

**Using the web to make
interactive fanfiction**

I'm DM!

- I make video games
- I like to make life difficult for myself

March 2020

wild-screen baroque

劇団 少女歌劇
ウィューズライト



1 - 20 of 1,759 Works in 少女☆歌劇 レヴュースタアライト -Re LIVE- | Shoujo Kageki Revue Starlight -Re LIVE- (Video Game)

Works Bookmarks RSS Feed

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[the treasured glittering star](#) by [hoshimijunna](#)

01 Jun 2023



[少女☆歌劇 レヴュー・スタアライト | Shoujo Kageki Revue Starlight \(Anime\)](#), [少女☆歌劇 レヴュースタアライト -Re LIVE- | Shoujo Kageki Revue Starlight -Re LIVE- \(Video Game\)](#)

No Archive Warnings Apply, [Hoshimi Junna](#), [Daiba Nana](#), [Aijou Karen](#), [Tsuyuzaki Mahiru](#), [Kagura Hikari](#), [Alternate Universe](#), [Crimes & Criminals](#), [Character Study](#), [junna's thing for nana is mostly within the realm of the character study so I don't want to tag it](#)

There's an assortment of reasons why she stays in the van. Someone has to keep this cast in check and she doesn't trust Kagura-san near her computers after she almost downloaded a virus trying to play Mr. White's Pizzeria at three in the morning.

Language: English Words: 7,659 Chapters: 1/1 Kudos: 2 Hits: 13



[you keep me safe, i'll keep you wild](#) by [BounceMaus](#)

31 May 2023



[少女☆歌劇 レヴュー・スタアライト | Shoujo Kageki Revue Starlight \(Anime\)](#), [少女☆歌劇 レヴュースタアライト -Re LIVE- | Shoujo Kageki Revue Starlight -Re LIVE- \(Video Game\)](#)

No Archive Warnings Apply, [Saijou Claudine/Tendou Maya](#), [Saijou Claudine](#), [Tendou Maya](#), [Honami Hisame](#), [Hoshimi Junna](#), [Yanagi Koharu](#), [Minase Suzu](#), [Ootsuki Aruru](#), [Kocho Shizuha](#), [Ebisu Tsukasa](#), [Kano Misora](#), [Isurugi Futaba](#), [Hanayagi Kaoruko](#), [Tomoe Tamao](#), [Daiba Nana](#), [Alternate Universe - Fantasy](#), [Fluff](#), [Warrior!Maya](#), [Princess!Claudine](#), [Honami 'Gaslight Gatekeep Girlboss' Hisame](#), [Minor Character Death](#), [Angst](#), [Trauma](#)

Saijou Claudine, Princess and heir to the Seishou throne, is thrust out of her life of idyllic comfort and into a months-long journey across the wilderness with barely enough time to pack her bags. Her protector, blade-for-hire Tendou Maya, is strong, capable, and irresistibly hot.

Sort and Filter

Sort by
Date Updated

Include ?

- ▶ Ratings
- ▶ Warnings
- ▶ Categories
- ▶ Fandoms
- ▶ Characters
- ▶ Relationships
- ▶ Additional Tags

Other tags to include

Exclude ?

*Ok there were fewer than 88 pages in March 2020

**And then I wrote 192,164 words
of fanfiction**

Interactive Fiction

- “Any story that allows reader participation to alter the presentation or outcome of the narrative” -Emily Short
- Usually only text! (But some have a few graphics too)

- **Parser based** - player types commands

How Rob came to be driving your car you're not exactly sure. Apparently he couldn't wait till you were sober enough to drive it yourself. From the way he's weaving all over the road, he also apparently couldn't wait till HE was sober enough to drive it, either.

Rob changes the radio station a few times, eventually settling on the station you were listening to in the first place.

> **talk to Rob**

Please select one:

(1) > ASK ROB ABOUT BLOOD ALCOHOL LEVEL

(2) > ASK ROB ABOUT THOSE CHICKS

(3) > YOU IDIOT, PULL OVER

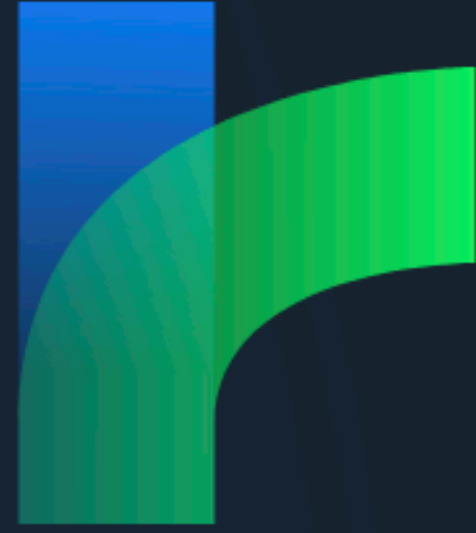
Select an option or 0 to say nothing > > 3

“Only reason I'd pull the car over is to let you out and keep on going, dude,” Rob says.

Rob looks at the scrap of paper with the address on it as the two of you go screaming through an empty intersection. “Aw, man, it's a fake address! They gave us a f— no, wait, it's upside down.” He turns the paper right-side up. “Oh, hey, they're right on Bartlett Hill Road. Sweet!”

> |


- **Parser based** - player types commands
- **Choice based** - player has a list of choices that determine the story




Twine is an open-source tool for telling interactive, nonlinear stories.

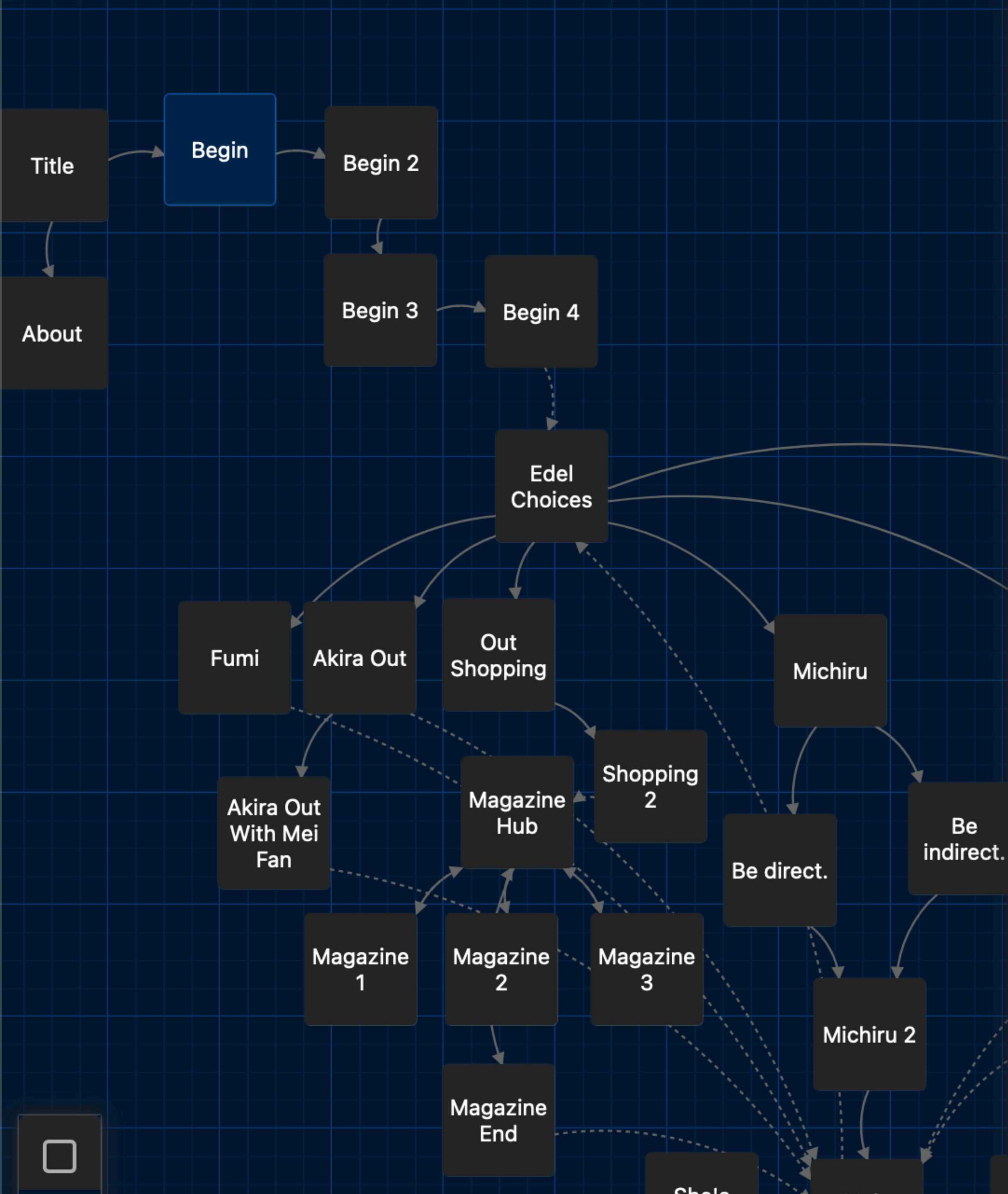
You don't need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you're ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

 [Download desktop app](#)

 [Use in your browser](#)

The latest version of Twine is 2.6.2, released 26 February 2023.



Begin

- Undo
- Redo
- + Tag
- Size
- Rename
- Test From Here
- Style
- Link
- Modifiers
- Embed
- Input

```

michiru: true
meifan: true
yachiyo: true
akira: true
fumi: true
shopping: true
backFromShopping: false
akiraMiss: true
akiraAvailable: false
numberWent: 0
--

```

It was a day off.

Shiori held the script for *_Andromeda's Love_*. Another show finished, another flood of feelings as she tried to wind down.

She'd performed a few romances now. *_Beauty and the Beast_*, in the winter. *_Cupid's Arrow_*, for Valentine's Day. And now *_Andromeda's Love_*.

She could still feel the gaze of Perseus's eyes. Feel the depths of emotion from Andromeda's heart. But that gaze was gone now, and still feelings remained.

What was it like?

To be in love. `[[To act upon love.->Begin 2]]`

Shiori, asking her senpais for love advice and getting extremely blursed content as a result

Begin

About

Where were they again? Yachiyo was out shopping. Akira and Mei Fan were watching a movie. Michiru was in her room, doing...Shiori didn't know. She hadn't asked. And Shiori herself had just finished a spot of tea. And read the *Andromeda's Love* script for the fifteenth time. And daydreamed the whole time.

...this was weird. But a Stage Girl couldn't do nothing!

Now was a good time as any. A day off, fresh after finishing a play about romance. No one was going to bat an eye if she asked some questions now.

So...who to ask...

Call Fumi

Look for Akira

Go to Michiru's Room

Find Yachiyo

Talk to Mei Fan

But I wanted more power

- Animations
- Different text styles
- Keyboard controls
- Sound and Music (ok I didn't actually add any though...)

The Weight of 100 Years

Act 1

Act 2

Act 3

Bookmarks

About

> *How noble.*

The end would come when it comes. She looked at the stone, tried to memorize the characters. If only she could read it. If only she knew what it meant.

“So...Fumi —”

TAMA0

“Fine.”

“I’m not leaving you behind.”

But —

Akira was distracted, not even looking at the stage in front of her. Michiru hadn't joined them for these practices. Yachiyo was off doing her own thing, as usual.

So focused on becoming goddesses, she'd only realize later.

YACHIYO: "It's just a stage. It'll arrive, and it will end like any other."

That girl spoke as if she could see the future. But no one could see the future. Every stage was different, and this one was brimming with possibility.

It was a war, it was a chance.

They needed to take it more seriously.

 Continue



> *attacked.*

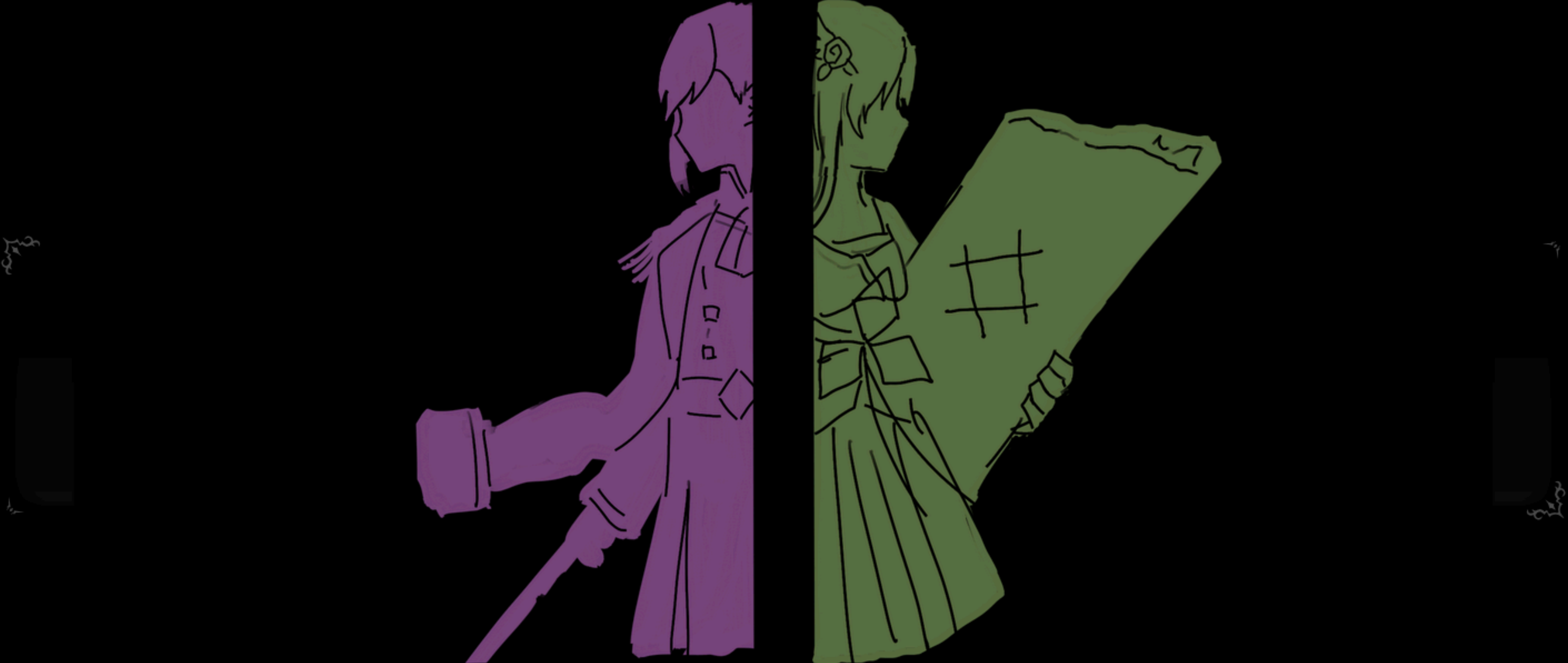
The lance, worn as it was, bowed to her.

FUMI: “Why would you want to stop me?! You saw how Rinmeikan fell. You must’ve felt the pain of loss.”

FUMI: “Isn’t the Performance Festival our best chance to recreate the world in our image?”

A sleight of hand, a carefully prepared dance? Ichie was able to barely deflect it, her expression still cold.

Who to follow?





WRITTEN IN

ink

...and Javascript

Hello, I am a very simple Ink Story!

* I'm the first choice!

This text only shows up if you pick the first choice.

* I'm the second choice!

You picked the second choice.

– No matter which choice you pick you end up here.

That's it.

→END

```
VAR age = 23
```

```
I am {age} years old.
```

```
~ age = 25.
```

```
Just kidding, I'm actually {age} years old.
```

```
→END
```


.ink

Compile!



JSON

JSON



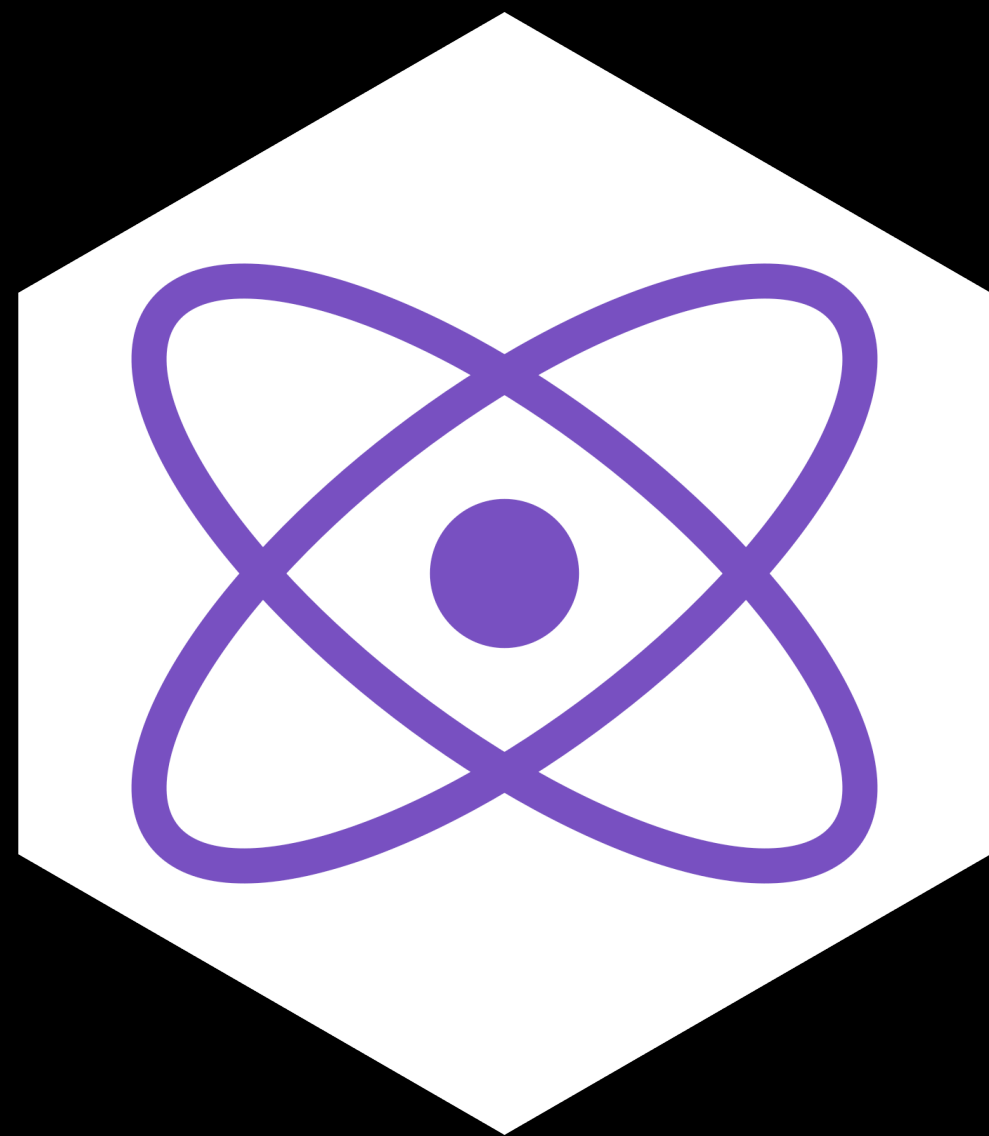
```
const story = new Story(jsonString)
while (story.canContinue) {
    const line = story.Continue()
    // do something with line
}
const choices = story.currentChoices
story.ChooseChoiceIndex(0)
```



Fast 3kB alternative to React with the same modern API

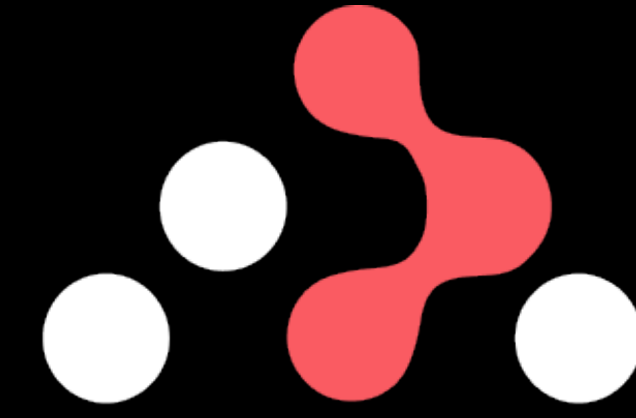
SWITCH TO PREACT

GET STARTED

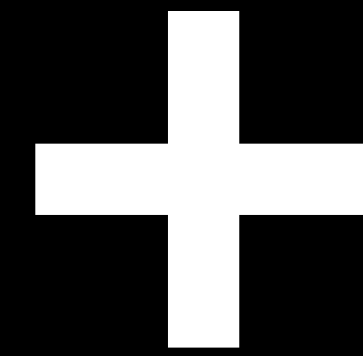
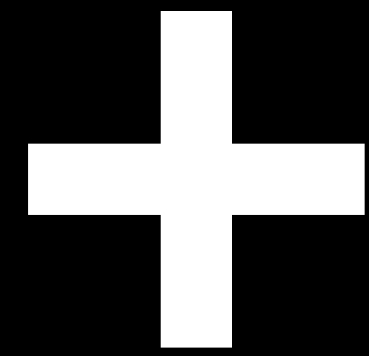
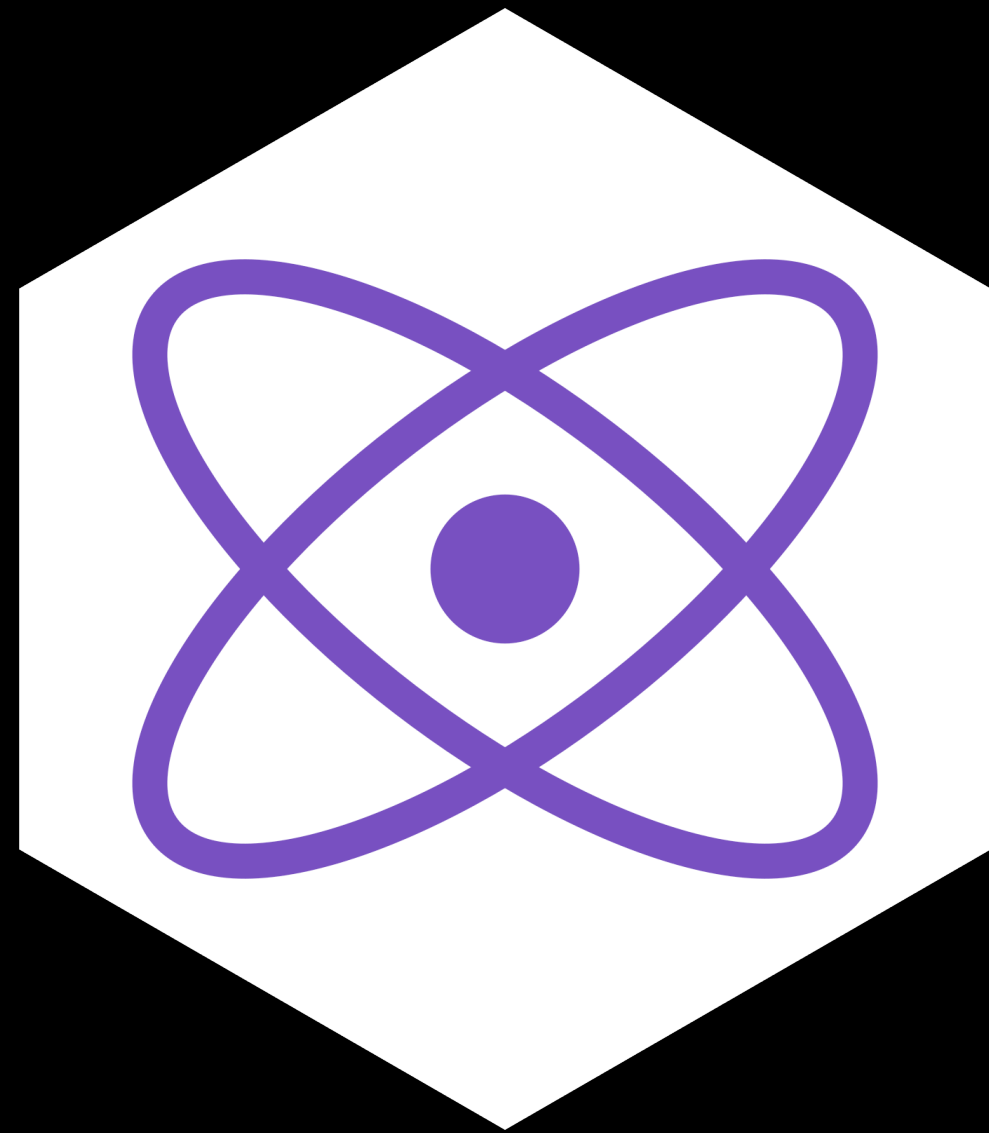


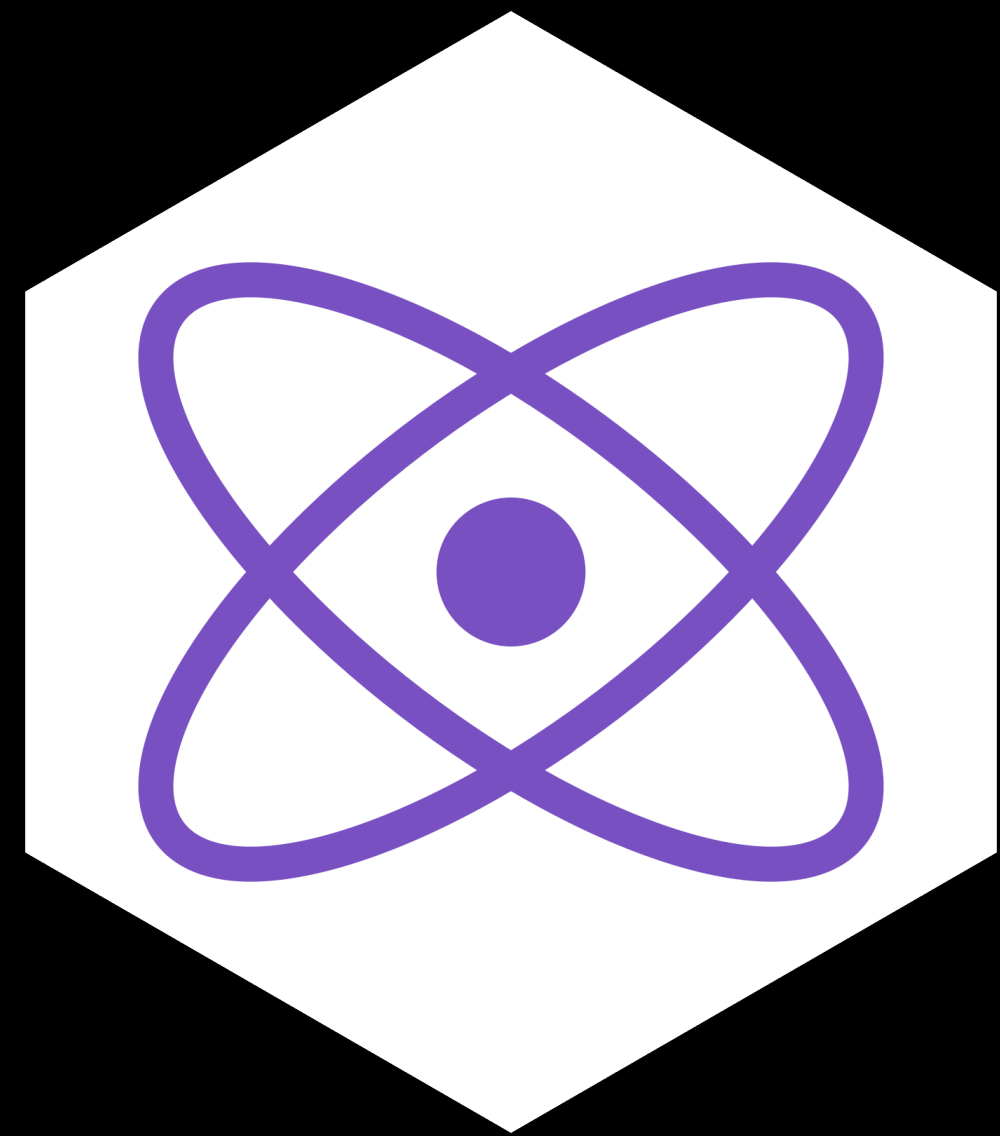
+





React Router

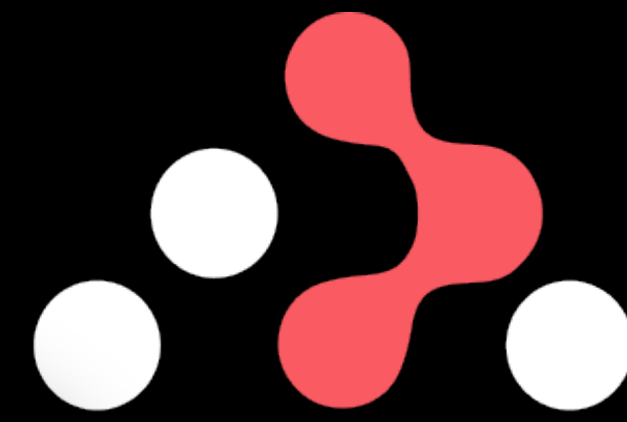




+



+



React Router



^ Problem Child

- Stateful
- Mutates all the values!
- Forgets lines as soon as they're done
- Everything that causes renders to go wrong



VisualState





VisualState
VisualSection
VisualSection
VisualSection





```
let visualSection = {  
  lines: [],  
  choices: [],  
}  
while (story.canContinue) {  
  visualSection  
    .lines  
    .push(story.Continue())  
}  
visualSection.choices =  
  story.getChoices();
```

LINE

LINE

LINE

CURRENT LINE

CHOICES

CHOICE 1

CHOICE 2

Visual
Section

LINE visible = false

LINE visible = false

LINE visible = false

LINE visible = false

CHOICES visible = false

CHOICE 1

CHOICE 2

```
Visual  
Section {  
    activeLine = -1  
}
```

CURRENT LINE

LINE visible = false

LINE visible = false

LINE visible = false

CHOICES visible = false

CHOICE 1

CHOICE 2

```
Visual  
Section {  
    activeLine = 0  
}
```

LINE visible = true

CURRENT LINE

LINE visible = false

LINE visible = false

CHOICES visible = false

CHOICE 1

CHOICE 2

```
Visual  
Section {  
    activeLine = 1  
}
```

LINE visible = true

LINE visible = true

CURRENT LINE

LINE visible = false

CHOICES visible = false

CHOICE 1

CHOICE 2

```
Visual  
Section {  
    activeLine = 2  
}
```


LINE visible = true

LINE visible = true

LINE visible = true

CURRENT LINE (also last line!)

CHOICES visible = true

CHOICE 1

CHOICE 2

```
Visual  
Section {  
    activeLine = 3  
}
```

CHOICES visible = true

CHOICE 1

CHOICE 2

`story.makeChoice(index)`



**Make another
VisualSection!**

But I wanted even more power

It's all text!
Which can be parsed!
With Javascript!

\$command <parameters>

```
const line = VisualSection.getActiveLine()
```

```
line.startsWith('$')
```

NO

YES

LINE visible = true

- Do things to the story!
- ...but don't draw the line.

What to do with commands?

- Pause the story for a second
- Change background
- Play an animation
- Add gears and flower petals
- Change where you are in the story
- **Show a custom choice!**



\$hub

1. Pause the story and don't show regular choices
2. Find all the **sections** whose prerequisites are met
3. Display choices that go to those sections

```
#PREREQS: current ≠  
“gunDeck”  
#CHOICE: “Go to gun deck”
```

```
$set current=“gunDeck”
```

Blah blah blah you are now
on the gun deck.

Where do you want to go?

```
$hub
```

```
#PREREQS: current ≠  
“upperDeck”  
#CHOICE: “Go to upper deck”
```

```
$set current=“upperDeck”
```

Now you’re on the upper
deck!

Where do you want to go?


```
$hub
```

The gun deck was quiet now, the cannons unmanned and the tables and chairs long since emptied.

There was more work to be done.

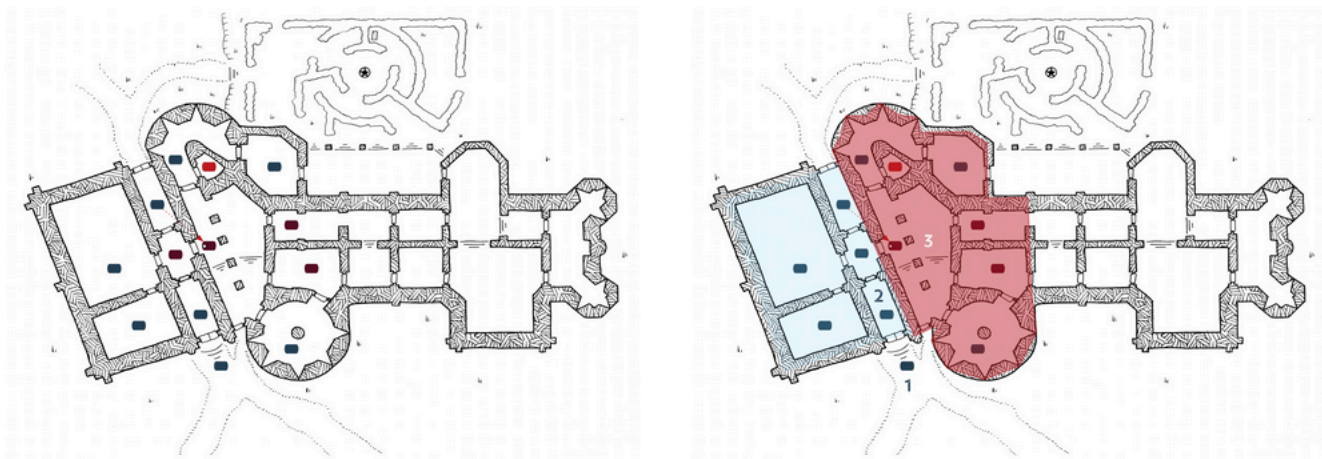
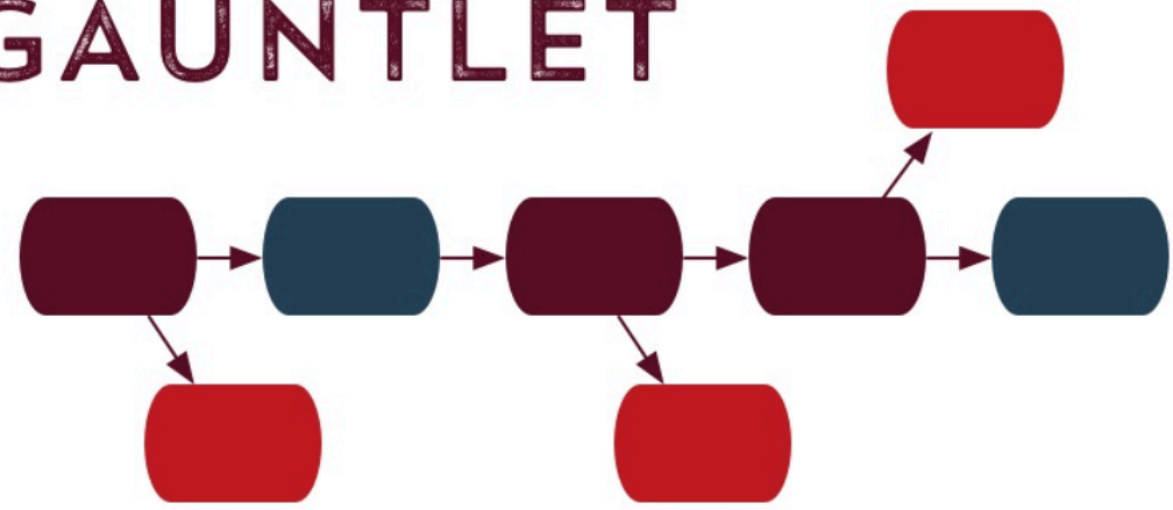
Fumi —

 Returned to the store room.

 Climbed up the stairs.

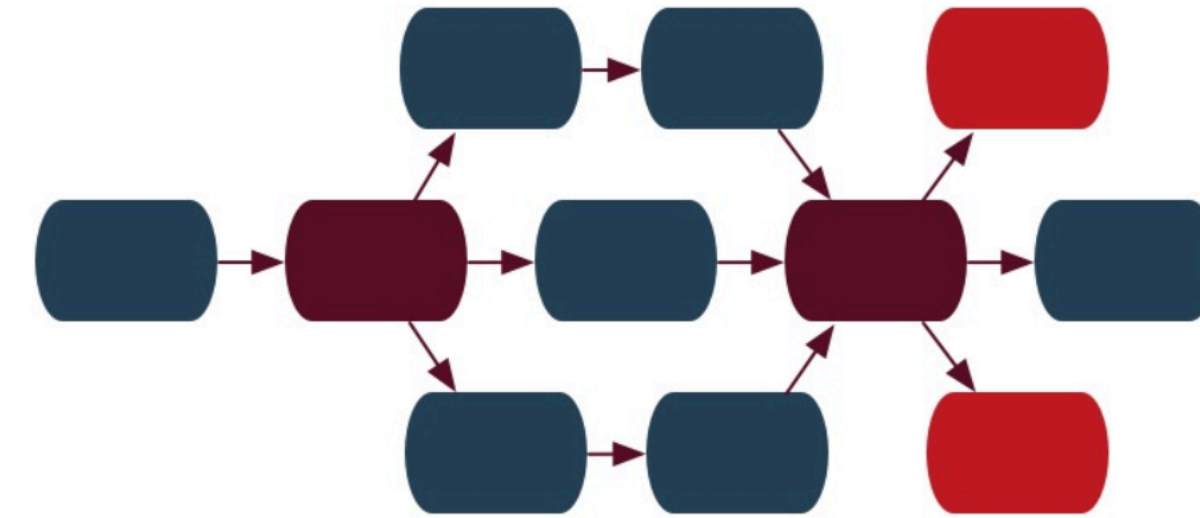
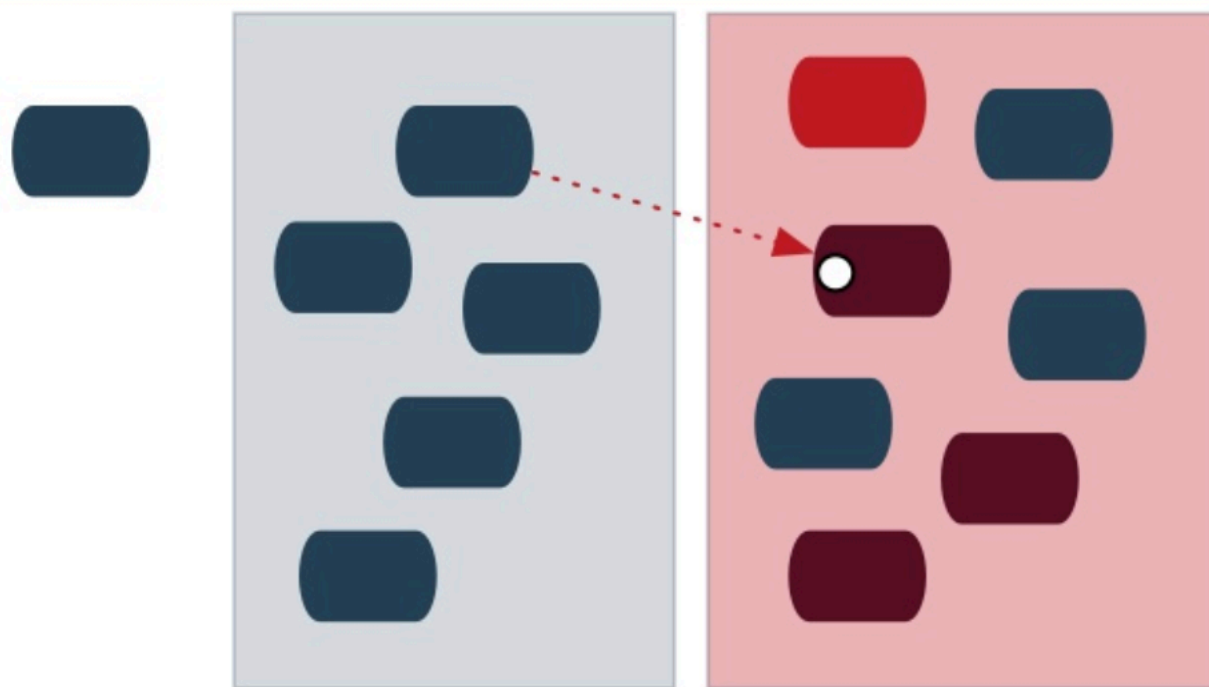
Storylets!

GAUNTLET

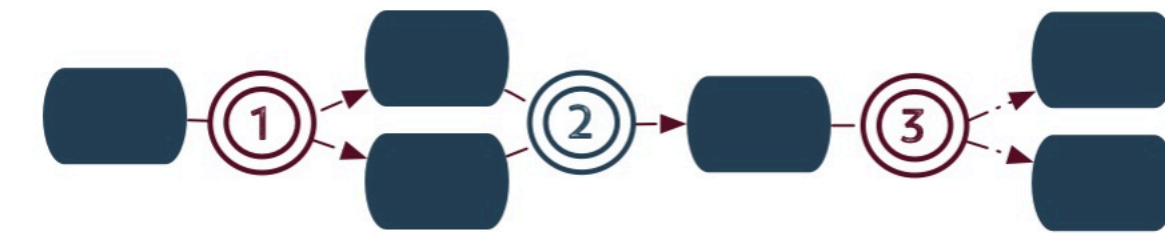


PROGRESS QUALITY

1 2 3



BRANCH & BOTTLENECK



BRANCHING STORYLETS GATED WITH GAMEPLAY LEVELS

Storylets!

(Go read Emily Short's blog posts if you want to learn more.)

The Weight of 100 Years

Act 1

Act 2

Act 3

Bookmarks

About



The Weight of 100 Years

Act 1

Act 2

Act 3

Bookmarks

About



**Maybe someday I'll make
a video game**

Thank you!

Links & Resources

- **Twine (it's open source!) <https://twinery.org/>**
- **Emily Short's Introduction to Storylets <https://emshort.blog/2019/11/29/storylets-you-want-them/>**
- **My fan fiction (if you want to read them for some reason???)**
 - <https://amorphic-scratchpad.netlify.app/shiori-gets-dating-advice-maybe.html>
 - <https://weight-of-100-years.amorphic.space/>