Black Pine: An Interactive Digital Story

Theodore Perrin

'Black Pine' is a short piece of creative writing developed using Twine, an open-source tool for interactive fiction. Through the use of hyperlinks, the player/reader can affect the decisions of the narrative's protagonist, and thereby experience one of several branching paths through which a story is delivered.

By utilising some fairly simple code in CSS and JavaScript, many of the passages in 'Black Pine' feature a cursor that imitates the light produced by the protagonist's torch. Rather than reveal his surroundings, this light appears to illuminate the protagonist's interior workings: his despair about the state of the world in which he finds himself, his anxieties about what the men he now navigates through it expect of him, and his grief for his dead partner. In this way - and due to audio elements that are also reactive - 'Black Pine' might be considered a video game as much as it is a piece of narrative fiction.

My piece's development was informed by my experiences of reading Cormac McCarthy novels and playing Silent Hill 2 (2001) late at night in my room at university.

You can find the interactive piece at: http://philome.la/_theoperrin_/black-pine/play