

Digital Interactive Storytelling

This document details a simple way for anyone to create an interactive digital adventure game with zero programming. Credit to **Google** for teaching this as an [applied digital skill](#). This activity can be done as an individual or with a team. Use a cloud-based PowerPoint program to get started (Google slides recommended).

Step One: Plan the Story

Determine the setting(s), character(s), and problem(s) in your story. Make a list of them to refer to when building your game. If your designing this game with someone else, then use a cloud shared document (like Google docs). Another name for this phase is “Story Brainstorming.”

Choose one character and problem to focus on, this is your games plot.

Tips

- Try to have at least 10 settings, 10 characters, and 10 problems
- The key to brainstorming is to generate as many ideas as possible. There are no bad ideas at this stage
- Sift through your ideas and identify the ones you think will be the most and least fun for the player.

Step Two: Create the Slides

Open a PowerPoint program and make a title slide for your game. Then make a beginning slide that details your stories scenario. Underneath that description, add three choices your player can make by placing text boxes. Link each of those choices to a separate slide that progresses your story forward.

To link a text box in Google Slides, select over the entire text box and press Ctrl+K (or click the link chain at the top of the browser). Then click “Slides in this presentation” > select whatever slide you’d like to link the choice too. You’ll need to pre-make the slide you want a choice to link to before linking it.

Tips

- Create interesting choices for the player to pursue
- Remember this game can’t remember player choices; plan your story route accordingly
- Use intriguing pictures along with your text descriptions to paint the scene for your player
- Keep track of what you name each slide, this will help you with the linking process

The Forbidden Scroll

The Hokage calls you into his office.
"Yo! I've got a special mission for you. Did you ever end up mastering that secret technique?" -Naruto.

["Oh Yeah! My Fireball Jutsu can blow anyone away!"](#)

["Yes Lord Hokage. I've finally perfected the Chidori."](#)

["Yes sir! After all these years I've mastered Summoning Jutsu."](#)



Step Three: Rinse & Repeat

Repeat this process until you've completed your game; you can add two choices to the next slide instead of three (this streamlines the design process). Whenever the player reaches a dead end in your game (due to failure, dying, completion), link them back to beginning of the game, or to a check point.

Tips

- Always write in the second person (you, your, yours)
- Always include the choice in the title.
- Test your links frequently in Presentation Mode

Step Four: Playtest

Once you've completed you game play it in presentation mode to ensure it works correctly. Tweak it based on your enjoyment level.

Tips

- Have a friend playtest your game and give you feedback

That's it! Your game is now ready to be enjoyed by all. I've included a link to my very own digital adventure game for you to reference.

[Here's a link to a game I worked on for months! Enjoy :\)](#)