentation...
    Other File...

                        OK   Cancel

3. If you double-click on the button, you are promoted to type in the text on the button that the player sees such as "East," "Yes," "Continue," etc.
4. Rinse and repeat **Step 2** until all slides link properly and the game flows as intended.
5. Test out your game as many times as necessary to debug, refine, and realize your original IF vision.

Step 3: Add the Finishing Touches

1. It is ideal that you remove the player's ability to progress the slides with the mouse and keyboard and require that they only navigate through the game via action buttons. If this step is ignored, then the player runs the risk of falling out of the proper game sequence with an accidental mouse click or keyboard stroke.
   a. Disable **"On Mouse Click":** Click the **Transitions** tab at the top and uncheck the **"On Mouse Click"** box. To have this feature take effect on all slides, click **"Apply to All"** to the left of this checkbox.
   b. Change PPT settings to run as a "kiosk file": By setting your prototype as a "kiosk file," keyboard inputs will be disabled (aside from 'ESC' key). Select **Slide Show** tab at the top and navigate to **Set Up Slide Show.** Check the "Browsed as a kiosk (full screen)" option and hit "Ok" for it to take effect.
2. Ensure that ALL slides have one or more action buttons, including the title slide. If the first slide does not have an action button to progress the game, then the player will be unable to move beyond the title.