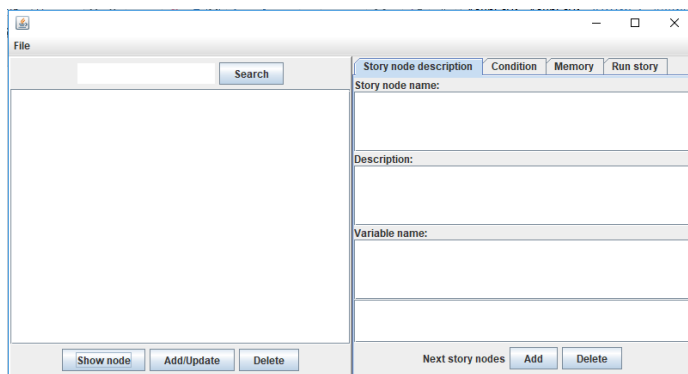


TUTORIAL

A quick guide that shows how to use the main features of the Java Novel Generator

1. Ready to start



When you start the application, you should find this window behind the welcome window. It's the main window of the editor.

2. Create story nodes

- start
- Today
- Walk
- Right
- Left
- Door closed
- have not key
- Walk to much
- key
- have a key

In the field "story node name" type "start" and in the field "description" just write "The story starts here." Then click on the button "add/update", a new node will appear in the list on the left. We will add another node called "today", so just replace "start" by "today". In the field "description" type "<chapter>Today is a good day to have a good day." Note that "<chapter>" is a keyword, each time the program will enter in this node, a counter will be incremented. So a new chapter will begin at each time we enter in this node. Then press "add/update". If the name of the node is different, the system will create a new node, if not, the information about the node will be updated. Try to enter in system the following nodes:

NODE'S NAME	DESCRIPTION
START	The story starts here.
TODAY	<chapter>Today is a good day to have a good day.
WALK	I am walking.
RIGHT	I turn right.
LEFT	I turn left.
DOOR CLOSED	There is a door closed.
HAVE NO KEY	I cannot open the door without a key.
WALK TOO MUCH	I walked too much, I'm tired, I need to stop. END.
KEY	I find a key.
HAVE A KEY	I have a key. I open the door. The night is coming, I need a rest.

3. Link nodes together

At this step you have all your story nodes but there are not yet linked together. It's not mandatory to do it in this order, you can first add two nodes and link them together then later new nodes. Feel free to do it at convenience. Here we have already all our story nodes because it's going to be a very short story, just for learning purpose.

To link a node with another one, first choose the origin node. For example: select the node "start", so click on it in the list then click "show node". You will get all information about it. At the bottom there is an empty list, it will contain the possible set of next nodes. In this empty list we want to add the node "today", to do this, just click in the left list on the node "today":

Memory	Run story
Story node description	
Condition	
Story node name: start	
Description: The story starts here.	
Variable name: 	
Next story nodes	
Add Delete	

then click on:

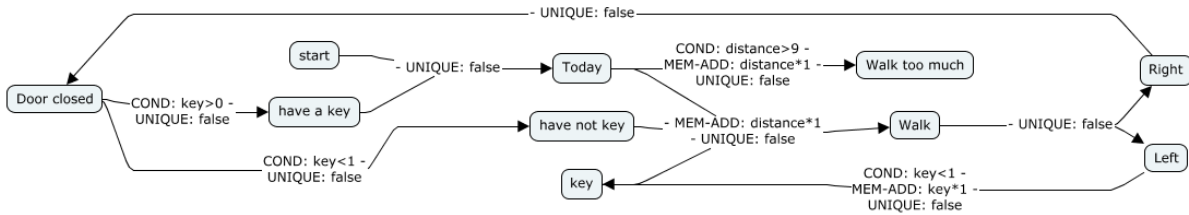
Next story nodes	Add	Delete
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The node "today" will appear in the "next nodes" list of "start" node like here:

Memory	Run story
Story node description	
Condition	
Story node name: start	
Description: The story starts here.	
Variable name: 	
Next story nodes	
Add Delete	

Nodes linked to "start" appear in yellow, here there is only one: "today".

Try to link the other nodes as following:



4. Change the global memory

Search		Memory	Run story
		Story node description	Condition
<ul style="list-style-type: none"> <input type="radio"/> start <input type="radio"/> Today <input type="radio"/> Walk <input type="radio"/> Right <input type="radio"/> Left <input type="radio"/> Door closed <input type="radio"/> have not key <input type="radio"/> Walk to much <input checked="" type="radio"/> key <input type="radio"/> have a key 		<p>Story node name: key</p> <p>Description: I find a key.</p> <p>Variable name:</p> <p><input type="radio"/> Walk</p>	
<p>Show node Add/Update Delete</p>		<p>Next story nodes Add Delete</p>	

In the story node “key” the hero can find a key, at this point we will change the global memory of the story. So go to the tab “Memory” and write “key*1”, when the program will enter in this node, the program will store an object key:

Search		Memory	Run story
		Story node description	Condition
<ul style="list-style-type: none"> <input type="radio"/> start <input type="radio"/> Today <input type="radio"/> Walk <input type="radio"/> Right <input type="radio"/> Left <input type="radio"/> Door closed <input type="radio"/> have not key <input type="radio"/> Walk to much <input checked="" type="radio"/> key <input type="radio"/> have a key 		<p>Memory add element: key*1</p> <p>Memory remove element:</p>	
<p>Show node Add/Update Delete</p>			

5. Set condition

Some story nodes require a condition to enter in, like the node “have a key”. So the condition to enter in this node is to have a key:

The screenshot shows a software interface with a search bar at the top. Below it is a list of story nodes: start, Today, Walk, Right, Left, Door closed, have not key, Walk to much, key, and have a key. The 'have a key' node is selected. At the bottom of the list are buttons for 'Show node', 'Add/Update', and 'Delete'. To the right, there are tabs for 'Memory', 'Run story', 'Story node description', and 'Condition'. The 'Condition' tab is active, showing a text area with 'key>0' and a checkbox labeled 'Unique'.

To set a condition choose an element you want to check, you can use the following operators:

“<, >, =”

If the result is true, there is a probability for the node to be executed.

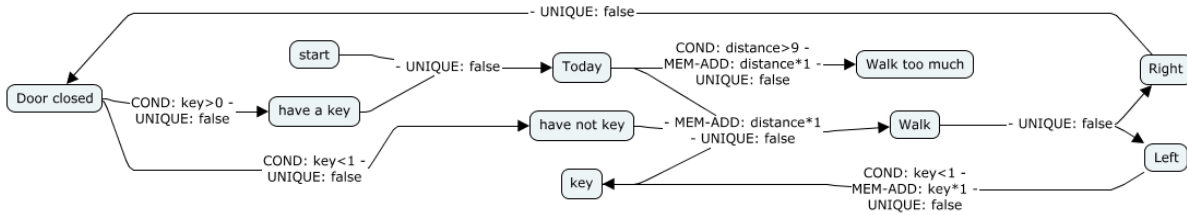
6. Using variables

The screenshot shows a software interface for setting variables in a story node. It has four main sections: 'Story node name:' with the value 'key', 'Description:' with the text 'I find a color key.', 'Variable name:' with the value 'color', and 'Memory add element:' with the value 'key*1,color=red'. At the bottom, there are tabs for 'Story node description', 'Condition', 'Memory', and 'Run story', with 'Memory' being the active tab.

When executing a node, the program will replace in the description text that contains the name of the variable by the value of the variable. Set the value in the memory using the sign equal.

7. Run the story

Try to finish to set condition and memory of each node by looking this story map:



You can also load the file “walk.xml” that is the complete example.

To run the story goes to the panel “run story”, select a node to start, here we choose the node “start”, and set a length for the story (number of nodes the program will execute until reaches the end). Here we leave by default: 100.

Memory	Run story
Story node description	Condition
Start with:	<input type="text" value="start"/>
Length of story:	100

Click on the button “run story”, the following window will appear:

Generated story
— □ ×

The story starts here.

- 1 -

Today is a good day to have a good day. I am walking. I turn left. I find a key. I am walking. I turn left. I am walking. I turn left. I am walking. I turn left. I am walking. I turn left. I am walking. I turn left. I am walking. I turn left. I am walking. I turn right. There is a door closed. I have a key, I open the door. The night is coming, I need a rest.

- 2 -

Today is a good day to have a good day. I am walking. I turn right. There is a door closed. I have a key, I open the door. The night is coming, I need a rest.

- 3 -

Today is a good day to have a good day. I am walking. I turn left. I am walking. I turn right. There is a door closed. I have a key, I open the door. The night is coming, I need a rest.

- 4 -

Today is a good day to have a good day. I walked too much, I'm tired, I need to stop. END.