

Sprouted Stories: Choose-Your-Own-Adventure Maker Mobile App

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ABSTRACT

Choose-your-own-adventure stories have entertained readers for decades, allowing for readers to directly interact with the story, making choices along the way that impact how the tale ends. Written in second-person, these stories have an immersive quality that can engage readers by personalizing the story as their interactive choices in the fictional world define how the narrative responds. In addition, these stories have the unique ability to be enjoyed repeatedly since readers can read them over and over in order to discover each path to the possible endings. This interactive nature of storytelling has been reimagined in modern video games such as *Life is Strange*, in which the choices players make determine not only how characters interact with the player, but also how the story within the game ends. However, entirely text-based choose-your-own-adventure games, such as *To the Wolves* and *Blackwell Academy*, still attract dedicated players and writers in the modern era.

In the age of smartphones and tablets, the ability to read and write online stories on the go has been embraced by readers of eBooks, webcomics, and fanfiction, but choose-your-own-adventure stories have surprisingly been neglected by mobile app developers. I investigated other mobile apps that allow for creating choose-your-own-adventure stories, and I found the options either required users to write the stories on a desktop computer or did not have user-friendly interfaces. Therefore, in my project, I am creating an app that allows writers to create choose-your-own-adventure stories with a user interface that is user friendly. A web-like interactive graph showing how choices and scenes in the story are connected to one another helps the user visualize the structure of the story and the different paths readers choose. Each scene in the story is represented by a block in the graph and is connected to different scenes via directional arrows from the choices available in one scene to the scenes that follow as a result of the user's choice. The research for this project centers on human computer interaction and mobile app development. I researched various frameworks, including Flutter, Cordova, and React Native, to determine the framework best suited for my application, ultimately deciding to use React Native. I then dove deeper into learning React Native and how its components can be used for effective user interface. Before beginning development, I created various design documents, including use cases, sequence diagrams, and the flow and design of the user interface. By designing with the goal of prioritizing ease of use for the user, this project will create an accessible space for writers and readers to enjoy choose-your-own-adventure stories on mobile devices.