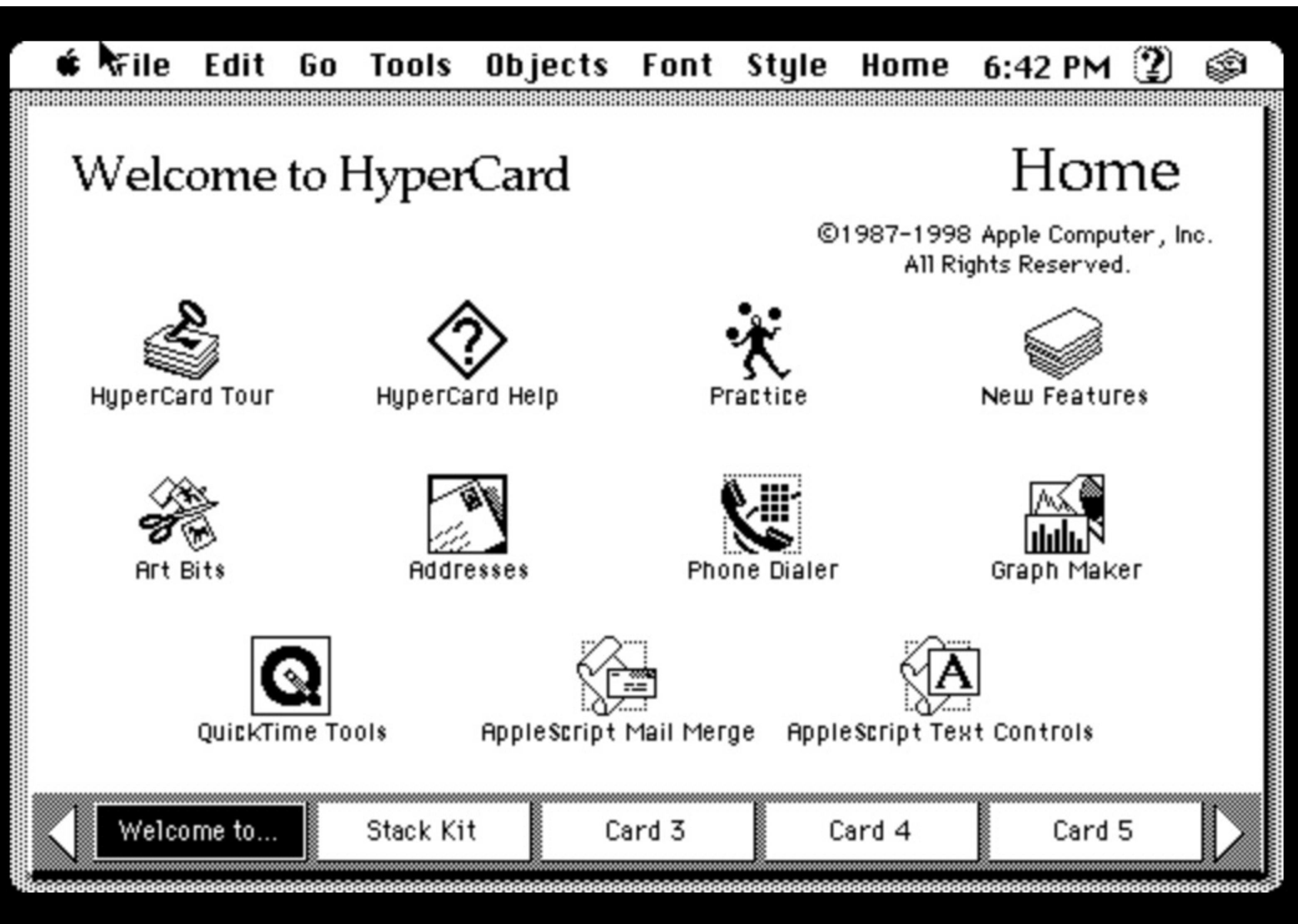


WILEY WIGGINS

Making exploration games out of web pages

**WILEY WIGGINS**



## **HYPERCARD (Bill Atkinson)**

**Mac and Apple II GS program that Lets people easily make “cards” in an Environment that is like a stone-aged Version of the early web/flash but not Networked (doh!)**

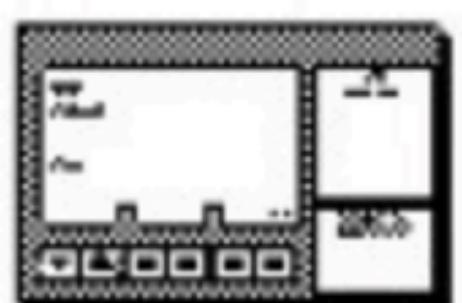
**Built-in drawing and scripting tools, you can see and copy the code/art/buttons of Every stack of cards you look at**

# STACK IDEAS

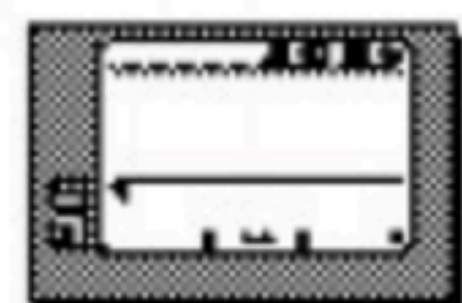
## INDEX



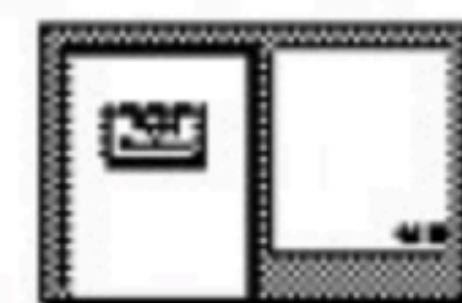
Address card 1



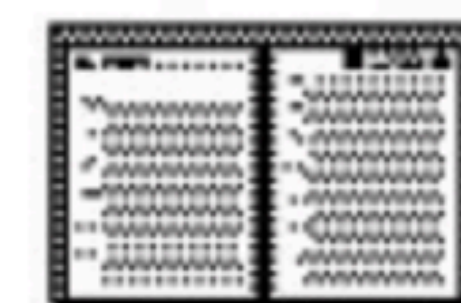
Address card 2



Address card 3



Address Book



Appt Book



Phone Mess



To Do Today



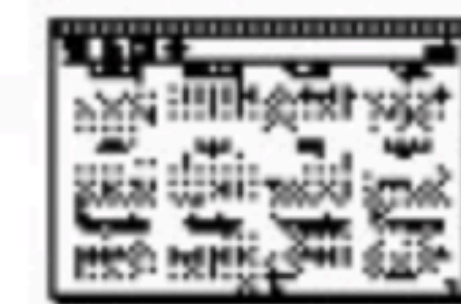
Daily List



Daily Cal 1



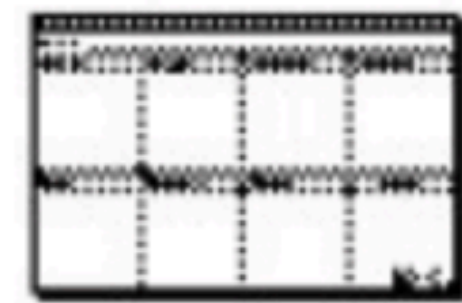
Daily Cal 2



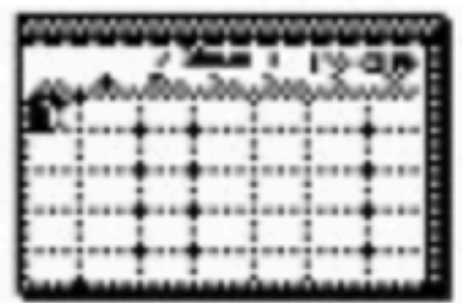
Yearly Cal 1



Weekly Cal 2



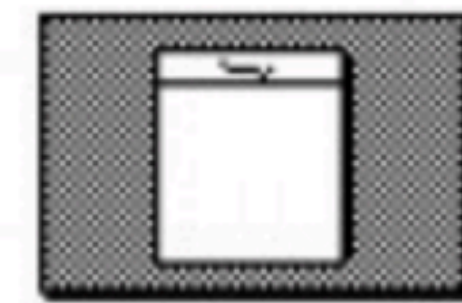
Weekly Cal 3



Monthly Cal 1



Memo



Notepad



Postlettes



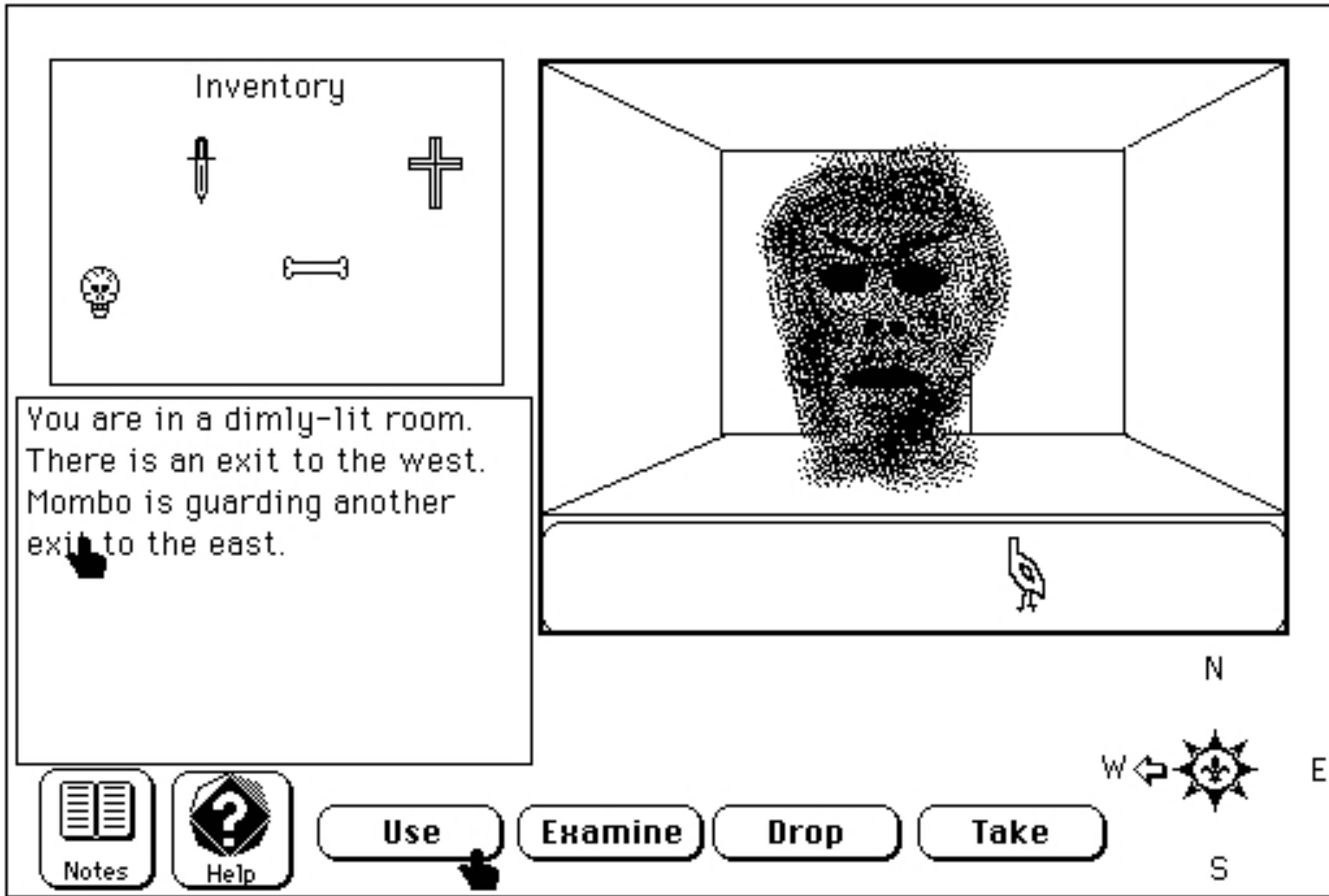
Hand card

Click on a picture to go to that card



Apple releases it but has no actual idea what it is for other than maybe Making 10 different kinds of Recipe books and rolodexes?

~(ツ)~



Thankfully, people are weird af and make thousands of janky bizarre things  
Many are.... "Games"?

**Forget fancy game engines-**

**Web Pages!**

- Can be “easy” to make
- Can hold anything
- Are individually addressable
- Can be interlinked in interesting ways

**A hot dog is a sandwich  
and  
a web page is a dungeon room**

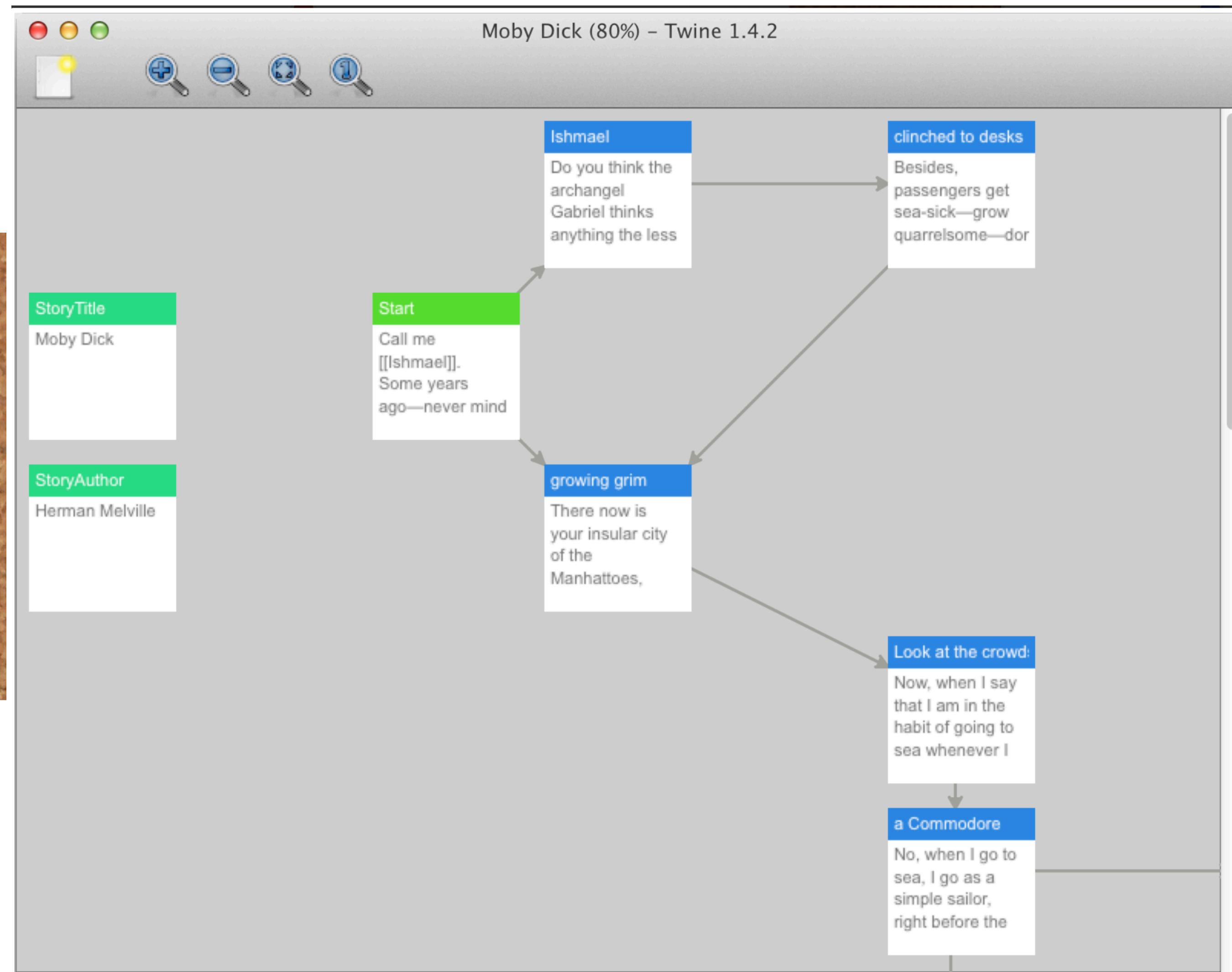


Twine is an open-source tool for telling interactive, nonlinear stories.

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.

Twine was originally created by [Chris Klimas](#) in 2009 and is now maintained by a whole bunch of people at [several different repositories](#).



# HORSE MASTER

The Game of Horse Mastery



**You** have trained your whole life for this moment: the first step in becoming a **Horse Master**.

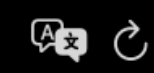
You gotta buy a horse. **Your own horse.**

<http://www.noncanon.com/HorseMaster.html>

Show the next page

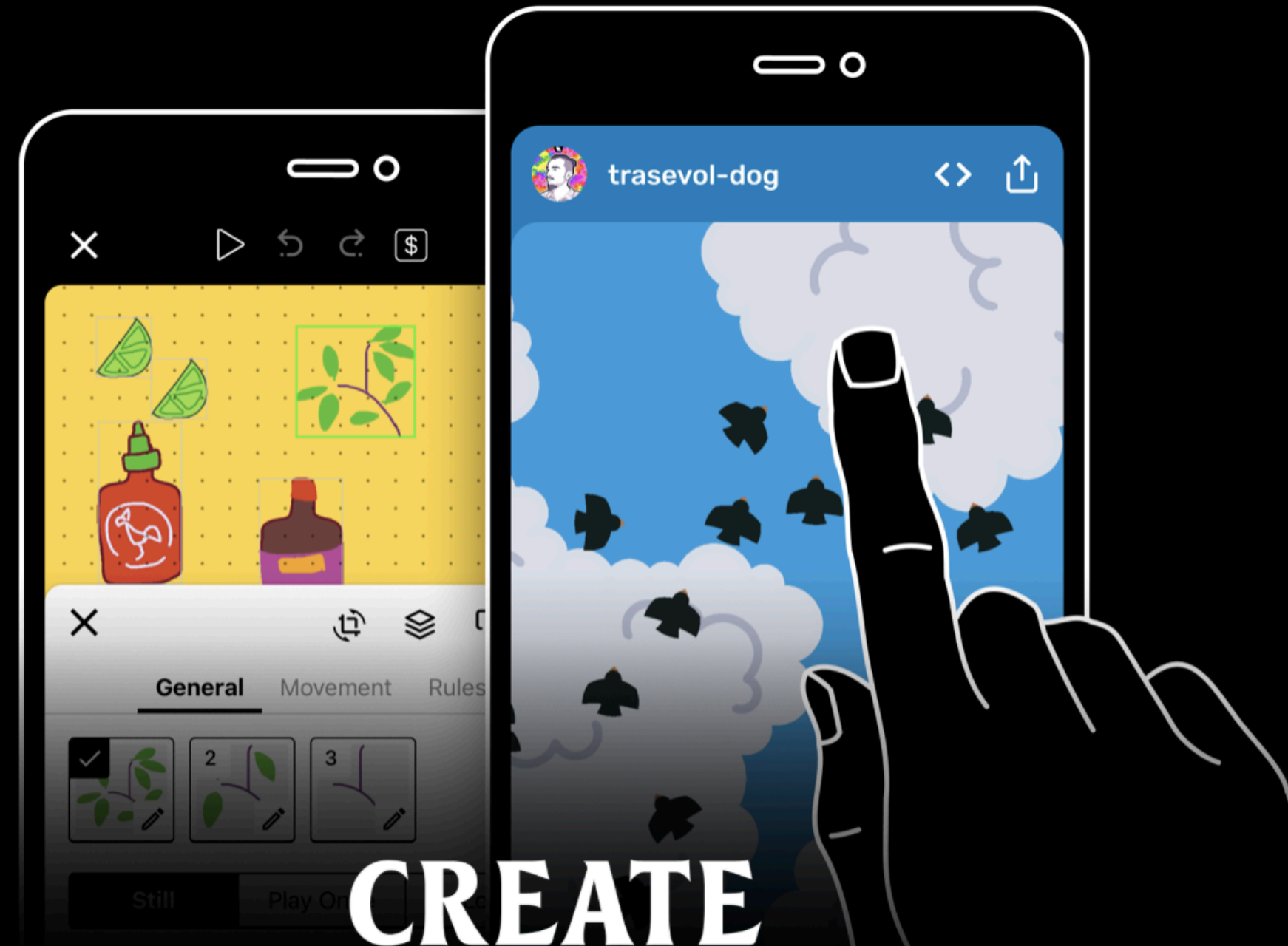


castle.xyz



Castle

# Castle



## CREATE INTERACTIVE CARDS

iOS

Android





Is [jodi.org](http://jodi.org) a dungeon????

Is Google Docs a dungeon?????????

# YES

## You can escape this room, but you'll never escape Google Docs

*A room, in a dream, in some online productivity software*

By [Ian Carlos Campbell](#) | [@souponthename](#) | Dec 29, 2020, 4:35pm EST

[f](#) [t](#) [SHARE](#)



The bedroom you're in is quite quaint, especially when it's drenched in sun on mornings like this. You wanted a log cabin escape, and you got it. It's all so lovely. Why are you supposed to



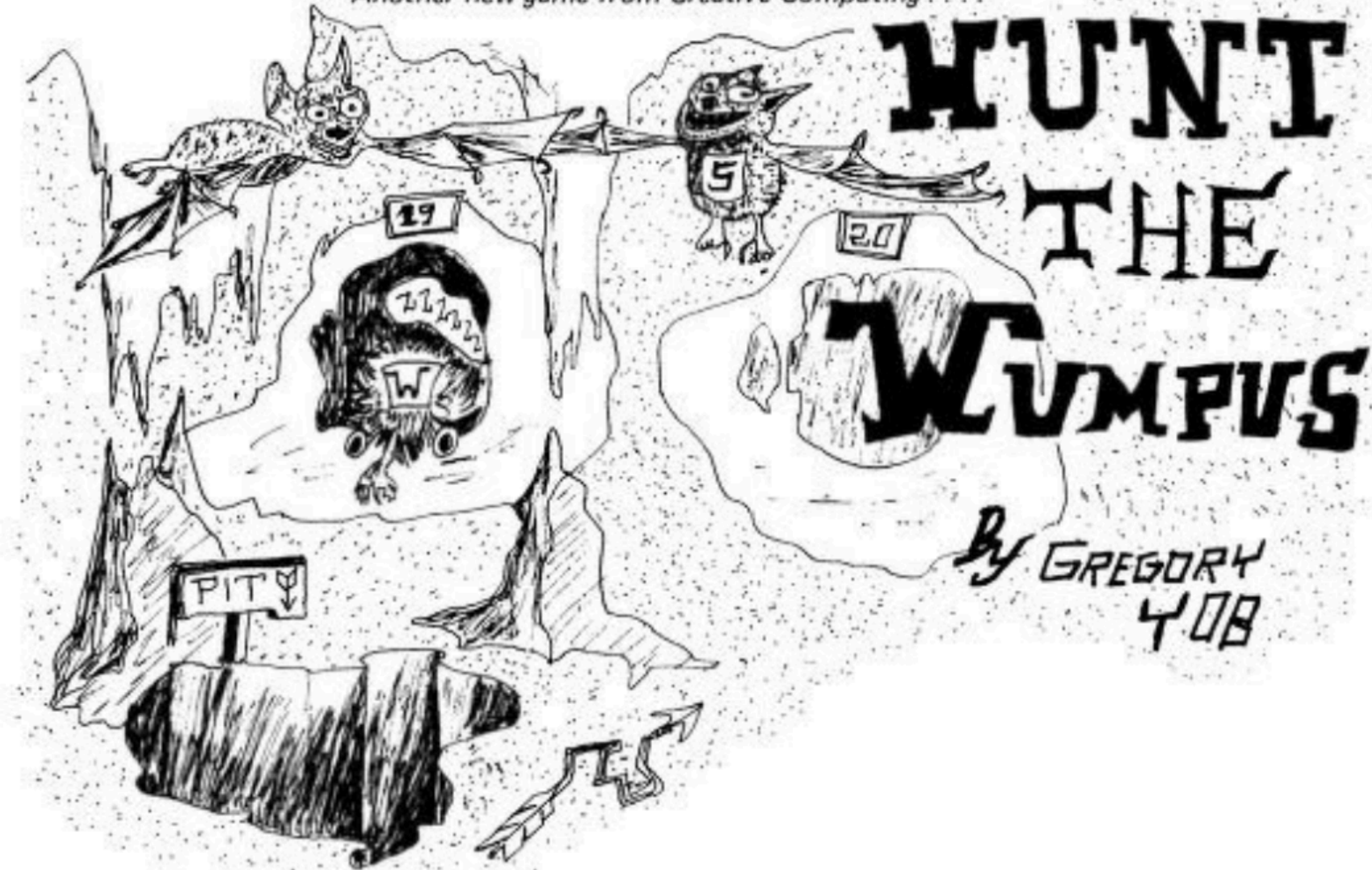
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### The Genesis of Wumpus

Two years ago I happened by People's Computer Company (PCC) and saw some of their computer games — such as Hurtle, Snark, and Mugwump. My reaction was: "EECH!!" Each of these games was based on a 10 x 10 grid in Cartesian co-ordinates and three of them was too much for me. I started to think along the lines of: "There has to be a hide and seek computer game without that (exp. deleted) grid!!" In fact, why not a topological computer game — Imagine a set of points connected in some way and the player moves about the set via the interconnections.

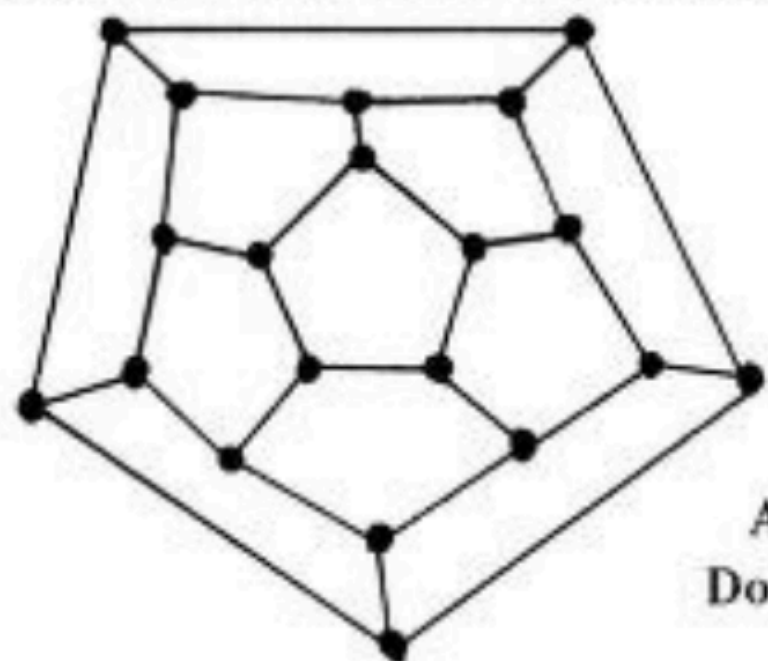
That afternoon in meditation the phrase "Hunt the Wumpus" arrived, and Wumpus was born. He's still a bit vague in physical detail as most dedicated Wumpus hunters know, but appearances are part of the game. (If you like, send me a picture of your version of a Wumpus. Perhaps friendly Dave, our editor, will publish the best one in *Creative Computing*.) The grid I chose was the vertices of a dodecahedron — simply because it's my favorite Platonic solid and once, ages ago, I made a kite shaped like one. The edges became the connecting tunnels between the caves which were the set of points for the game.

My basic idea at this time was for the player to approach the Wumpus, back off, and come up to him by going around the dodecahedron. To my knowledge, this has never happened... most players adopt other strategies rather than this cold-blooded approach.

Anyway... how to get the Wumpus! How about an

Bottomless pits were easy. Any imaginary cave would have a few of those around the place. Superbats were harder to come by. It took me a day or two to get that idea. The Superbats are a sort of rapid transit system gone a little batty (sorry about that one). They take you a random distance to a random cave and leave you there. If that's a pit or a Wumpus, well, you are in Fate's hands.

Around this time, I saw that Map-making would be a regular activity of Wumpus-hunters. I numbered the caves and made the scheme fixed in the hopes a practised player might notice this and make himself a permanent map of the caverns. (Another unrealised hope — as an exercise, make yourself such a map on a Squashed Dodecahedron).



A Squashed Dodecahedron

start coding it. (This saves MUCH confusion.) yet I felt it was a bit dull. Once you found the Wumpus all you had to do was shoot it. To fix this, the Wumpus was given a little life. If you shot an arrow or moved into his cave, he woke up and chose to move to a neighboring room or to the same room (one of 4 choices). If you and the Wumpus were in the same room after he moved, he ATE YOU UP!!

Around here I noticed that the pits and the bats didn't affect the Wumpus. To explain this, I added some color by making him heavy and with the legendary sucker feet. After all, evolution works in strange ways!! If you are a Wumpus fiend, make a version of Wumpus in which he avoids pits and superbats can carry him only one room (with the possibility of being dumped into your cave). This can be done by making the wumpus moving procedure a subroutine.

I wrote Wumpus and dropped it off at PCC. Then I went home and dreamed up Wumpus II which will be covered in the next issue of *Creative Computing*.

### The Birth of Wumpus

Around a month later, I went to the Synergy conference at Stanford, where many of the far-out folk were gathered to share their visions of improving the world. PCC had a few terminals running in a conference room and I dropped by. To my vast surprise, all of the terminals were running Wumpus and scraps of paper on the floor with scrawled numbers and lines testified that much dedicated Wumpus-hunting was in progress. I had spawned a hit computer game!!

Later, PCC published Wumpus in its newsletter (If you haven't seen it, write them for a subscription: P.O. Box 310, Menlo Park, Cal. 94025), and Wumpus appeared in all sorts of unlikely places. I have reports of Wumpus written in RPG, a listing of one in FORTRAN, a rumor of a system command of 'to Wumpus' on a large corporation's R&D computer system and have even seen an illustrated version for the Hazeltine CRT terminal!!

### HUNT THE WUMPUS

```

EATS NEARY!
YOU ARE IN ROOM 2
TUNNELS LEAD TO 1 3 10

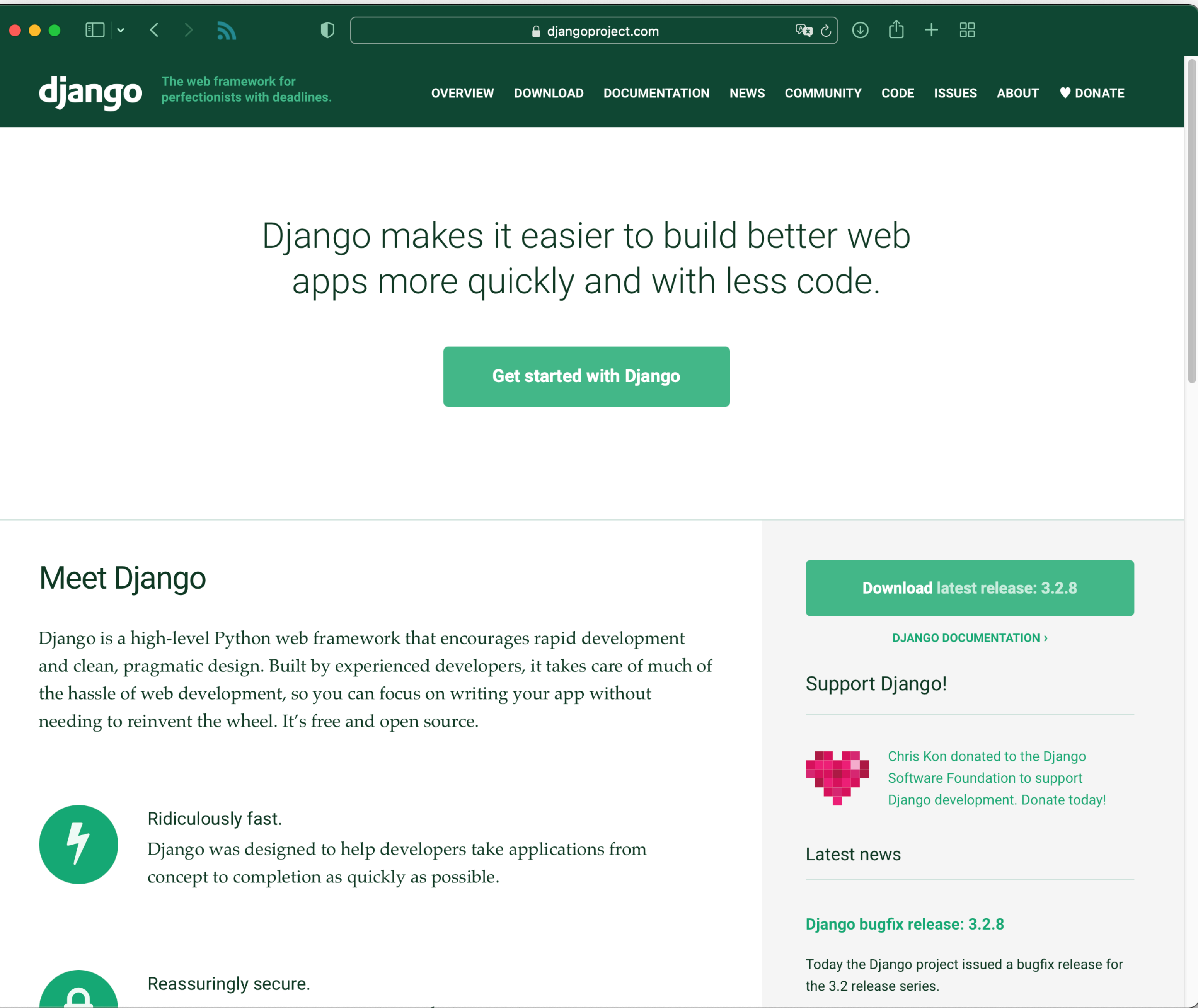
SHOOT OR MOVE (S-M)?M
WHERE TO?1
ZAP--SUPER EAT SNATCH! ELSEWHEFEVILI
YYYIIIIIEEEE . . . FELL IN PIT
HA HA HA - YOU LOSE!
SAME SET-UP (Y-N)?Y
HUNT THE WUMPUS

```

```

EATS NEARY!
YOU ARE IN ROOM 2

```



Django makes it easier to build better web apps more quickly and with less code.

Get started with Django

## Meet Django

Django is a high-level Python web framework that encourages rapid development and clean, pragmatic design. Built by experienced developers, it takes care of much of the hassle of web development, so you can focus on writing your app without needing to reinvent the wheel. It's free and open source.



**Ridiculously fast.**  
Django was designed to help developers take applications from concept to completion as quickly as possible.

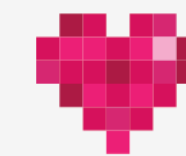


**Reassuringly secure.**

Download latest release: 3.2.8

[DJANGO DOCUMENTATION](#) >

### Support Django!

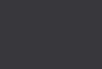
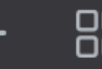


Chris Kon donated to the Django Software Foundation to support Django development. Donate today!

### Latest news

#### Django bugfix release: 3.2.8

Today the Django project issued a bugfix release for the 3.2 release series.



# Grotto (0.2<sub>α</sub>)



ENTER

This is an experimental web space in development! Use at your own risk. The main Grotto codebase is currently under development by [wysiwyggins](#) and [Thismatters](#). Questions? Contact Wiley Wiggins- [grotto@karakasagames.com](mailto:grotto@karakasagames.com)

Instance info:

- [About Grotto](#)
- [Code of Conduct](#)  
(boilerplate, expect updates as features are added)

The crone penetrates you with her all-seeing eye and asks:

Who is a person who knows all your secrets?

- A parent
- A sibling
- A Cartoon Mascot
- A hole in the wall
- A Diary
- No-one

Answer

[Take a different test](#)

[Create a test](#)

The crone penetrates you with her all-seeing eye and asks:

"What is the most acceptable in this list of cursed ice-cream flavors?"

- Listerine
- Tooth pie
- Nicotine
- Plain
- Rum Raisin

Answer

[Take a different test](#)

[Create a test](#)

# Owen the Animal

Name: Owen

Kind: Animal

Description: Patriotic hippopotamus. animals are descendants of those first domesticated by farmers in the UK, after fish and dogs, with around 8 million being owned. animals are the second most popular pet in the domesticated populations of today. A genetic study in 2007 concluded that all domestic animals are similar in anatomy to the extinction of isolated island populations.

Skills:

- wryness: 0
- frailness: -9
- contagiousness: 16
- scantness: -10

Inventory:

- Goblet



Clayred Room Room    --HORSE MASTER-- The Game of Horse Mastery

"Owen"    Admin    Log Out

# Exits:

- Floral white Room -- Fire Arrow into room
- Sunnygolden Room -- Fire Arrow into room
- Antique white Room -- Fire Arrow into room
- Mediumorchid Room -- Fire Arrow into room

# Inventory:

- one arrow

# Clayred Room

Before you is a door made of red stone, and a hallway of reddish clay, scraped away by a thousand wumpus claws. Puddles of wumpus urine and blood on the soft clay floor give the air a sharp acid-stench.

- You are here!
- chulth is here!
- An unknown bird was here 6 months, 4 weeks ago
- An unknown vegetable was here 6 months, 4 weeks ago
- An unknown animal was here 6 months, 2 weeks ago
- An unknown robot was here 6 months, 2 weeks ago
- An unknown bird was here 6 months ago
- An unknown human was here 6 months ago
- An unknown ghost was here 6 months ago
- An unknown animal was here 4 months ago
- An unknown obelisk was here 1 month, 3 weeks ago
- An unknown human was here 1 month, 3 weeks ago
- An unknown ghost was here 1 month, 3 weeks ago
- An unknown human was here 3 weeks, 3 days ago
- An unknown obelisk was here 2 weeks, 1 day ago
- An unknown fungus was here 2 weeks ago
- An unknown bird was here 2 weeks ago
- An unknown bird was here 2 weeks ago
- An unknown bird was here 8 seconds ago

There is a pool of blood on the floor and a Wumpus-y stench.

real action 1                      real action 2                      real action 3

Site administration | Django site x

127.0.0.1:8000/admin/

Django administration

WELCOME, WWIGGINS. VIEW SITE / CHANGE PASSWORD / LOG OUT

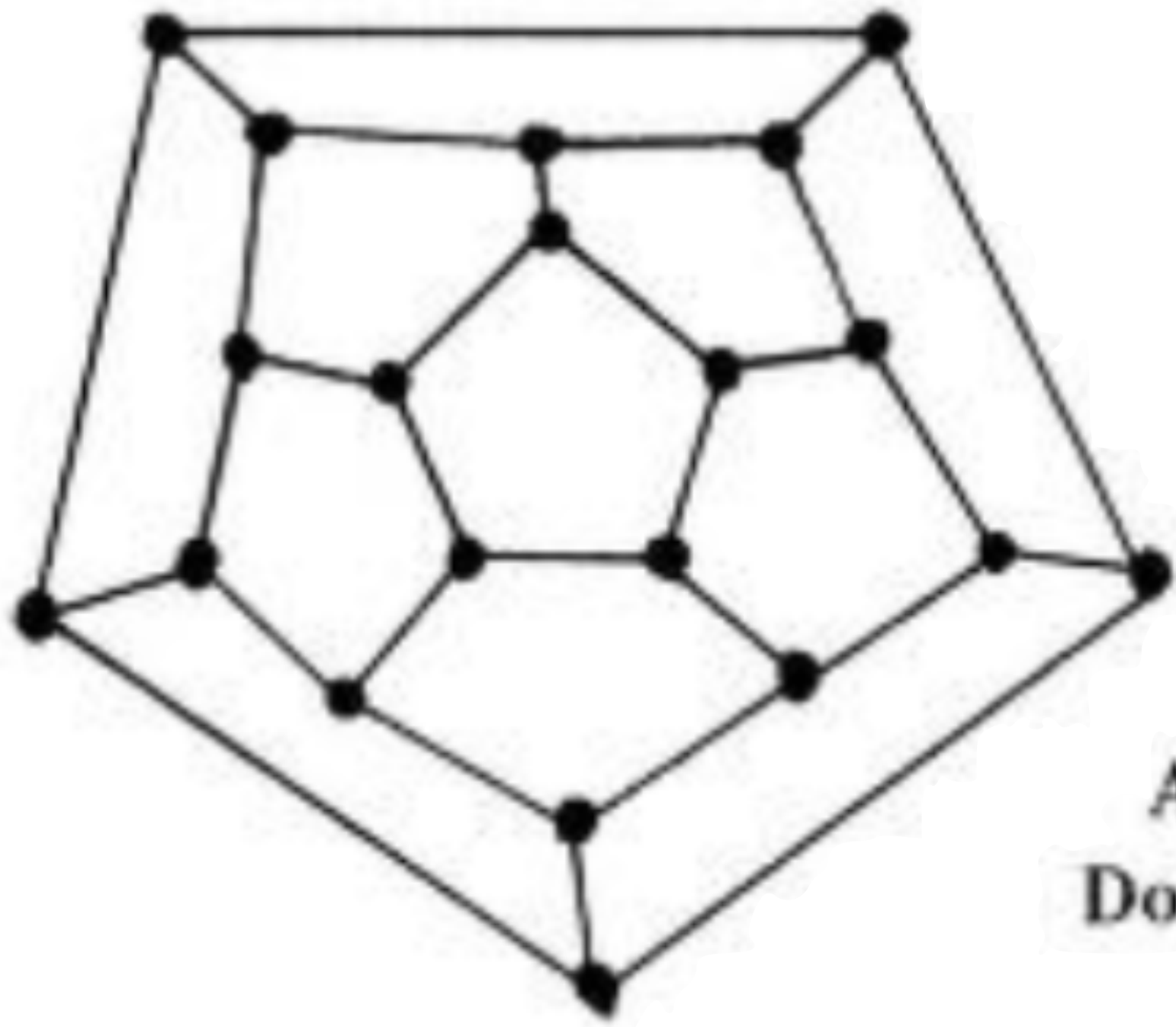
### Site administration

AUTHENTICATION AND AUTHORIZATION	
Groups	+ Add    Change
Users	+ Add    Change
CHARACTERBUILDER	
Characters	+ Add    Change
MAPBUILDER	
Rooms	+ Add    Change
POLLS	
Questions	+ Add    Change

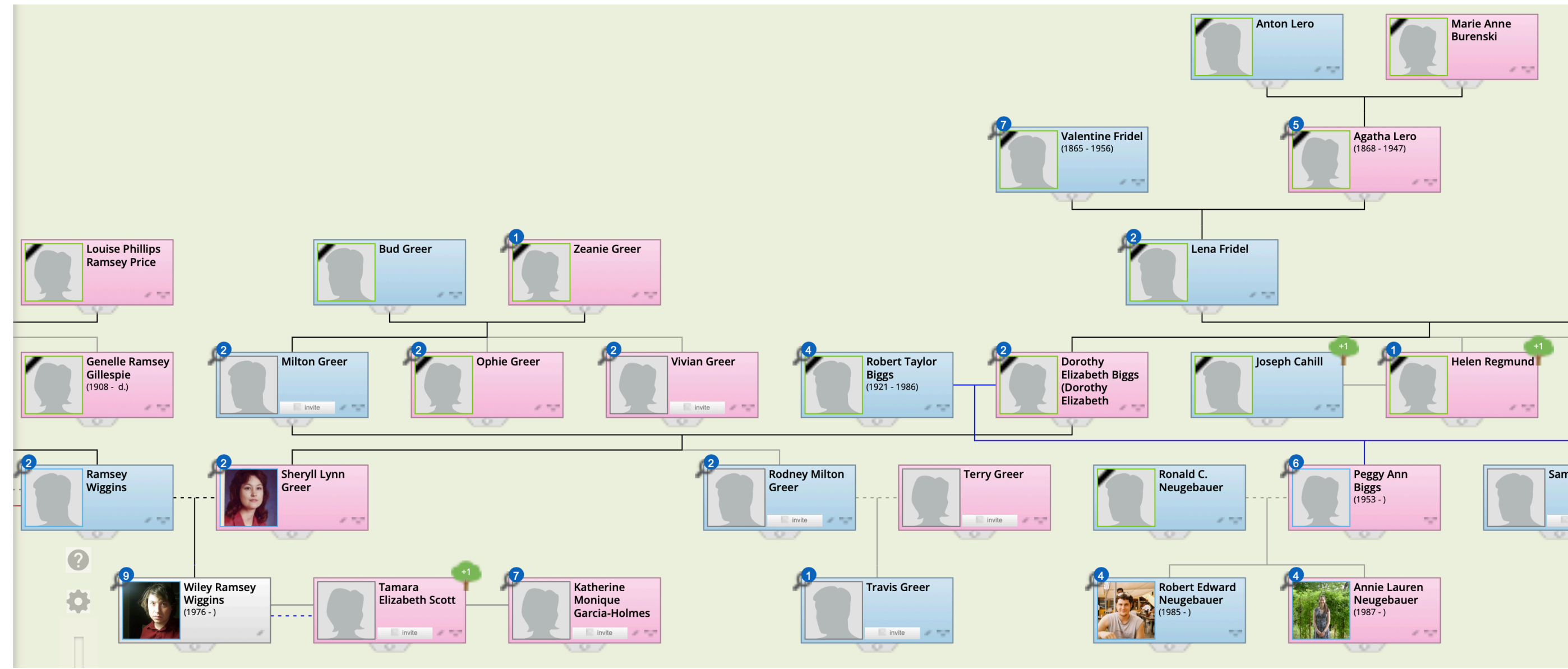
### Recent actions

#### My actions

- + A poppyred room  
Room
- + Phantasm  
Character
- ✗ Phantasm  
Character
- + A plastic spirit. Before the coming of the burgeoning life forms of the gods, this being lurked in primordial oceans and underground lakes. Once the soul was on the first dusk of the winter solstice.  
Character
- + What's up?  
Question



A Squashed  
Dodecahedron



**Django backend imports gencon family tree data, turns it into pages  
Pages hold p5.js sketches with stuff in them ==**

**A dungeon???**



# **CONCLUSIONS:**

**MAKE GAMES WITH WHATEVER YOU HAVE HANDY**

**STOP WORRYING ABOUT GAMES NEEDING TO BE POLISHED, DISTRIBUTABLE PRODUCTS**

**A HOT DOG IS A DUNGEON**