

# Pedagogical Toolbox

## Gameplay tools

### Template for creating your own interactive story - Using crossroads to build interaction.

#### Scope of the tools

A story with crossroads permits the protagonist to be faced with choices. It does not necessarily imply using a curricular competence but requires the player to evaluate what is most appropriate to do or what convinces them most. The player's instincts and preferences come into play. Only one is the right choice (e.g. road A or B). So, only if the players make the right one, they can proceed. Otherwise, they must somehow retrace their steps. The Game designer must be prepared for the player's double choice and create the related sequences. Or the player's choice could involve a different path: not necessarily one of the two choices (or more) must be uncorrected. But depending on the decision, various scenarios and itineraries open up. For example, the players have two possibilities to reach a point: a shorter but more dangerous road and a safer but probably longer one. Or, in one case, they can choose whether to make the journey independently, in the other with a travel companion who maybe could help them or maybe not). The crossroads is not only linked to a place but can be linked to characters (e.g. which of two very different characters to ask for information/advice) or objects (e.g. the famous Alice cookies with the words "Eat me": Is it to be trusted or not?).

The following template can help you use crossroads in your story.

