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This Book Is A Dungeon [This Dungeon Is A Book] - A Twine Game | Dev Diary | Self-Publishing Experiment | Interactive Fiction

Nathan Meunier

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A Twine Game. A Bookumentary. A Self-Publishing Experiment. ALL IN ONE!

This Book Is A Dungeon [This Dungeon Is A Book] is a multi-format creative experiment that merges the worlds of game design, interactive fiction, indie authorship, and self-publishing together in one crazy project.

When you purchase this Kindle book, *you become a part of the experiment*. You'll get the book detailing the entire process, access to the game itself via a link inside the book, and you'll also be playing a role in shaping the outcome of this unusual self-publishing adventure. Let's break it down a little further:

*NOTE: The game portion of this project is for mature audiences. It contains horror themes, including descriptions of gore, violence, some sexual content, etc. I.E. It's not for kids. *

The Game

Embedded deep inside this book, you'll find a link to the Twine game portion of this project. It's a dark, horror-tinged dungeon crawling adventure that mixes interactive fiction (think: choose your own adventure with slick pixel art) with more traditional RPG game elements.

I developed the game from start to finish in just over a month, learning how to use Twine as I went, and documented the entire process.

The Book

The Kindle book portion of this projects serves a few key purposes.

1) It's the vehicle I've selected for selling and distributing the game, which is fairly unusual.

2) It's a detailed day-to-day development diary that documents the entire process of creating the game, and this entire project/experiment, from start to finish. It's also packed with interesting asides, personal stories, design tips, resources, insider strategies on how I put this thing together, details on my launch strategy, and much more! In it, I talk about the game creation process in-depth, but I also detail how Twine applies to

authors and the self-publishing world.

The Experiment

By buying this book, you're supporting the project, and this unusual experiment as a whole (thanks, I appreciate it!). Creating an interactive fiction game, then launching it within a Kindle book is a pretty weird project, but the aim is to experiment and see what might come of cross pollinating tools, thoughts, and resources between the game development and indie authorship worlds.

Twine is a great tool for anyone interested in creating interactive fiction, and its value to both writers and aspiring game developers is pretty substantial. There are also many parallels between the indie game development and self-publishing worlds, and I think this common ground could open the door to some interesting discussion, collaboration, and future innovation.

The goal of this book is start that discussion and offer some entertainment in the process.

Thanks for your support!

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