



TiledPlanet Designer Tutorial

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TiledPlanet Designer Guide

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This tutorial will guide you through the process of creating an interactive story using **TP Designer**. Before diving in and creating a story, you should fully understand what you are attempting to build — and how your story flows. In essence, your interactive story is a network of *nodes*, each representing a segment of the narrative. Nodes are linked together by the player's decisions (called options), shaping the direction of the story. Additional story pathways are dependent on mechanics that involve the application of *flags* and *items*. Flags determine what things have been encountered or what actions have been performed, while items are things the player has in their inventory. Story nodes may loop back to earlier parts of the story, branch to entirely new paths, go to another chapter, or conclude the game in either victory or defeat.

The goal of this tutorial is to teach you the full range of features and functions within **TP Designer** in step-by-step, handholding, fashion. Also, we admit that the handholding is excessive – but the goal is to cover all levels of technical savviness. Some of you will just be able to read through this document and skip actually doing the work – you'll just get it. Others will do the work, but breeze through, skipping steps. And there will be some of you that will hit every step, and require clarification and repetition for it to really sink in. Work at a pace that works best for you!

In some of the steps, refer to Appendix A for screenshots (called figures).

This is not a guide to good storytelling — rather, it's a practical how-to for mastering the application itself. That said, the story that we'll be creating is intentionally simple, with limited text and content, but it will effectively demonstrate every major concept. The premise of our story: **You are a rat in a cage**. Your objective is to not get eaten by the cat. There are **two paths to victory** and **four paths to defeat**.

PART 1 – Sketching Out the Story

Let's get the main points of our story laid out at a very high level (excludes story copy).

Victories:

1. Resign to your life as a caged rat (easy way to win). *Simply, if you decide to stay in the cage, you win!*
2. Escape from the room (hard way to win). *You must avoid eating the "gouda cheese" because you will need it to give to the cat later. The cat eats the gouda cheese and gets sick, leaving the room for a bit to relieve itself (at the litterbox) giving you enough time to jump to the floor. Once you are on the floor, you must hide for 2 turns. Trying to escape too early or too late will end with the cat eating you. You must also avoid eating the cheddar cheese as it will slow you down when you attempt to make a break for it – a fat rat is a dead rat.*

Defeats:

1. Eaten by the cat (from jumping from the table when the cat is down there).
2. Eaten by the cat (for snooping around).
3. Eaten by the cat (for coming out of hiding too soon).
4. Eaten by the cat (for hiding too long).

Flags:

1. Ate the gouda cheese
2. Ate the cheder cheese
3. Cat leaves the room

Items:

1. Paper clip

Examine the diagrams in the next preceding pages. Here, we've sketched out the flow of our story, annotating what flags are set, items are acquired, or when nodes have requirement(s). The diagram is simple: boxes are nodes while the line connecting the nodes are options.

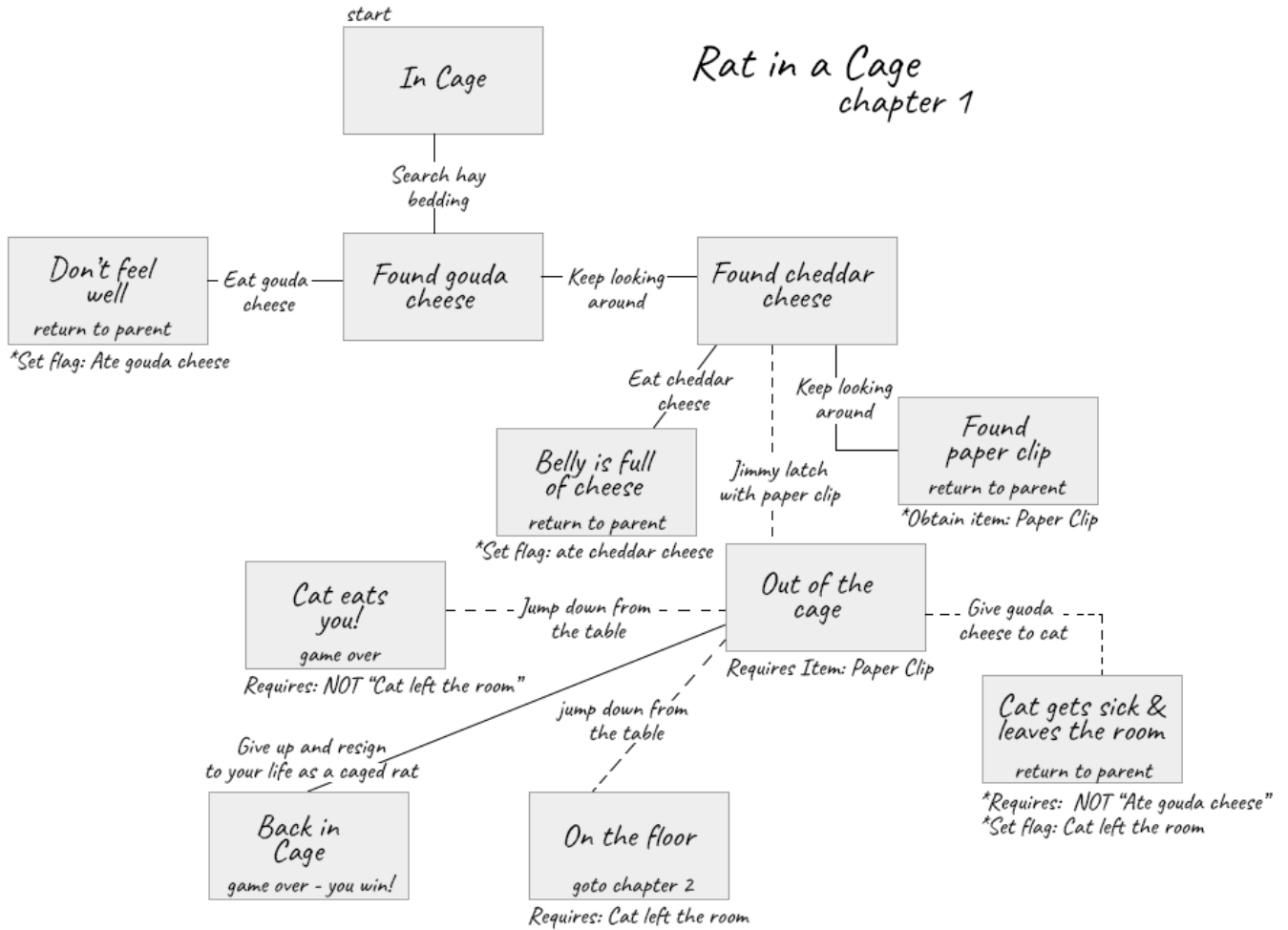
Note: Sketching out your story like this is highly recommended as it will clearly give you direction and a solid plan before you ever put pen-to-paper and start writing the actual story – know the plot and know the items and events that will steer the narrative or create alternate paths/endings.

Some of the nodes are annotated with ***return to parent*** (see the diagram on the next page). This simply means that the flow returns to the parent node. So, if the player is at “Found gouda cheese”, the player can “Eat gouda cheese” then immediately after, choose to “Keep looking around” whereby both options are available from the same node. However, if the player decides to “Keep looking around” first, the flow continues to “Found cheddar cheese” and the option to “Eat gouda cheese” is no longer accessible (see diagram). Also, notice when the player chooses to “Eat gouda cheese”, a flag is set (called “Ate gouda cheese”). Items can also be obtained from a node (see the “Found paper clip” node in the diagram). Flags and items can open pathways later in the story.

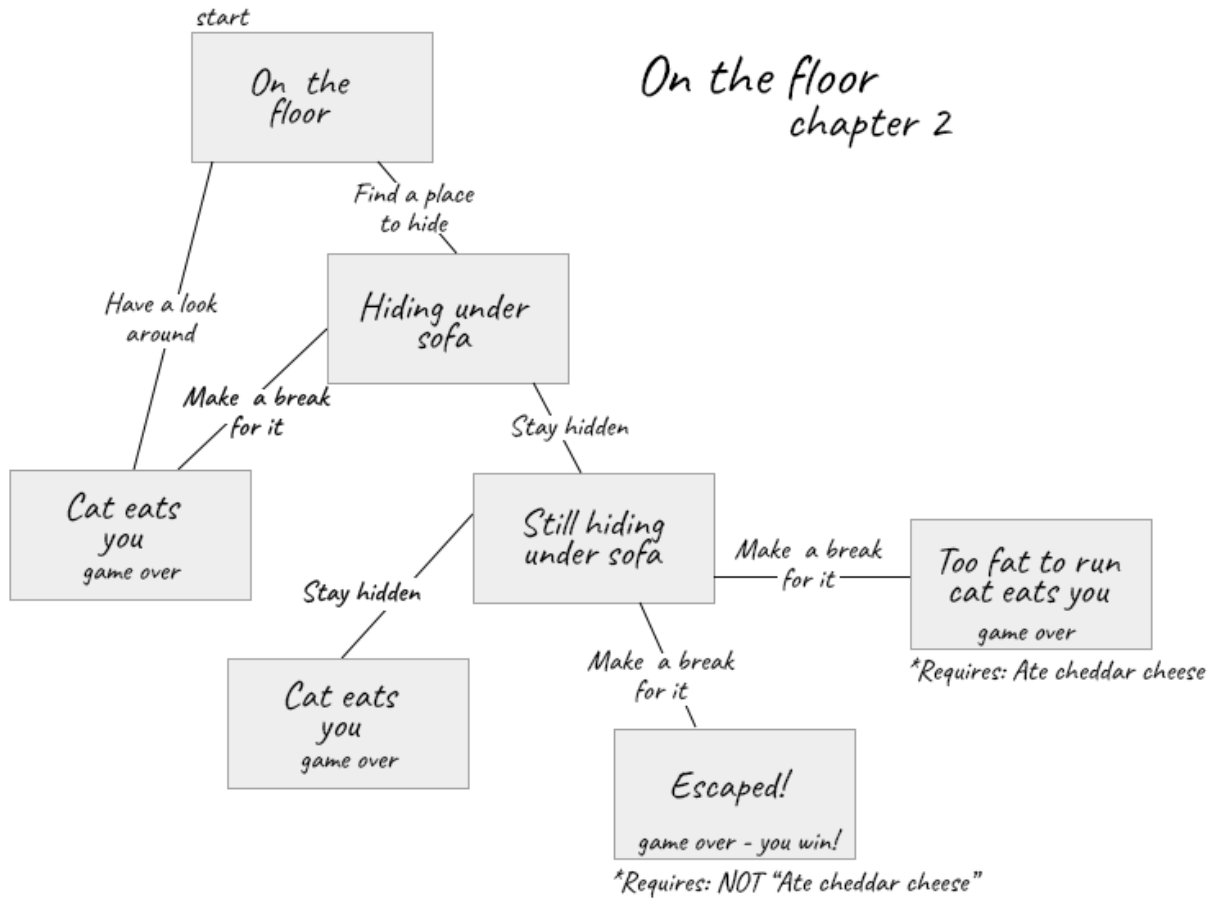
Dotted lines represent options that only appear when a particular requirement has been met (or not met). For example, the player can’t “Jimmy latch with paper clip” without obtaining the “paper clip” first. Simply put, a dotted line leading to a node requires something for that option to become accessible/visible.

Once the player makes it to “On the floor”, the node jumps to chapter 2. Chapter 2 is a much simpler diagram to follow. Please examine both diagrams closely before moving on to **PART 2 – Creating a Project**.

Rat in a Cage chapter 1



On the floor chapter 2



PART 2 – Creating a Project

The diagrams are simple to follow – hopefully, you’re onboard! Now, the fun begins. Let’s create a project!

1. Make sure you are using a PC and viewing the designer with a monitor. The designer does NOT work on mobile devices.
2. Presumably, if you are reading this document, you must also have the necessary resource files (assuming this PDF came from the zip file you get from the “how-to” page on tiledplanet.com). If not, please, download the zip file by going here: www.tiledplanet.com/guide/.
3. Go to www.tiledplanet.com/createplay/.
4. Register, if you have not already. If you have an account, sign-on.
5. Click on “Create Games” from the side menu. This will take you to TP Designer – you’re ready to start creating your story!
6. Click on “Designer” from the Main Menu.
7. Click on “Create a Project”.
8. Give your game a name. **Note: Names must be unique, so if someone else has chosen a name that you’re trying to use, you will need to choose something else.**

If the name of your game has a subtitle, for example you want to name your game “Jack and Jill, a Love Story”, just name it “Jack and Jill” for now. Later, you’ll be able to add a subtitle (which we will cover later). Also, keep in mind, the name of your game will become part of the URL for your game. So, for “Jack and Jill”, the URL to your game will be jackandjill.tiledplanet.com.

9. Click on “Pick a Type”.
10. Select “An Interactive Story”.

You can go ahead and get excited about “An RPG Story”. It’s going to be awesome! Click on the [Learn More] link to read about it!

11. Click on “Pick a Plan”.
12. Select “Pro”. If you have a credit, you can select “Pro-XL”.

The main difference between these two plans is the number of story nodes you can have. “Pro” stories can have up to 128 story nodes while “Pro-XL” will allow an unlimited number of nodes. “Pro-XL” also allows for a background image (called a bezel). The other perks under “Pro-XL” have not been fully implemented, yet.

13. Click on “Pick Colors”.
14. Select “16.7M Colors” (might as well go big!).
15. Click on “Pick a Genre”.
16. Select “Fabel”.
17. Click on “Pick Rating”.
18. Select “Everyone”.
19. Click “Save” – and then give it a second to create your project.

Your new project is preloaded with default resource files, and the first node of your story is created! This means that your project is ready-to-run. That said, it's not much of game at this point. The first story node is “Once a upon a time...”

20. After the project is created, you will be presented with the blank project and the Main Menu. You have 3 options:
 - a. Designer – takes you to the designer where you can create/edit your project/story.
 - b. Account – takes you to your Account.
 - c. Exit – takes you to the *Tiled Planet Interactive Games* home page (but does not log you out).
21. Click on “Designer”.
22. You are presented with the TP Designer menu (Appendix A, figure 1).
23. This project is ready-to-run right out of the box. So, let's do that, just so that you can see what that looks like. Click on “Test/Run Game”.
24. Select “Full boot”, then click on the “Run” button.
25. The game will run and cycle through the company and title screen, then prompt you to “Press any key”. Press any key (or click on “Press any key”).
26. Finally, you arrive at the game menu (figure 2). Click “New Game”.
27. The story begins! You are presented with the initial (starting) story node (figure 3) – “Once upon a time...”
28. There's nothing else to do here, the game ends, because there are no other nodes in your story.
29. Notice the ellipsis button in the upper left corner of the screen (figure 4).
30. You can click this button to bring up the Key Commands Menu dialog. Go ahead and click it. You will be presented with the Key Commands Menu (figure 5) – this is essentially a help or cheat sheet of hot-keys.

31. Various keys are tied to game functionality. For example, the greater-than key toggles the music. Also, notice that the spacebar will bring up the Key Commands Menu – it's the same as clicking on the ellipsis button.
32. Click on the "X" key – pressing the "X" key works, too. You will be prompted "Are you sure?". Click "Yes" (or press the "Y" key). You will be brought back to the game menu.

There is no "save" option in the game, per say. Whenever you quit (or you just close the browser), your game is saved. As a player progresses through a story, the game is saved automatically. Also, keep in mind, when you Test/Run your project from the designer, the actual game engine takes over to run your game. As a registered user, you get 3 save slots. If you continually select "New Game", you will eventually hit the limit and will need to delete a game. There is another way, a streamlined approach, to test your story without booting up a game (and using save slots) which we will cover later.

33. From here, click on "Introduction". You are presented with the Introduction text (figure 6) – it reads "Missing introduction text". Also, don't worry about the text overlapping the title – this can be fixed with custom background art and hiding the title (which we'll demonstrate later).
34. Press "R" or click on "Return to main menu" to go back to the game menu.
35. Press "Q" or click on "Quit" to stop the game engine and return to the designer.
Note: at any point while the game is running, you can press the ESC key to return to the designer.
36. You're back in the designer. Click on "Settings". The Settings dialog is displayed (figure 7).
37. Give your game a subtitle, for example call it "Try not to get eat'n".
38. Click on the Background color button (figure 7, label A).
39. The color picker dialog is displayed (figure 8). When you click on a color, the Select Color text box will be populated with a 6-digit hex value. You will also notice that the background color changes, in real-time, as you click on different colors.
40. Instead of picking a color, we are going to manually enter a hex value. Enter this hex value into the Select Color text box (figure 8, label A): **fedbb5**
The background color becomes light tan.

The "Select Color" textbox lets you specifically designate the color you want by letting you manually type in a 6-digit hex value. FFFFFFFF is white. This value is comprised of 3 separate, 2-digit hex values, whereby each value represents a color intensity for red, green, and blue, respectively. This 2-digit value can range from 0-255 – a total of 256 values (zero is a number!). FF is 255 (the highest intensity), therefore FFFFFFFF,

whereby all colors are at the highest intensity, is white. 000000 is black. There are 256*256*256, or 16.7 million, distinguishable colors.

41. Click the “Select” button to accept the color.
42. Let’s change the font and the font color. First, we need to see what the fonts look like as we browse through them. Click on the “Sample Text” checkbox (figure 1, label A). You should now see sample text. ***Note: you can move the Settings dialog to get a better view of the sample text by grabbing the dialog’s title bar and dragging it.***
43. In the Settings dialog, click on the Story Font color button (figure 7, label B).
44. The color picker dialog is displayed. Enter “**e2a66a**” in the Selected Color text box. Notice that the sample text color changes, in real-time, as you try different colors. ***Note: This color will look great later when we have our background art in, so stick with it!***
45. Click the “Select” button to accept the color.
46. Change the Story Font to *Cowboy* by selecting “Cowboy” from the dropdown. Again, you’ll see the sample text change, in real-time, as you select different fonts. Let’s go with Cowboy though!
47. Let’s do the exact same thing for the Title Font. ***Note: There is no preview for the Title Font – the Sample Text represents the Story Font.***
 - a. Set its color to **e2a66a**.
 - b. Select “Cowboy”.
48. Click on the “Intro” tab.
49. For the intro, let’s type: **You are a caged rat trying to escape to freedom while avoiding the evil clutches of a dastardly cat.**
50. Click “Save”.
51. Click on “Test/Run” button.
52. This time, we’ll just start from the Game Menu, click on the “Run” button.
53. Walla! You should see the title along with the subtitle, the font settings, and you should also see the introduction text on the “Introduction” screen. Again, don’t worry about the foreground and background text overlapping – that will be remedied (later).
54. Press the ESC key to get back to the designer. We’re done here!

PART 3 – Resources and Customizing the Look-and-Feel

At this point, we know what our story is all about. We've prepared our images beforehand and assembled the music and sound we are going to use in our story – we have a general idea where these resources will fit into the story (even though we haven't written it yet). You can add, change, delete, and go an entirely different direction later. Nothing is ever in stone. But, for the sake of this tutorial and teaching you how to use the designer, we have everything we need to move forward. If you would rather work in the other direction, and you would rather start with the story first, then end with working on resources and look-and-feel, it's totally up to you! But again, for the purposes of this instruction, we are going to get our resources uploaded and the look-and-feel ready, first.

1. We will start with “Items” and get our “Paper clip” item into the project. Click on “Items” in the TP Designer menu.
2. The current list of items is displayed in the Items dialog – there are no items.
3. Click on the “New” button to add a new item. The New Item dialog is displayed (figure 9).
4. Enter the Item Name: Paper clip
5. You can leave Description blank.
6. There's no need to select an icon for this item. **Note: To select an icon, click the icon picker button (figure 9, label A).**

“Description” is optional, so you can leave it blank. Currently, Description is not being used anywhere during gameplay. You can also select an icon for this item by clicking on the icon picker button (figure 9, label A). These icons can be edited (with a paint program, i.e. Photoshop) and reuploaded (via Resources). But, again, icons are also not used anywhere during gameplay. We have plans later to get these things into gameplay.

7. Click on the “Save” button. The item is added.
8. Close the Items dialog, we don't need it anymore.
9. Click on “Flags” in the TP Designer menu.
10. The Flags dialog is displayed – currently, there are no flags.
11. Click on the “New” button.
12. The New Flag dialog is now visible (figure 10).
13. In the Name field, enter: **Ate gouda cheese**
14. XP can be left as-is – leave it zero.
15. Journal Entry can be left blank.

Journal entry text will be implemented in gameplay in the future. The plan is to have a way for players to look at a “Journal” and see a chronological list of narratives pertaining to things accomplished or encountered. For example, “I met an old man that told me about key under a rug at the old shack”, “I found the key under the rug. It doesn’t work!”, etc. XP will be used in gameplay for RPG stories (not yet developed).

16. “Acquired Item” can be left blank. **Note: If a flag causes an item to be placed into the player’s inventory, you can select an item from the dropdown.**
17. “Dispose Item” can be left blank. **Note: If a flag causes an item to be removed from the player’s inventory, you can select an item from the dropdown.**
18. Click on the “Save” button.
19. The Flags dialog should now show the “Ate gouda cheese” flag.
20. Next, add another flag: **Ate cheddar cheese**
21. Leave all other fields, as-is, then click on the “Save” button.
22. Lastly, add another flag: **Cat leaves the room**
23. Leave all other fields, as-is, then click on the “Save” button.
24. The Flags dialog should now show 3 flags (as seen in figure 11).

Use the sort buttons (figure 11, label A) to organize your flags so that they appear in an order that makes sense to you – this action is purely subjective and for your own personal preference. Perhaps you want early game flags to appear at the top while endgame flags are near the bottom, etc.

One other point to make, the “Applied?” column has a dimmed-out checkmark for all flags. This is because you have NOT used these flags in your story. As you are designing (and writing) a story node, a flag can be applied. When that happens, the checkmark undims. This will make more sense later when we start creating nodes. This is just a way for you to see which flags have been utilized in your story and which ones have not.

The number in parenthesis after the flag name is the Id of the flag. For example, “Ate gouda cheese (356)”, the Id is 356. It’s not that important, but in case you were wondering.

25. Items and flags are inputted – easily done! Let’s move on to getting our resources uploaded. Click on “Resources” in TP Designer menu. The Resources dialog is displayed (figure 12).

The “Images” tab contains a list of some standard images that you get out-of-the-box:

1. Company Screen – the company image that is displayed during bootup.
2. Credits Screen – image is shown when a story ends.

3. *Frame* – image used to frame the contents of your story (text and images).
4. *Items Sheet* – contains icon images used to represent items.
5. *Menu Background* – game menu background image.
6. *Menu Options Sprite Sheet* – images to support the game’s main menu and ellipsis button (includes mouse-overs).
7. *Title Screen* – the title image that is displayed during bootup.

26. Within the list of images, click “Title Screen”. The image will be loaded into a new dialog entitled “Title Screen”.
27. Press the ALT key – that will bring up the control for managing this image (figure 13). ALT toggles the visibility of the control.

When viewing the image manager control (figure 13), you will notice a small down-arrow icon in the lower right corner of the dialog (figure 13, label A). Clicking on this icon will download a sample image having the exact dimensions required for that type of image. So, if you are planning on creating your own artwork, use the sample file to ensure compatibility. Use the “Replace File” feature to replace the existing image with the new image.

28. Click on the “Replace File” button.
29. File explorer pops open. Navigate to the folder where you unzipped the tutorial files.
Select **title.png**.
30. Click the “Save” button. The image loads into the Title Screen dialog, replacing the old file (figure 14).
31. Close the Title Screen dialog.
32. Next, let’s upload a custom frame image. Click on “Frame” within the list of images.
33. The Frame dialog is displayed.
34. Press the ALT key to bring up the image management control (figure 13).
35. Click on the “Replace File” button.
36. File explorer pops open. Navigate to the folder where you unzipped the tutorial files.
Select **frame.png**.
37. Click the “Save” button. The new image loads into the Frame dialog, replacing the old file. The actual frame image on your canvas also changes to reflect the new frame image (figure 15)!
38. Close the Frame dialog.
39. Click on “Menu Background” within the list of images.
40. The Menu Background dialog is displayed.
41. Press the ALT key to bring up the image management control (figure 13).
42. Click on the “Replace File” button.

43. File explorer pops open. Navigate to the folder where you unzipped the tutorial files.
Select **menu-bg.png**.
44. Click the “Save” button. The new image loads into the Menu Background dialog, replacing the old file.
45. Close the Menu Background dialog.
46. Next, we are going to upload an additional image which will be used to help tell our story. Click on the “Upload” button (figure 12, label A).
47. The “Add a Resource” dialog is displayed.
48. Select “Illustration (full-size)” from the dropdown.

From the “Add a Resource” dialog (figure 16), you will notice a small down-arrow icon in the lower right corner of the dialog (figure 16, label A). Clicking on this icon will download a sample image having the exact dimensions required for the type of image you are attempting to add. So, if you are planning on creating your own artwork, use the sample file to ensure compatibility.

49. Name this file: **Cat ate rat**
50. Click on the “Select a File” button.
51. File explorer pops open. Navigate to the folder where you unzipped the tutorial files.
Select **cat.png**.
52. Click the “Save” button.
53. The selected image is loaded in a dialog entitled “Cat ate rat” (figure 17).

Pressing the ALT key will bring up the image management control. There are 3 buttons in the lower right corner of the control that will allow you to: delete the image (figure 17, label A), download it (figure 17, label B), or preview the image (figure 17, label C). Previewing the image lets you see what the image looks like in the frame.

54. Close the dialog.
55. Click on the “Upload” button (figure 12, label A).
56. The Add a Resource dialog is displayed.
57. Select “Illustration (half-size)” from the dropdown.
58. Name this file: **Rat escaped**
59. Click on the “Select a File” button.
60. File explorer pops open. Navigate to the folder where you unzipped the tutorial files.
Select **happy-rat.png**.
61. Click the “Save” button.
62. The selected image is loaded in a dialog entitled “Rat escaped”.
63. Close the dialog.

64. There are two more images we need to add: (1) **rat.png** and (2) **rat-and-cat.png**. Do that now, just as you added “happy-rat.png”. These images are half-size illustrations. Name these images “Rat” and “Rat and cat”, representing.

Adding a bezel will add “pop!” to the look-and-feel of your game. This is optional, but more importantly, your project plan needs to be “Pro-XL”. A bezel image is included in the tutorial’s resources, so if you’d like to add a bezel, simply upload an image, then from the “Add a Resource” dialog, select “Bezel” from the dropdown. Click on the “Select a File” button, then select bezel.png from the tutorial’s resources folder.

65. Now let’s get the sound and music in. Click on the “Upload” button.
66. Select “Sound” from dropdown.
67. Name it: **Meow**
68. Click the “Select a File” button.
69. Select **meow.wav**.
70. Click the “Save” button – the sound dialog is displayed entitled “Meow” (figure 18).
71. Click on the play icon in the upper right corner of the dialog (figure 18, figure A) – the sound plays!
72. Close the dialog.
73. Go ahead and upload the music files. You’re a pro, by now – you don’t need step-by-step instructions!
- a. Make sure you select “Music” from the “Resource Type” dropdown.
 - b. Upload **intro.mp3** and **theme.mp3** and name them “Intro” and “Theme”, respectively.
74. Click on “Settings” from the TP Designer menu.
75. Click on the “Options” tab.
76. Select “Intro” from the Music dropdown.
77. Check the “Hide Title from Menu” checkbox – since our title is now in our “Title Screen” resource image (figure 14).
78. Click the “Save” button.
79. Click on “Test/Run Game” from the TP Designer menu.
80. Select “Full boot”.
81. Click on the “Run” button! Lights, camera, action! The music should start, and the new title screen should fade into view. The menu background image should be in place with the title/subtitle text hidden.

To add a background image, add the bezel image (bezel.png) to your resources. You could apply that bezel by going to Settings then selecting the bezel resource file from the Bezel dropdown.

Again, you cannot add a bezel if you do NOT have Pro-XL. To see if you have the Credit(s) to upgrade, click on the upgrade button (figure 7, label D). If you can select a bezel resource (and save the settings), you will see the background change within TP Designer (figure 19), in real-time – this bezel will also be visible during gameplay.

PART 3 – Writing the Story

The items, flags, and resources for our game have been staged. The look-and-feel is in place. Everything is a “go!”. Let’s move on to creating the story! Creating story nodes and forming our story in parts (called nodes) is accomplished easily with a few different user interfaces (or UIs), starting with the story diagram UI (figure 21). This UI gives you a visual picture of the flow of your story. We are going to start there.

Keep the diagrams that we drew out in PART 1 handy as they might be helpful in understanding what we will be doing here.

1. Click on “The Story” in TP Designer menu.
2. The story diagram UI is displayed (figure 21).
3. Each story node is depicted by a rectangular box, called a *node box*, with a number in it (figure 21, label B). A single node box is present in the diagram. The “1” in the box is the node number.
4. Hover your mouse over the box, a tooltip will pop-up that reads “Once upon a time...”.
5. The node box can be dragged around and repositioned. Try it. Drag the box somewhere.
6. Click on the “Table of Contents” button (figure 21, label A) – the Table of Contents dialog is displayed (figure 22). The title of the “1” node is “Once upon a time”.
7. Close the Table of Contents dialog and return to the diagram. Double-click the node box in the diagram.
8. The Story Node UI is displayed (figure 23). Refer to the “In cage” node in the “Chapter 1” diagram (in PART 1). Let’s modify this story node with the following...

Field	Change to...
Brief Description	In cage
Text	Despite all your rage, you are still just a rat in a cage.

9. Click on the “Options” tab. Make the following changes...

Field	Change to...
Option 1 (text)	Search the hay bedding.

The “Option goes to” field will always default to “New node”. This simple means that the option will create a new blank node. The title of the node will be whatever you named the option. For example, we named the option “Search the hay bedding”, so the new node will also be called “Search the hay bedding”. The name of the node can be renamed later to better describe the node. We might want to name the node “Found gouda cheese”. The option itself would be called

“Search the hay bedding” where the node for that option is “Found gouda cheese”. Again, refer to the diagram in PART 1 – this idea becomes clear. The lines in the diagrams are the options while the boxes represent the result (or node) for that option.

10. Click on the “Media” tab.
11. Select “Rat” from the Illustration dropdown.
12. Select “Theme” from the Music dropdown.
13. Click “Save”.
14. Close the Story Node dialog.
15. Notice that there are two nodes in your story now. Hover your mouse over the “2” node box – the tooltip pops “Search the hay bedding”.
16. Double-click the “2” node box.
17. Make the following changes...

Field	Change to...
Brief Description	Found gouda cheese
Outcome	2 possible options
Options can only be selected once	Check this box
Text	You found a moldy piece of gouda cheese. The cat enters the room.

When declaring that “options can only be selected once”, it means that options that have been selected already (where the child option’s outcome is “Return to parent”) will not appear again making it so that an option can only be selected once. For example, if a node has 3 options and the player selects option 1 (which returns to parent), only options 2 and 3 will be available.

18. Go to “Options”. Make the following changes...

Field	Change to...
Option 1 (text)	Eat the gouda cheese.
Option 2 (text)	Keep looking around.

19. Click on the “Media” tab.
20. Select “Cat and Rat” from the Illustration dropdown.
21. Click on the “Media” tab.
22. Select “Meow” from the Sound dropdown.
23. Click “Save”.
24. Close the Story Node dialog.

25. The Story UI (tree diagram) contains 4 story nodes (figure 25). You may drag the nodes to separate them better, if you like. Nodes 3 and 4 have a special icon attached to them (figure 25, label A). This icon...



...symbolizes “Back to parent node” – which simply means that this node displays the option(s) of its parent.

26. Double-click the “Eat the gouda cheese” node.

27. Make the following changes...

Field	Change to...
Brief Description	Don't feel well
Apply Flag	Ate gouda cheese
Text	You eat the cheese and immediately start feeling sick.

This node will set a flag “Ate gouda cheese”. We will use this flag later to create an alternate path/flow in our story.

28. Click “Save”.

29. Close the Story Node dialog.

30. Double-click on the “Keep looking around” node.

31. Make the following changes...

Field	Change to...
Brief Description	Found cheddar cheese
Outcome	3 possible options
Options can be selected only once	Check this box
Text	You found a piece of cheddar cheese.

32. Click on the “Options” tab.

33. Make the following changes...

Field	Change to...
Option 1 (text)	Eat the cheddar cheese.
Option 2 (text)	Keep searching.
Option 3 (text)	Jimmy lock with the paper clip.

34. Click “Save”.

35. Close the Story Node dialog.

36. There are 7 nodes in our story now. Reposition the node boxes (by dragging them) so they are not so cramped.
37. Double-click on the “Eat the cheddar cheese” node.
38. Make the following changes...

Field	Change to...
Brief Description	Belly full of cheese
Apply Flag	Ate cheddar cheese
Text	Mmm mmm good. You eat the cheese. That was tasty!

This node will set a flag “Ate cheddar cheese”. We will use this flag later to create an alternate path/flow in our story.

39. Click “Save”.
40. Close the Story Node dialog.
41. Double-click on the “Keep searching” node.
42. Make the following changes...

Field	Change to...
Brief Description	Found paper clip
Acquire Item	Paper clip
Text	You find a paper clip and pick it up!

This node will put the “Paper clip” into the player’s inventory. We will use this item later to create an alternate path/flow in our story.

43. Click “Save”.
44. Close the Story Node dialog.
45. Double-click on the “Jimmy lock with the paper clip” node.
46. Make the following changes...

Field	Change to...
Brief Description	Out of the cage
Outcome	Ends game in victory
Text	The lock pops open! You step out of the cage.

For now, we'll make this the end of the game. We'll come back later to extend the story beyond this node.

47. Click on the “Requirements” tab.
48. From the Required Item(s) dropdown, select “Has acquired”.
49. Select “Paper clip” from the items dropdown.
50. Check the “Item is consumed” checkbox – checking this checkbox will cause the item to be removed from the player’s inventory.

Steps 45-48 creates a requirement for this node – if this requirement is NOT met, the option for this node will NOT be available. So, what we are saying here is, the player must have the “Paper clip” in their inventory before “Out of the cage” can be reached (which is tied to the option: “Jimmy lock with the paper clip”).

51. Click “Save”.
52. Close the Story Node dialog.
53. Let’s take a closer look at the story diagram – there are a total of 7 nodes now (figure 26). There are some new icons we need to cover...



a flag has been set in this node.



an item was discovered in this node.



game ends in victory!

54. Before we move on to the rest of the story, we are going to do a health check and make sure that everything works, as expected.
55. Double-click the “In cage” story node – this is the node box with a “1” in it. We are going to test from this node (you can test from any node, by the way!).
56. Click on the “Test” button (figure 23, label A).
57. The Test/Run Game dialog is displayed (figure 27). By default, it will run from the node you’re currently editing. Go ahead and click on the “Run” button. Here’s what should happen...
 - a. Music starts.
 - b. The frame, the image of the rat, and text fades in (figure 28).
 - c. Click on “Search the hay bedding” (or press the “1” key).
 - d. The next node loads – with the “Cat and rat” image and a “meow” sound effect (figure 29).
 - e. Click on “Eat the gouda cheese”.

- f. Notice how it removes “Eat the gouda cheese” from the options, then shows you the remaining “Keep looking around” option – this is because we chose “Options can be selected only once”.
- g. Now click on “Keep looking around”.
- h. The next node loads – you find the cheddar cheese. You can “Eat the cheddar cheese” or “Keep searching”. Let’s “Eat the cheddar cheese”.

Notice that the “Jimmy lock with the paper clip” option is hidden since that requires finding the paper clip first.

- i. It returns to parent, then displays the remaining option(s).
- j. Click on “Keep searching”.
- k. The next node is loaded – you find the paper clip.
- l. It returns to parent, then displays the “Jimmy lock” option. BUT, before you select that option, view your inventory by pressing the “i” key – you should see that you now have the “Paper clip” in your inventory!
- m. Select “Return to story” (or press the “R” key).
- n. Select “Jimmy lock with the paper clip”.
- o. You win! The game ends.

From the Test/Run Game dialog (Figure 27), you can choose additional options to include in your test. By default, the dialog opens with “Test story” selected as the Start Method, and it uses the current node as the “Start from” point. You can run the test with or without music and sound. You can also choose which flags and items to include, however, be sure to deselect “Reset items on Run” and/or “Reset flags on Run” if you plan to manually set items or flags during your test.

58. Press the ESC key to end the test and return to the designer.
59. Now, let’s continue with creating our story. We need to edit the “Out of the cage” node because we don’t want our story to end there. Double-click the “Out of the cage” node.
60. Make the following corrections...

Field	Change to...
Brief Description	Out of the cage
Outcome	4 possible options
Options can be selected only once	Check this box.
Text	The lock pops open! You step out of the cage. The cat is staring up at you, licking his chops.

61. Click on the “Options” tab.
62. Make the following changes...

Field	Change to...
Option 1 (text)	Jump down from the table.
Option 2 (text)	Jump down from the table.
Option 3 (text)	Give up and resign to your life as a caged rat.
Option 4 (text)	Go back into the cage, get the gouda cheese, then give it to the cat.

*Option 1 and option 2 have the same text – this is not a typo! To the player, the options will appear to be the same; however, they will have different outcomes. These 2 options will have requirements. One option will be displayed when the cat has left the room while the other option will be displayed when the cat has **NOT** left the room. Again, refer to the Chapter 1 diagram in PART 1 to see how this part of the story flows – you’ll see two different paths for “Jump down from the table”.*

63. Click “Save”.
64. Close the Story Node dialog.
65. Double-click on the “Jump down from the table” node (if doesn’t matter which one you pick).
66. Make the following changes...

Field	Change to...
Brief Description	Cat eats you
Outcome	Ends game in defeat
Text	You jump down and cat quickly pounces on you. The cat eats you. You are dead.

67. Click on the “Requirements” tab.
68. Select “Has NOT completed” from the Required Flag(s) dropdown.
69. Select “Cat leaves the room” from the flags dropdown.
70. Click on the “Media” tab.
71. Select “Cat ate rat” form the Illustration dropdown.
72. Click the “Save” button.
73. Close the Story Node dialog.
74. Check out the diagram. Notice the dotted line for that node – which means that the node requires something, in this case, a flag. This skull-and-crossbones icon next

to the node box (figure 30, label A) means that the game ends in defeat. The icon looks like...



75. Double-click on the *other* “Jump down from the table” node.

76. Make the following changes...

Field	Change to...
Brief Description	On the floor
Outcome	Ends game in victory
Text	You jump safely to the floor.

Like before, we will end the game in victory for now. We'll come back later to finish the rest of the story.

77. Click on the “Requirements” tab.

78. Select “Has completed” from the Required Flag(s) dropdown.

79. Select “Cat leaves the room” from the flags dropdown.

80. Click the “Save” button.

81. Close the Story Node dialog.

82. Double-click the “Give up and resign” node.

83. Make the following changes...

Field	Change to...
Brief Description	Back in cage
Outcome	Ends game in victory
Text	You are back in your cage, safe and sound. Life continues to suck, but at least you're alive!

84. Click the “Save” button.

85. Close the Story Node dialog.

86. Double-click the “Go back into the cage...” node.

87. Make the following changes...

Field	Change to...
Brief Description	Cat gets sick
Apply Flag	Cat leaves the room
Text	You drop the gouda cheese to the floor. The cat eats the cheese...pauses...then realizes, it needs to quickly find the litter box! The cat leaves the room.

88. We do not want this node/option to show up unless the gouda cheese was NOT eaten (by the rat). Let's create the requirement. Click on the "Requirements" tab.
89. Select "Has NOT completed" from the Required Flag(s) dropdown.
90. Select "Ate gouda cheese" from the flags dropdown.
91. Click the "Save" button.
92. Close the Story Node dialog.
93. Let's test! Double-click the "In cage" node (the node box with "1" in it).
94. Click on the "Test" button.
95. Click on the "Run" button. You'll need to run it several times to test these things...
 - a. Eat the gouda cheese, then make sure you don't have the option to give it to the cat (because you've obviously can't give it to the cat if you've eaten it).
 - b. Don't eat the gouda cheese, then make sure you have the option to give it to the cat.
 - c. Jump down from the table with the cat still in the room – you should get eaten.
 - d. Jump down from the table after the cat leaves the room – the game should end in victory.
 - e. Also, try to "resign to your life as a caged cat". The game should end in victory.
96. If all went as expected, we can move on to the rest of the story. If the test failed, something is amiss. You will need to retrace your steps to figure out what's going on.
97. Next, we are going to create a new chapter. Click on the Table of Contents button (figure 21, label A).
98. Click on the "New Chapter" button.
99. The Story Node dialog appears – this is the 1st node of the new chapter.
100. Make the following changes...

Field	Change to...
Brief Description	On the floor
Outcome	2 possible options
Text	The cat is no longer in the room, but you should hurry, the cat will return soon.
Restore Point	Check this box

*A Restore Point is a checkpoint in the story that allows the player to resume from that point when a game ends in defeat. **Note: Restore points only work when playing (not testing) the game.***

101. Click on the “Options” tab.
102. Make the following changes...

Field	Change to...
Option 1 (text)	Have a look around.
Option 2 (text)	Find a place to hide.

103. Click the “Save” button.
104. Close the Story Node dialog.
105. Notice that your diagram represents “Chapter 2”. Click on the Table of Contents button (figure 21, label A) and you will see the current selected chapter is “Chapter 2”.
106. Let’s go back to “Chapter 1”. Select “Chapter 1” from the dropdown.
107. Close the Table of Contents menu.
108. Double-click the “On the floor” node.
109. Change the outcome to “Goto chapter” then select “2” as the chapter.
110. Click the “Save” button.
111. Close the Story Node dialog.
112. The node box for the “On the floor” node has a special icon next to it...



...which symbolizes “Go to a chapter”.

113. Let’s test from that node, so you can see what that looks like. Double-click the “On the floor” node.
114. Click the “Test” button (figure 23, label A).
115. Click the “Run” button.
116. You’ll notice a single option to “Continue”. Click it.
117. The next node loads (1st node in chapter 2), and the story continues.
118. Press the ESC key to return to the designer.
119. **Pat yourself on the back – you are done with chapter 1!**
120. Close the Story Node dialog.
121. Click the Table of Contents button.
122. Select “Chapter 2” from the dropdown.
123. Close the Table of Contents dialog.
124. Double-click the “Have a look around” node.
125. Make the following changes...

Field	Change to...
Brief Description	Cat eats you

Outcome	Ends game in defeat
Text	Cat catches you...then eats you. You are dead.

126. Click on the “Media” tab.
127. Select “Cat ate rat” from the Illustration dropdown.
128. Click the “Save” button.
129. Close the Story Node dialog.
130. Double-click the “Find a place to hide” node.
131. Make the following changes...

Field	Change to...
Brief Description	Hiding under sofa
Outcome	2 possible options
Text	You quickly scurry over to the sofa and hide under it. Just in time, too. The cat has returned. Peering out, you see a better hiding place – a small mouse hole in the wall!

132. Click on the “Options” tab.
133. Make the following changes...

Field	Change to...
Option 1 (text)	Make a break for it.
Option goes to (for Option 1)	Cat eats you
Option 2 (text)	Stay hidden.

134. Click on the “Save” button.
135. Close the Story Node dialog.

Notice that node box 1 and node box 3 both go to “Cat eats you” (figure 31). Yes, you can reuse nodes! The “Stay hidden” option gets a new node.

136. Double-click the “Stay hidden” node.
137. Make the following changes...

Field	Change to...
Brief Description	Still hiding
Outcome	3 possible options
Text	You stay put. The cat is snooping around, looking for you.

138. Click on the “Options” tab.

139. Make the following changes...

Field	Change to...
Option 1 (text)	Make a break for it.
Option 2 (text)	Make a break for it.
Option 3 (text)	Stay hidden

Option 1 and 2 are “Make a break for it”. This is not a typo. See the PART 1, Chapter 2, diagram to see the flow for this part of the story. One “Make a break for it” option ends in defeat while the other option ends in victory.

140. Click on the “Save” button

141. Close the Story Node dialog.

142. Double-click on “Stay hidden” node.

143. Make the following changes....

Field	Change to...
Brief Description	Cat eats you while hiding
Outcome	Game ends in defeat
Text	The cat finds you. You try to escape...but too late. The cat eats you. You are dead.

144. Click on the “Media” tab.

145. Select “Cat ate rat” from the Illustration dropdown.

146. Click on the “Save” button.

147. Close the Story Node dialog.

148. Click on the “Make a break for it” node (there are two of them, it doesn’t matter which one you pick).

149. Make the following changes...

Field	Change to...
Brief Description	Cat eats lazy rat
Outcome	Game eats in defeat
Text	The cat continues to snoop around. There’s a moment when the cat turns away from you. The perfect time to bolt! You run towards the mouse hole, but you’re too slow (and your belly is too full). The cat catches you. You are dead.

150. Click on the “Requirements” tab.
151. From the Required Flag(s) dropdown, select “Has completed”.
152. Select “Ate cheddar cheese” from the dropdown.
153. Click on the “Media” tab.
154. Select “Cat ate rat” from the Illustration dropdown.
155. Click on the “Save” button.
156. Close the Story Node dialog.
157. Double-click the “Make a break for it” node.
158. Make the following changes...

Field	Change to...
Brief Description	Escaped!
Outcome	Game eats in victory
Text	The cat continues to snoop around. There’s a moment when the cat turns away from you. The perfect time to bolt! You run towards the mouse hole. The cat gives chase. Just in the nick of time, you run into the mouse hole...and are forever safe! You win!

159. Click on the “Requirements” tab.
160. Select “Has NOT completed” from the Required Flag(s) dropdown.
161. Select “Ate cheddar cheese” from the dropdown.
162. Click on the “Media” tab.
163. Select “Rat escaped” from the Illustration dropdown.
164. Select “Theme” from the Music dropdown.
165. Click on the “Save” button.
166. **Gratz! Pat yourself on the back (again)! You just created your first story!** Play your game by clicking on the “Test/Run Game” button in the TP Designer menu. You should always fully test your game from start to finish, making sure it is completable (in all paths).

PART 4 – Embedded Text Logic (ETL)

What is an ETL?

ETLs let you insert dynamic text into your story by checking specific flags or items the player has (or doesn't have). For example, maybe you want the text to say, *"Your knee still hurts from the fall,"* but only if the player has acquired the flag "fell down and scraped your knee.". If that flag *hasn't* been obtained, you can show alternate ELSE text instead. For example, the ELSE text might read, *"You feel strong—confident that you can make the jump."* ELSE text is optional, so you can leave that field blank if you wish.

Let's create an ETL!

1. Click on "The Story" from the TP Designer menu (if you are not already there).
2. Got to "Chapter 2" (if you are not already there).
3. Double-click on the "Still hiding" node box.
4. Click on the ETL button (figure 23, label B).
5. You will get a message to place your cursor where you want the ETL to be placed. Put your cursor at the end of the "The cat is snooping around, looking for you." sentence.
6. Click the "Ok" button.
7. The ETL UI pops up (figure 32).
8. "This ETL depends on Flags" is selected from the dropdown – keep that as-is.
9. Click on "Ate cheddar cheese" (to highlight it), then click on the right-arrow button (figure 32, label A). "Ate cheddar cheese" is moved over to the "Selected Flags" box.

You may select multiple flags (or items), but for this exercise, we will just select one flag. You also have the option of selecting which logical operator you'd like to use between multiple flags (or items) – by default "use AND's" is selected. For example, if you had "Ate cheddar cheese" and "Ate gouda cheese" selected, both requirements would need to be met when using "AND". For "OR", only one of the requirements needs to be met. You can also negate a requirement by clicking on the selected item (highlighting it), then clicking on "Set as NOT completed" (or "Set as NOT required" if it's an item) – the selected item will be annotated with an exclamation mark. Negating a selected item is saying "Not". So, if we negate "Ate cheddar cheese", we are saying that "Ate cheddar cheese" has NOT been completed.

10. Click on the "Text" tab.
11. Enter the following text into the textbox...

Text...
Boy, the cheddar cheese in your belly is making you feel a little sluggish. A nap is in order!

12. Click on the “Else” tab.
13. Enter the following text into the textbox...

Text...
You're feeling a little hungry. You wish you had something to eat. Oh well.

14. Click the “Ok” button – the ETL is inserted into your text!
15. Click on the “Save” button.

UNDERSTANDING ETL DECLARATION

Let's examine the following ETL declaration...

[has(f63) then "Boy, the cheddar cheese in your belly is making you feel a little sluggish. A nap is in order!" else "You're feeling a little hungry. You wish you had something to eat. Oh well."]

“has” encloses Id’s. Id’s are preceded with an “f” or “i” (flag or item, respectively). Id’s can be viewed in the Flags or Items dialogs. “f63” declares the flag with an id of 63 to be required for the ETL text to be shown. Multiple Id’s are separated with a comma (a comma denotes “AND”). For example, has(f63,f64) is saying f63 AND f64 must exist. For OR, pipe is used to separate the Id’s. For example, has(f63|f64) is saying the f63 OR f64 must exist. Negated Id’s are preceded with an exclamation. For example, has(f63!f64) is saying f63 OR NOT f64. Tip: clicking on an Id within the ETL statement will bring up a popup showing you what the item/flag is.

You can make changes to the ETL, as needed, once it’s inserted into your story text, but be careful not to ruin the statement by removing expected characters, like the brackets or reserved words like “then” or “else”, etc. You may change the text between the quotations, only. You can write an ETL statement into your story text, manually, without using the ETL UI (for those who want to be savvy!).

Note: To add a quote inside a quotation, escape the quote with a backslash.

Note: You can create and insert as many ETLs into a body of text as you need.

Note: You cannot mix-and-match flags and items in the has declaration – so you cannot do: has(f34,f35,i38).

Note: You cannot mix-and-match logical operators – so you cannot do: has(f35,f36|f44).

16. Let’s test this...without having to run the story from the very beginning.
17. You should still have the “Stay hidden” dialog up. Click on the “Test” button.
18. Uncheck the “Reset flags on Run” checkbox.
19. Click on the “Flags” tab.

20. Check the "Ate cheddar cheese" checkbox.
21. Click on the "Run" button.
22. You should see the ETL text that reads: "Boy, the cheddar cheese..."
23. Press the ESC key to take you back to the designer.
24. Click on the "Test" button.
25. Click on the "Flags" tab.
26. Uncheck the "Ate cheddar cheese" checkbox.
27. Click on the "Run" button.
28. You should see the ETL "ELSE" text that reads: "You're feeling a little hungry..."
29. Press the ESC key to take you back to the designer.
30. **Pat yourself on the back a third time! You know how to use an ETL!**

PART 5 – Marketing and Deployment

We have a game to market and publish! It's tested, polished, and ready to deploy! TP Designer makes it extremely easy to get your game into the public marketplace. Checking a checkbox is all it takes, but before we do that, let's provide some details that will make our game stand out (and better searchable).

1. From the TP Designer menu, click on "Settings".
2. Click on the "Credits" tab.
3. Here you can give credit to people, organizations, websites, technologies, etc. that helped/aided in developing your story. This is an optional field, so you may leave it blank. **Note: this text is not used anywhere now, but it will be later!**
4. Click on the "Marketing" tab (figure 33).
5. Let's add a marketing image. Click on the "Upload" button.
6. The Upload Marketing Image dialog is displayed (figure 34). Select "Marketing Image" from the Resource Type dropdown (it should already be selected).

The marketing image's size must be 200x200 pixels. To design your own marketing image, click on the download button (figure 34, label A) to download a sample of the image. For this tutorial, we've already prepared a marketing image for you, so there's no need to design an image.

7. Click the "Select a File" button.
8. Navigate to the folder where you unzipped the tutorial files, then select **marketing.png**.
9. Click the "Save" button. A preview of the marketing card is displayed (figure 35).
10. Next, let's upload a screenshot of our game. Click on the "Upload" button.
11. Select "Screenshot" from the Resource Type dropdown.

The screenshot image's size must be 1280x800 pixels. To create design your own screenshot image, click on the download button (figure 34, label A) to download a sample of the image. For this tutorial, we've already prepared a screenshot image for you, so there's no need to design an image.

12. Navigate to the folder where you unzipped the tutorial files, then select **screenshot-1.png**.
13. Click the "Save" button. A preview of the screenshot is displayed.

To delete the screenshot, click on the trashcan icon next to the image.

14. Type the following into the description textbox: *You are a caged rat trying to escape to better life but beware of a dastardly cat looking to make a meal out of you.*

This text is important because it is the actual description used for SEO – it's the description of the page for your game (metadata).

15. Assuming you did everything correctly, the Marketing UI should resemble figure 36.
16. Now, we simply need to turn the game “on”. Go to the “Options” tab.
17. Check the “Is Active” checkbox.
18. Click on the “Save” button – that's it! It's live.
19. Close the “Settings” dialog.
20. Close the TP Designer menu.
21. From the Main Menu, click on “Exit” – this will take you to the Tiled Planet Interactive Games home page.

Keep in mind that you are still logged in. You can easily get back to the designer by clicking on “Create Games”.

22. Click on “Play Games”.
23. Filter by “The Proving Grounds” (by clicking on “Proving Grounds”).

New games start in the Proving Grounds. Until your game reaches 100 active players, 250 views, and it's completed (ending in defeat or victory) at least 20 times, your game will remain in Proving Grounds.

24. If you don't see your game, you'll need to search for it by using the search feature – click on the Search button (figure 37, label A). Enter the name of the game, or your screen name, in the textbox (figure 37, label B), then press ENTER. You should see your game!
25. Once you find your game, click on the “PLAY” button. You will be taken to your game's landing page.

*Your game's landing page can be linked to, or copied and given to family, friends, distant relatives, etc. Notice that the URL is coded with your games Id. This page will allow visitors to read reviews, or even rate/review the game themselves. **Note: Visitors must be registered users to review a game.***

26. From the landing page, click on the “PLAY” button – your game launches!

*Another way to direct players to your game is by using its fully qualified domain name (FQDN). You can find it under **Settings** (see figure 7, label D).*

Important: *If you copy the URL from your browser’s address bar, make sure to remove /play. Some behind-the-scenes session setup must run before the game redirects to /play. The link will still work with /play included, but it triggers a double redirect, which makes loading slightly slower. It can also prevent the music from starting automatically because the browser won’t detect the proper user interaction—mainly because the double redirects look suspicious.*

IMPORTANT:

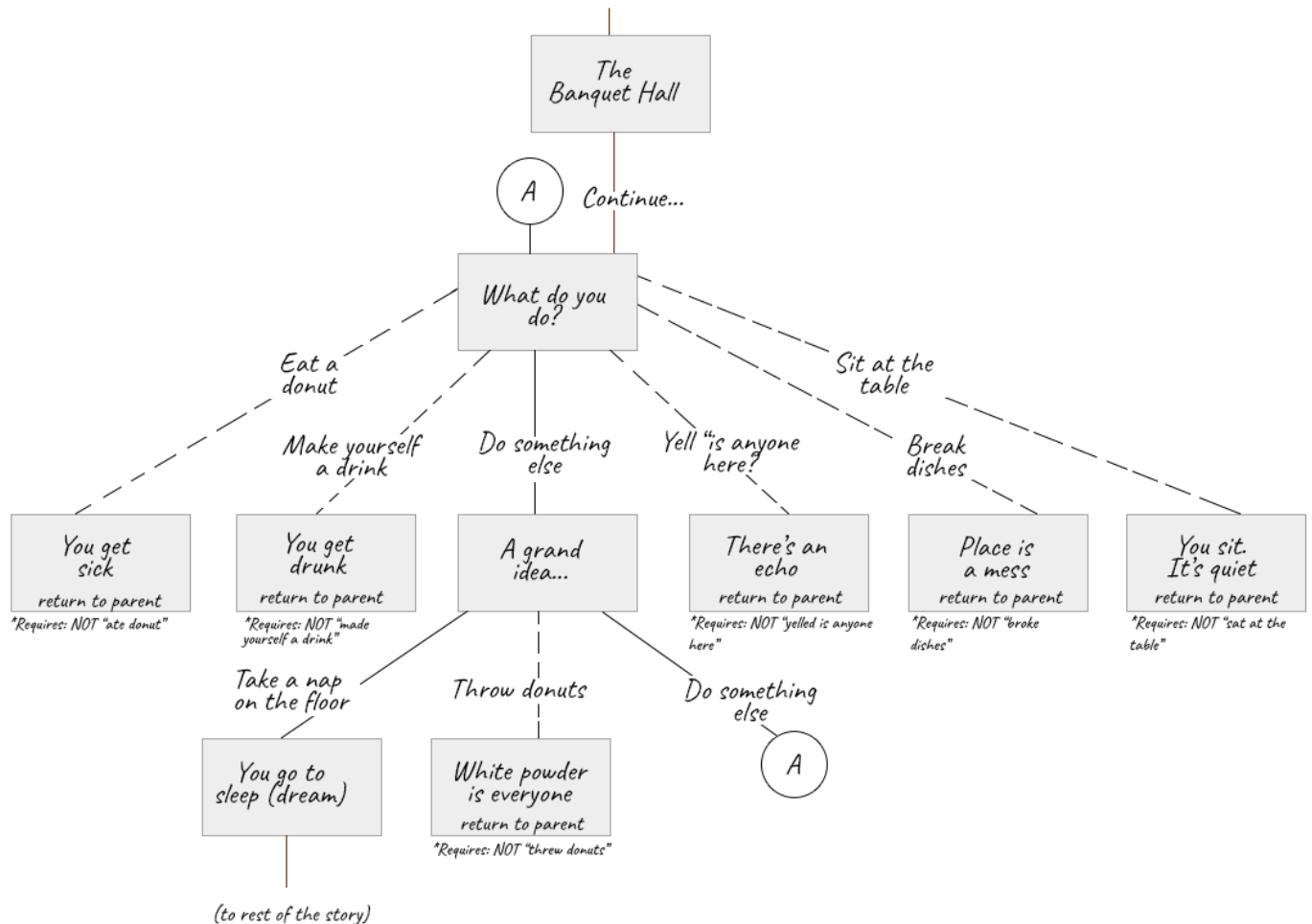
Remember to go back into Settings and uncheck the “Is Active” checkbox. We do not want a bunch of tutorial created games in the Proving Grounds. Thank you!

PART 6 – Limitations & Workarounds

The 6 Option Limit Problem

There are limitations to what you can do with TP interactive text adventures. One of those limitations is, as you might have already noticed, you must tell your story with a maximum of 6 options (which include hidden options), per node. If you need 7 options (or more!), you'll need to be creative and use multiple nodes to present the other options. Remember that you can always loop back to a previous node. You'll need to use flags to hide nodes that have already been selected because the "Options can be selected only once" rule will not work if you loop back – the "Options can be selected only once" logic is hardwired to examine the current node and its children (not grandchildren, great grandchildren, etc.). So again, you'll need to be creative and use flags to hide previously selected options.

Examine the following diagram...



* Lines are options and boxes are node. Dotted lines are options that require something for it to be available.

See what we did here? “The Banquet Hall” node has a single option “continue” – you can label it however you like – it could be something like “Contemplate your options...” or whatever, but it will be **one** option. When the player selects this option (again, it’s the only option), the next node simply displays text that reads “What do you do?” – 6 options are displayed in that node: (1) Eat a donut, (2) Make yourself a drink, (3) Do something else, (4) Yell “Is anyone here?”, (5) Break dishes, and (6) Sit at the table. 5 of these options have requirements. For example, the “You get sick” node requires that the player has NOT completed “Ate donut” (flag). When the donut is eaten, this option will no longer be available. Notice how all 5 of these nodes *return to parent*. The “What do you do?” node does not institute the “Options can be selected only once” rule – instead we are using flags to remove the options from the list.

Simple, right?

So, how do we extend the options beyond those 5? We create a 6th option that will display another node with more options! Perhaps, the node for that option might read “You have a grand idea to try something else...”. Then you’d show the next 3 options: (1) Take a nap on the floor, (2) Throw donuts, and (3) Give something else a try. “Take a nap on the floor” flows to the rest of the story. “Throw donuts” is displayed when the player has NOT completed “Threw donuts”. Notice how “Give something else a try” goes to the “What do you do?” node. It loops back up! Then it displays the options “Eat a donut”, etc. But remember, since we are using flags, if the donut was eaten already, that option is removed from the list!

Using this method, you can have as many options as you like – you just need to be creative in your story telling to make it so.

Chapter Limitation

Another limitation is that nodes can NOT jump to any node in another chapter. Jumping to a chapter always puts the player at the initial node in that chapter. However, you can jump to ANY chapter from any node. For example, a node in chapter 1 can go directly to chapter 5. “Chapter” is a misnomer, really – and chapters do NOT have to go in order. Think of a chapter as part of the story you’d like to separate – perhaps to make the story more manageable and the diagram less hairy.

When a node causes a jump to a chapter, a single option appears: “Continue”. Clicking “Continue” takes the player to the designated chapter. Currently, this label is hardcoded. We plan on changing this at some point, allowing you to change this label to whatever you like. So, instead of “Continue”, it might read “Go down the dark hall”, or whatever. Look for this feature in a later release!

ETL Limitations

Important: We assume that you've read and fully understand "UNDERSTANDING ETL DECLARATION" in PART 4.

As you know, ETL's can examine flags and items, but not both (within the same statement). Also, the logical operator AND and OR are mutually exclusive, as well – you can pick one, not both. To get around this, you can stack your ETL's while excluding ELSE text – doing this is sort of like a bunch of if-statements. Examine the following story text...

You enter the hallway. It's dark. It's cold.

```
[has(i268) then "The grip your long bow firmly and remove an arrow from your quiver." else ""]  
[has(i288) then "You grip your staff in both hands, ready for any surprises." else ""]  
[has(i263,i264) then "The sword feels heavy in your hand. You raise it up, in-the-ready." else ""]  
[has(i263,i264) then "The sword feels heavy in your hand. You raise it up, in-the-ready. Your  
buckler is held low as you peer over its edge." else ""]  
[has(i273|i290) then "You unsheathe your knife. You raise it up, read to stab." else ""]
```

You continue to walk down the hallway. Every step is slow and deliberate.

For these ETL statements to work correctly, the player can have the long bow, staff, sword WITHOUT a buckler, a sword WITH a buckler, or a knife. If the player were to have a staff and a knife, the text would render (in gameplay) like this...

You enter the hallway. It's dark. It's cold.

You grip your staff in both hands, ready for any surprises. You unsheathe your knife. You raise it up, ready to stab.

You continue to walk down the hallway. Every step is slow and deliberate.

This is not what we want! The goal here is to have a single ETL criteria met – which means when you construct your story, you must ensure that only one of those ETL statements will produce text. That means you must create your story in a way that leads to acquiring ONLY one of these items. However, in our example, the shield can also be acquired along with any of the other items. See how one ETL checks for a sword and a buckler (i263 = sword, i264 = shield) while the other one checks for a sword and NOT a buckler (!i264 = no shield)?

If the player happens to have the staff and the buckler, it will just render the text about the “staff”. The buckler is only mentioned if it is accompanied by a sword.

Note: Remember that commas denote “AND” while pipes denote “OR”.

Lastly, the knife comes in two flavors (perhaps f273 = dagger and f290 = dirk). If the player has either, the text is displayed. Notice the pipe separating these Ids – a pipe denotes OR.

PART 7 – Go now and write your own story!

The tutorial was long, but the journey was worth it! And now you are ready to write your masterpiece! If you get stuck or need further assistance, use the following resources:

1. <https://www.tiledplanet.com/contactus/>
2. <https://www.tiledplanet.com/forum/>
3. <https://discord.gg/bxkRcsDzAx>

Appendix A



(figure 1)



(figure 2)



(figure 3)



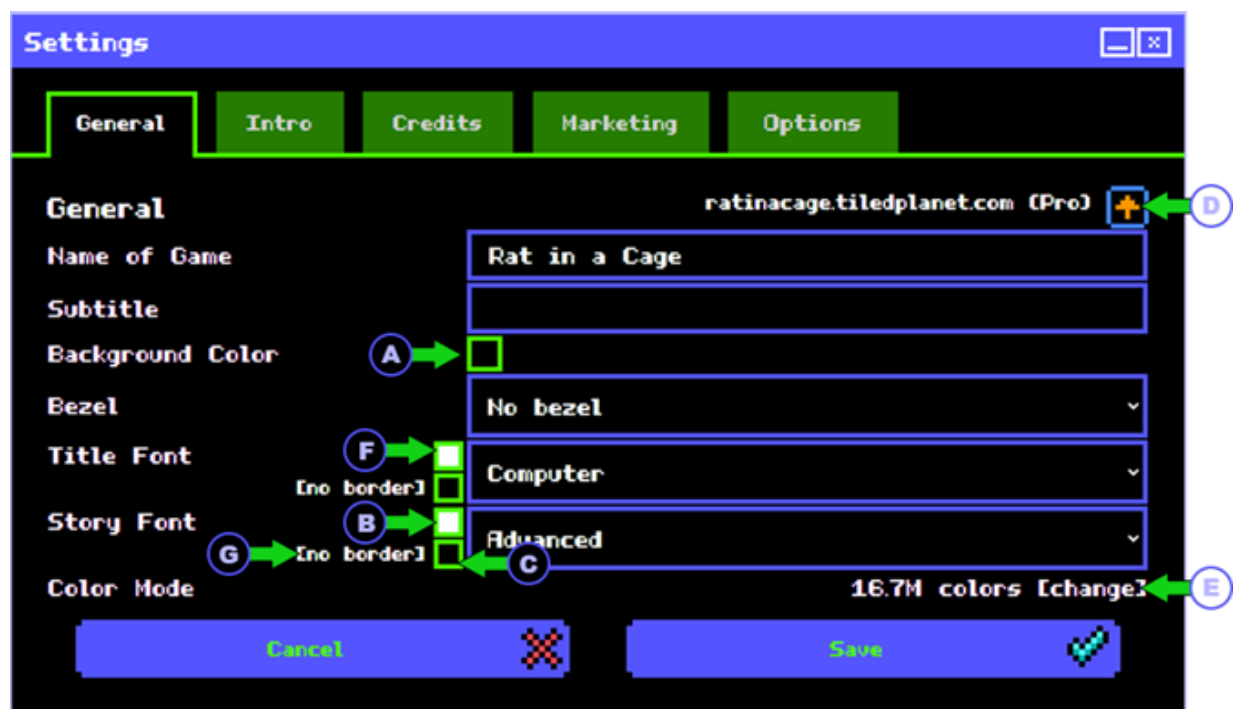
(figure 4)



(figure 5)



(figure 6)



(figure 7)



(figure 8)

New Item ✕

 Quest Item Name □ A

Description (Finish the sentence, "You see...")

Cancel ✕ Save ✓

(figure 9)

New Flag [Close]

Name XP

Journal Entry

Acquire Item

Dispose Item

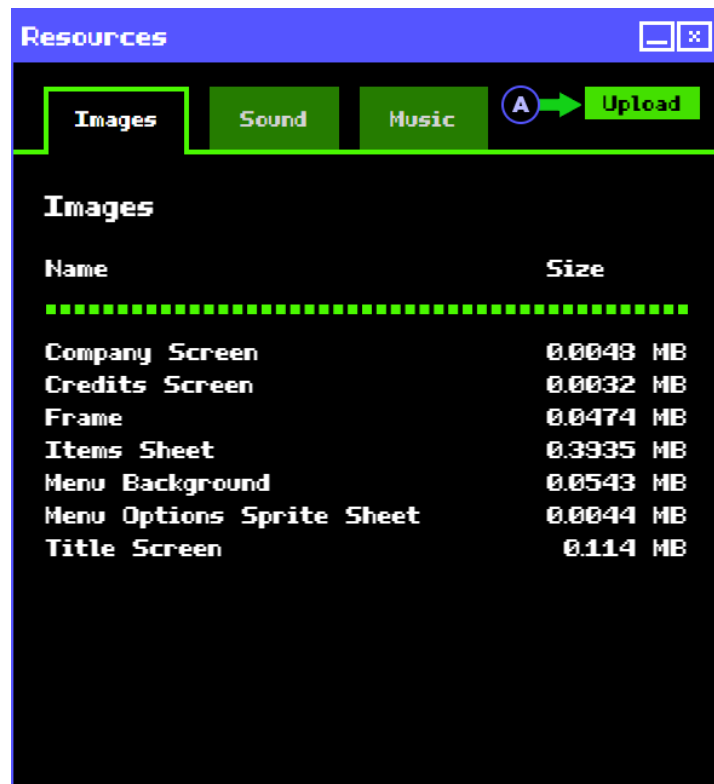
Cancel [X] **Save** [Checkmark]

(figure 10)

Flags [Min] [Max]

Applied?	Name	
New		
☐	Ate gouda cheese (62)	A → [Up] [Down]
☒	Ate cheddar cheese (63)	[Up] [Down]
☐	Cat leaves the room (64)	[Up] [Down]

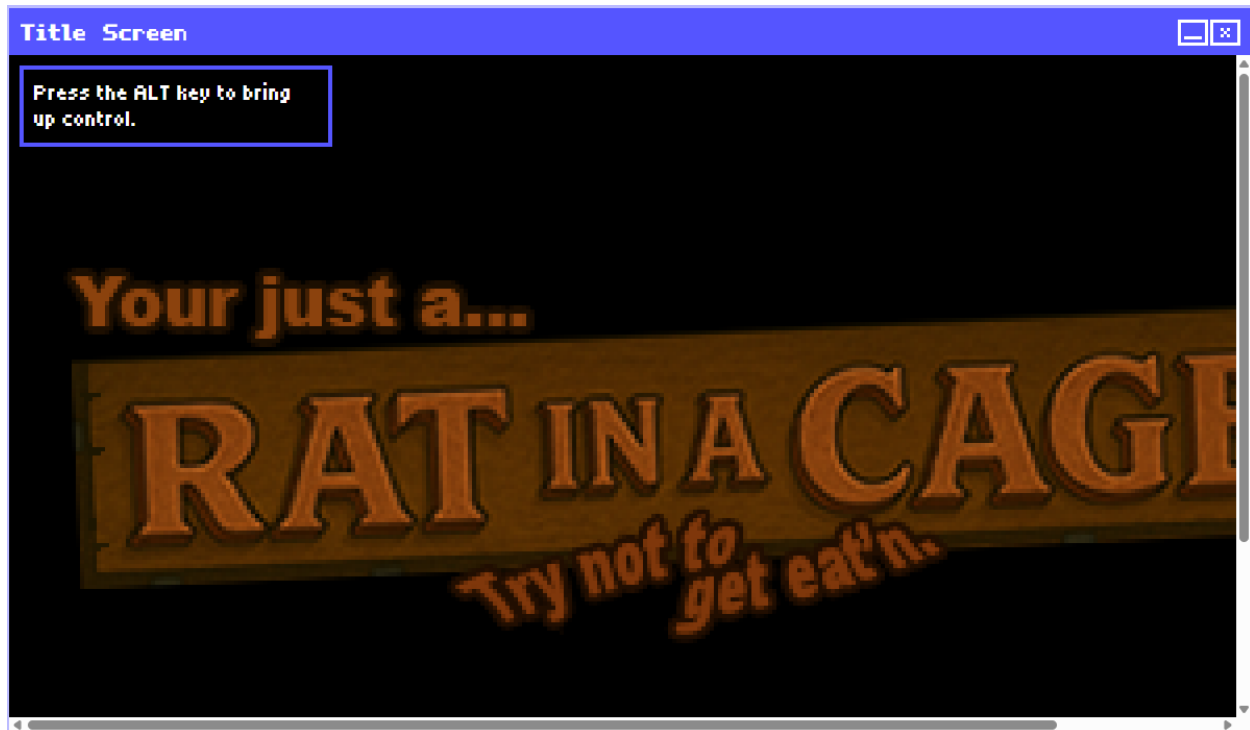
(figure 11)



(figure 12)



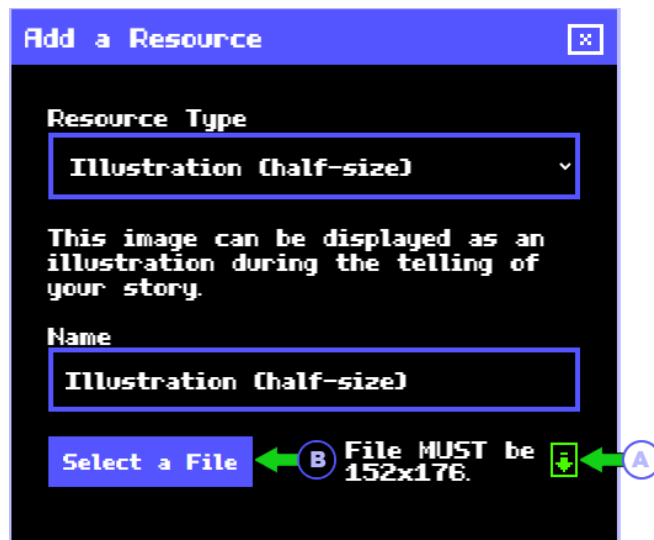
(figure 13)



(figure 14)



(figure 15)



(figure 16)



(figure 17)



(figure 18)



(figure 19)

Story Node

Text

Options

Requirements

Media

Test

Save

Text

Brief Description (10 left)

Once about a time...

Apply Flag

N/A

Acquire Item

N/A

Dispose Item 1

N/A

Dispose Item 2

N/A

Dispose Item 3

N/A

Outcome

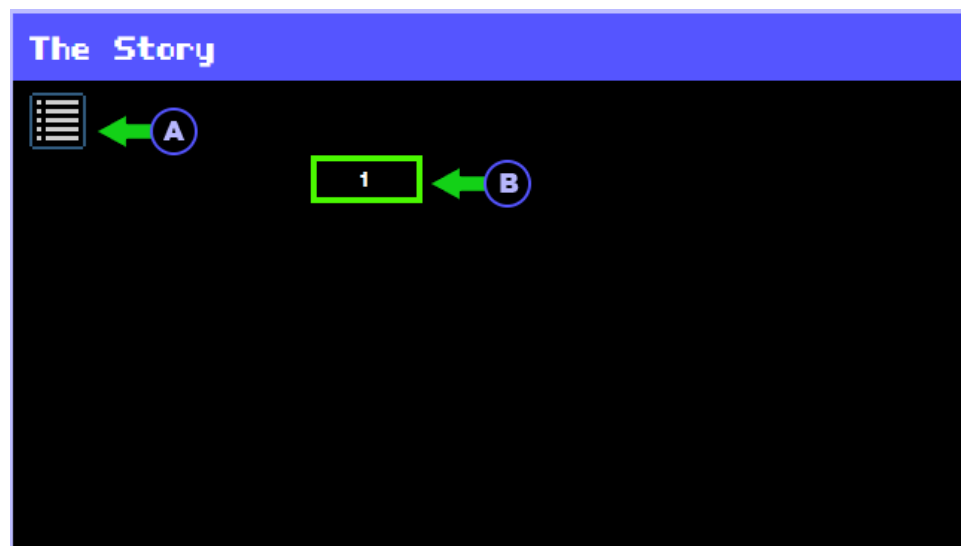
1 option

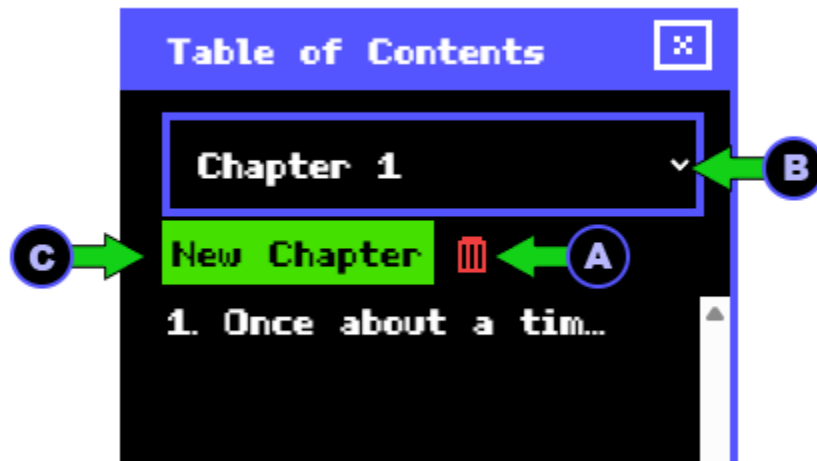
Options can be selected only once

Text

Once about a time...

Restore Point





(figure 22)

Story Node

Text Options Requirements Media

(A) Test Save

Text

Brief Description (as text)	Apply Flag	Acquire Item
Once about a time...	N/A	N/A
Dispose Item 1	Dispose Item 2	Dispose Item 3
N/A	N/A	N/A

Outcome

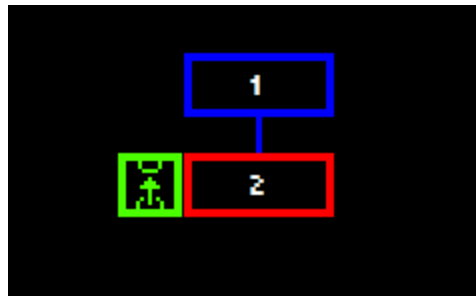
1 option ☒ Options can be selected only once (B)

Text

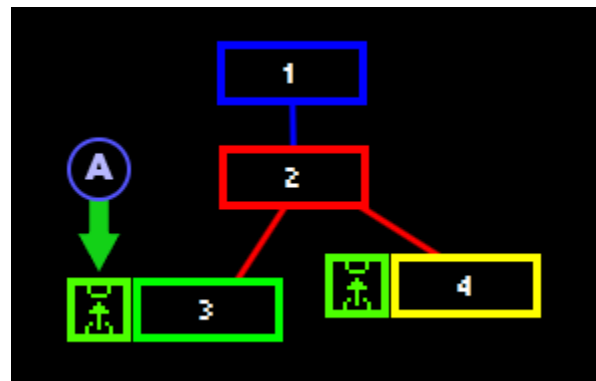
Once about a time...

☒ Restore Point

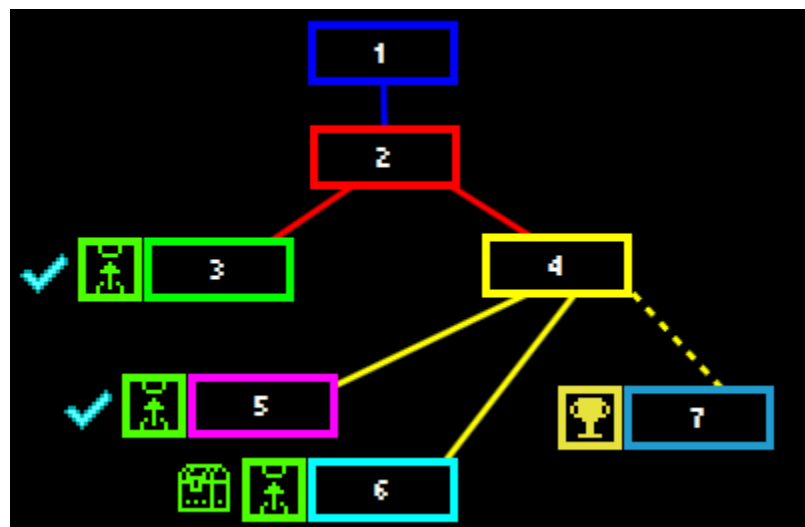
(figure 23)



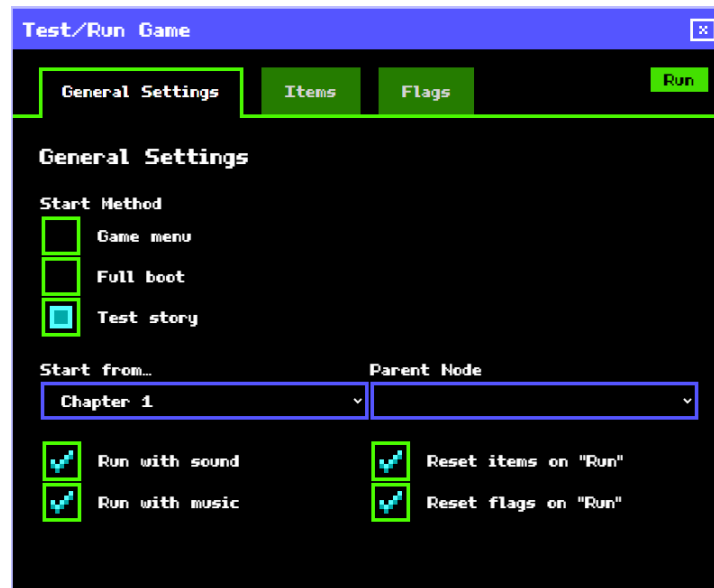
(figure 24)



(figure 25)



(figure 26)



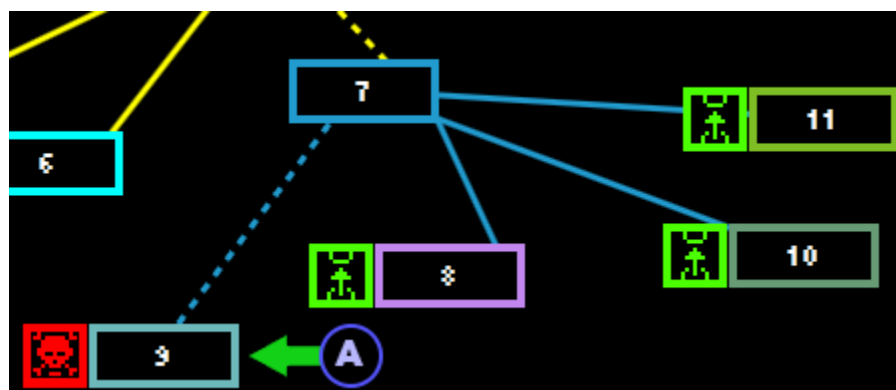
(figure 27)



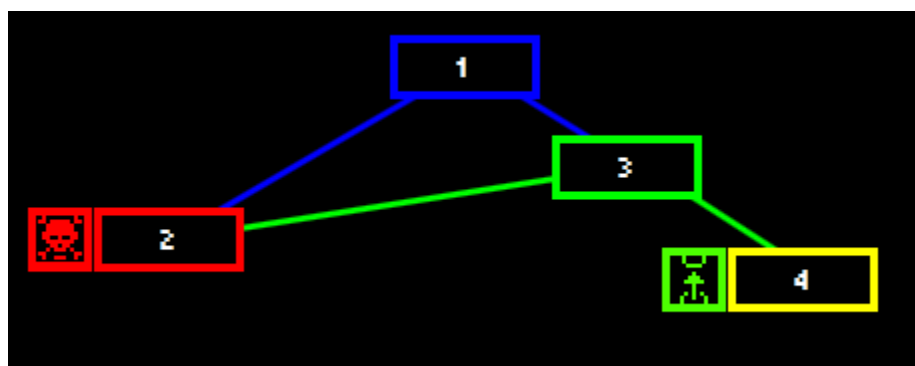
(figure 28)



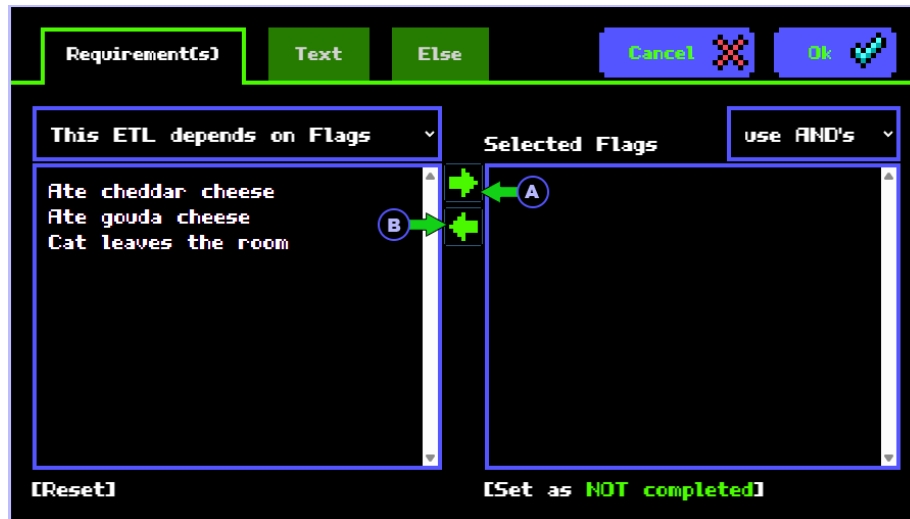
(figure 29)



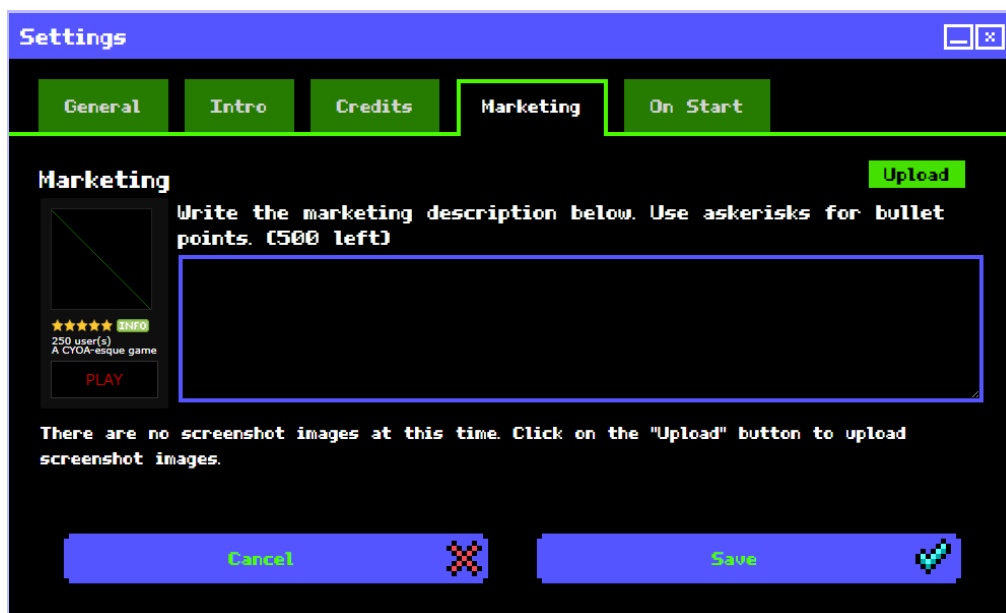
(figure 30)



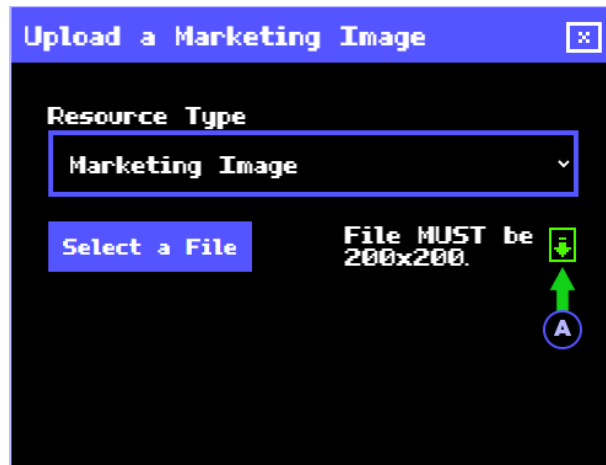
(figure 31)



(figure 32)



(figure 33)



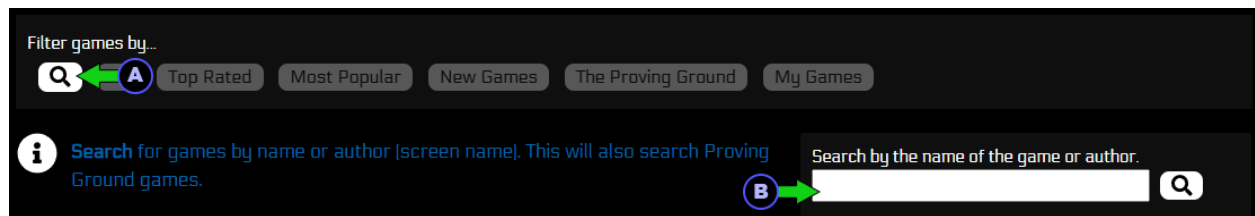
(figure 34)



(figure 35)



(figure 36)



(figure 37)