STORYCITY

Puzzle Trail - Template and Checklist

Overview:

- **Category:** Fiction
- **Type:** Linear Narrative
- **Best Genres:** Mystery, Adventure, and Escape Room stories.
- **Interactivity Level:** High
- **Re-play-ability:** Low
- **Why:** While scavenger hunts can be pretty mindless, there is a thrill to being able to solve an escape room style puzzle before anyone else. To test your powers of deduction against others, a race against time. Perhaps you already create puzzle rooms or games for a living, and you want to try your hand at a version people can live in cities across the world. Or you really want people to pay attention to the world around them. Whatever your reason, this is *your* template!
- **Examples to Play via [Spoiler Mode](#):** *Spy Academy* and *Agent 82* by Nick Manning, *Searching for Saloni* by Chetna Prakash.

Elements included in this template are:
- Linear chapter layout
- Multiple Puzzle examples (Multiple Choice, Riddles, Photo-Op, Create A Legacy, and Challenges),
- Custom Connection and Requirements setup, and
- Basic use of the Story City App.

Setting Up:

You've done the rooms, you've got the cheesy snapshot to prove it, now it's time to make things *interesting*. No more locked doors, we're taking escape rooms into the big wide world and there are so many possibilities. Puzzle trails consist of an opening chapter, a series of puzzle chapters, and a conclusion. This template will include one chapter for each puzzle example with a couple of extra to set up a multiple-choice puzzle. In total, you will have 11 chapters.

11 Chapters

	Location	Connections
Start — Opening Chapter — 15 / 60	**Location** None	Connections 1
Multiple Choice — 15 / 60	**Location** None	Connections 8
Incorrect Answer 1 — 18 / 60	**Location** None	Connections 2
Incorrect Answer 2 — 18 / 60	**Location** None	Connections 2
Incorrect Answer 3 — 18 / 60	**Location** None	Connections 2
Correct Answer — 14 / 60	**Location** None	Connections 2
Riddle — 6 / 60	**Location** None	Connections 2
Photo-Op — 8 / 60	**Location** None	Connections 2
Create a Legacy — 15 / 60	**Location** None	Connections 2

Alt-Text: Part 1 of a list with nine boxes each with a chapter title, location, and the number of connections. From top to bottom they read: "Opening Chapter – Location, None – Connections 1", "Multiple Choice – Location, None – Connections 8", "Incorrect Answer 1 – Location, None – Connections 2", "Incorrect Answer 2 – Locations, None – Connections 2", "Incorrect Answer 3 – Location, None – Connections 2", "Correct Answer – Location, None – Connections 2", "Riddle – Location, None – Connections 2", "Photo-Op – Locations, None – Connections 2", "Create a Legacy – Location, None – Connections 2". 0063

Alt-Text: Part 2 of a list with two boxes each with a chapter title, location, and the number of connections. From top to bottom they read: "Challenge – Location, None – Connections 2", "Ending – Location, None – Connections 1".

First Chapter: The Beginning of the Adventure

Edit Contents:

Alt-Text: Example of chapter content. Heading: "Editing 'Opening Chapter' Contents." Body:

*"**Set the scene…** Describe the location where the story begins. Is there something unique nearby? Landmarks that stand out? Maybe a sculpture with a fun hat, a sign or plaque hidden by vines, an old bench, or a pattern on the ground that reminds you of a fossil. Whatever it may be, use it as the starting point to write a brief description and ground the reader into the real world. If you say something is to the left, and it IS, this builds trust between the reader and you which you can then exploit when you introduce the fiction into the mix to make it seem more believable.*

***Your Story Begins…** Introduce the alternate reality of your story or the challenges the readers are about to embark on. Are they a spy on a mission? On a race against the clock? Maybe the world can only be saved by them?*

***The Next Step…** Leave adventurers with a cliff hanger/hook to drive them on! We also recommend making your story accessible to someone who may struggle with a disability that prevents map reading by providing written and verbal*

directions using obvious landmarks to guide readers to the right locations to continue the story. The next chapter won't unlock until the reader is in the right spot."

For the opening chapter, there doesn't necessarily need to be a puzzle. The opening chapter could be the reader accepting the challenge of whatever the story has in store for them.

Edit Featured Media:
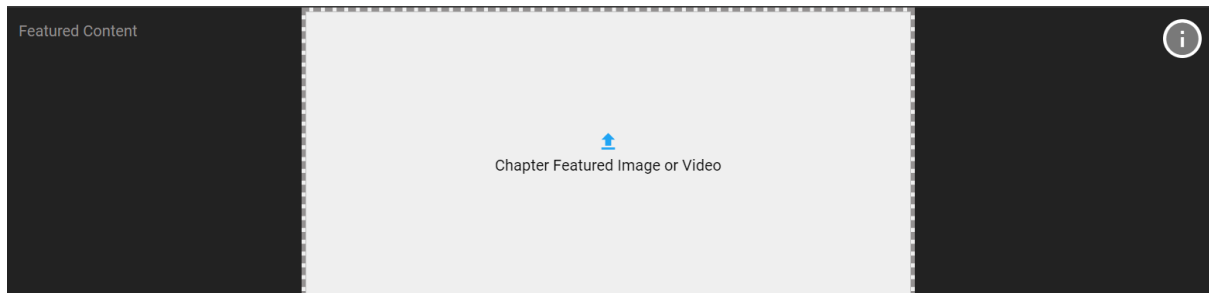
Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Add an image or video that will appear at the start of the chapter. This is a great place to set the tone of what is to come or highlight the theme of the chapter. Don't take a photo of the location the chapter is set in because the reader is already there. Get creative with the space or commission an artist to bring your alternate reality to life. There are endless possibilities.

> **Get Creative:**
>
> Stuck for an idea? Take a close-up photo of something interesting in the location and manipulate it with art filters and photo editing apps. These days, it doesn't take much to turn a photo into a piece of art.

Edit Location:
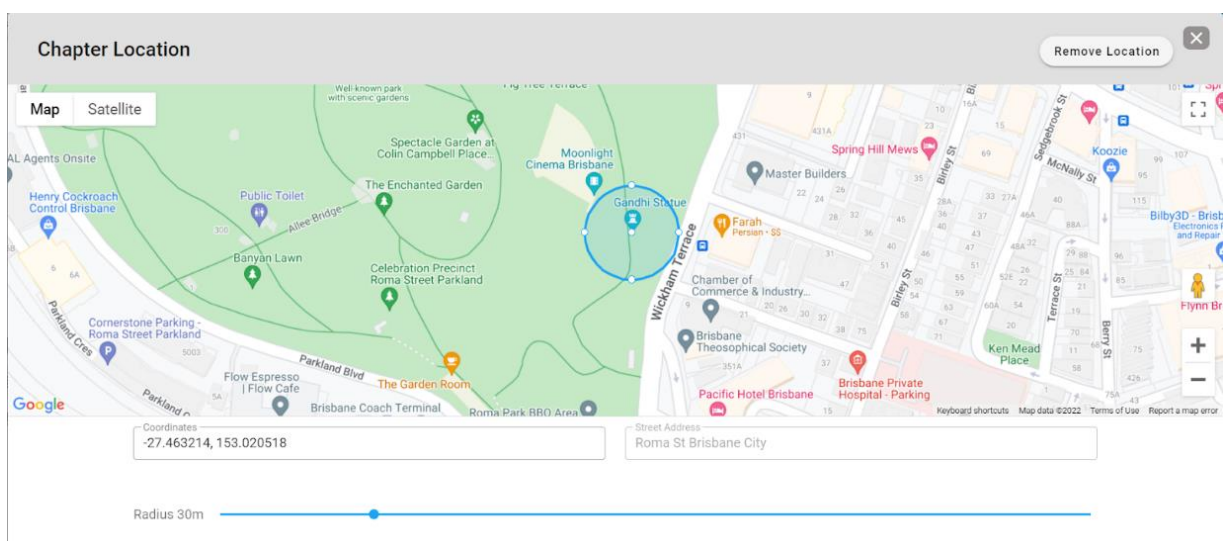
Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

In the location tab, choose the starting location for the story. Make sure it is outdoors, in a safe location and **NOT** on private property. As much as we love partnering with creators, none of us need to be joint defendants on a lawsuit, if you catch our drift… On the map screen, edit the radius in which the reader can stand to activate the chapter. Keep in mind that not all phones have precise GPS. A 30m is good for open areas, a 50m radius is ideal for locations with tall buildings or skyscrapers.

Edit Connections and Requirements:

The beginning chapter does **NOT** require an incoming chapter because it's the start of the story. The outgoing chapter will be the next chapter in the story and where you would like the adventurer to go to activate the next chapter.

Due to the nature of this kind of story, it's okay for the second chapter (first puzzle) to have no location and use this first connection as an "I accept the challenge" button. To do this, create a custom connection label for the outgoing chapter with something as simple as, "I accept". This reaffirms that story is continuing in the same location as the opening chapter.

Alt-Text: Incoming label with 0 connections above outgoing label with 1 connection. Dropdown box beneath the outgoing heading has selected "Multiple Choice." The Custom Connection Label has been changed to "I accept".

> **First Chapter Checklist:**
> ☐ Set chapter title
> ☐ Edit contents of chapter
> ☐ Set featured image or video
> ☐ Add any media content such as audio clips
> ☐ Set location where the story will be activated
> ☐ Set outgoing chapter (the chapter the adventurers will visit next)
> ☐ Set custom connection label if required

General Body Chapter: The Chapters in the Middle

Add as many chapters as your challenge requires. Think of each chapter as the number of puzzles or challenges the reader will have to participate in throughout the journey.

As a general rule each chapter should follow the same pattern as the opening.

1. Describe the location to ground the reader and get them to trust you.
2. Tell the story and introduce the fictional elements
3. Set the challenge/puzzle
4. Connect the next location (This can be through the challenge where the readers must figure out the location through the challenge/puzzle)
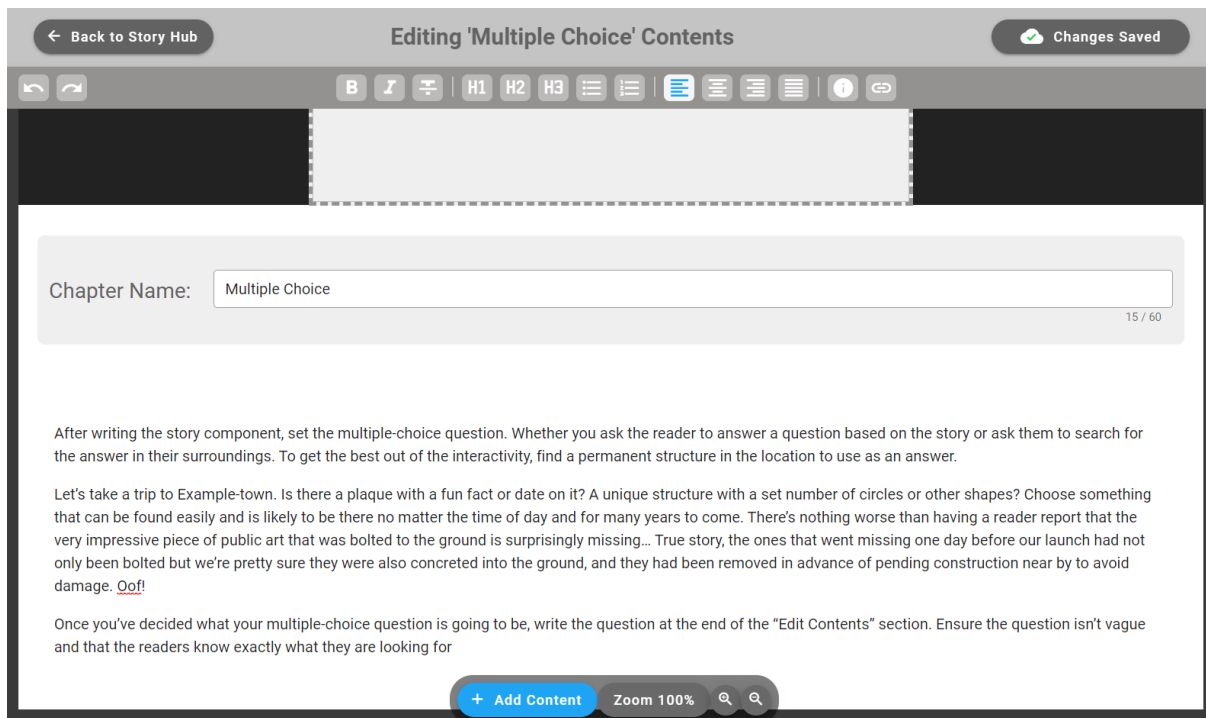
Multiple Choice Puzzle Chapter

Set a multiple-choice challenge for the reader. Pose a question and until the reader figures out the right answer, they won't be able to move forward. You can choose to be nice about it (if they get the wrong answer, they get another crack) or you can choose to be mean about it (if you get the wrong answer, you lose!!).

Edit Contents:

Alt-Text: Example of chapter content. Heading: "Editing 'Multiple Choice' Contents." Body:

"After writing the story component, set the multiple-choice question. Whether you ask the reader to answer a question based on the story or ask them to search for the answer in their surroundings. To get the best out of the interactivity, find a permanent structure in the location to use as an answer.

Let's take a trip to Example-town. Is there a plaque with a fun fact or date on it? A unique structure with a set number of circles or other shapes? Choose something that can be found easily and is likely to be there no matter the time of day and for many years to come. There's nothing worse than having a reader report that the very impressive piece of public art that was bolted to the ground is surprisingly missing… True story, the ones that went missing one day before our launch had not only been bolted but we're pretty sure they were also concreted into the ground, and they had been removed in advance of pending construction near by to avoid damage. Oof!

Once you've decided what your multiple-choice question is going to be, write the question at the end of the "Edit Contents" section. Ensure the question isn't vague and that the readers know exactly what they are looking for."

Future Proofing:

You never know how long something will be there for. For example, street art is frequently changing and won't always be a reliable source. To future proof a piece of street art, you might take a photo of the piece to show in the story so people can imagine it still being there and can still be used in the puzzle long after it's gone.

Adding Hints:
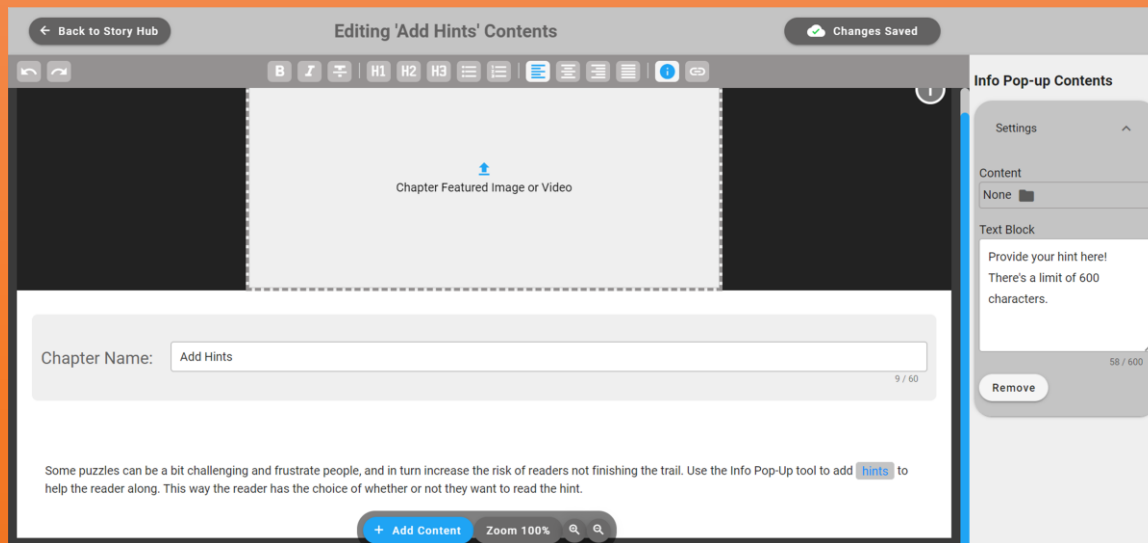
Alt-Text: Example of Info Pop-Up tool in Edit Contents section of Story City Creator. Body texts reads:

"Some puzzles can be a bit challenging and frustrate people, and in turn increase the risk of adventurers not finishing the trail. Use the Info Pop-Up tool to add hints to help the reader along. This way the reader has the choice of whether or not they want to read the hint."

The word "hints" is highlighted with an Info Pop-Up section on the right saying, "Provide your hint here! There's a limit of 600 characters. Use your limited characters for good, not evil!"

Edit Location:
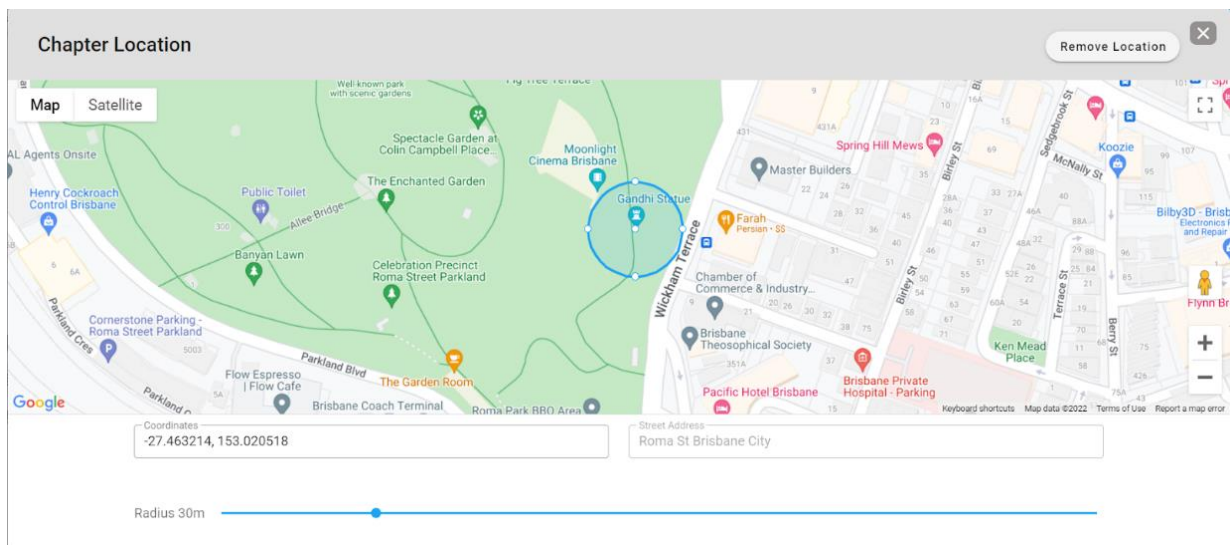
Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. Keep in mind that this should be at least 50m away from the last location and not too far away. The prime length for the overall distance walked is 1-1.5km. You can also return to past locations if desired, just to mess with people 😉.

Edit Connections and Requirements:

Check the ingoing chapter is correct. This is the chapter the adventurer will visit before the current chapter and lead them to this location.

There are no multiple-choice options built into the app but there is a way to implement the illusion of a multiple-choice question. To set multiple choice questions, have 3-4 outgoing chapters. Each chapter will have no location set so they can be activated without having to move locations. Different things will be required for incorrect and correct chapters. Please refer to the setup and guide on the following page.

Correct Chapter:

Congratulations smarty-pants! Tell the reader they are correct and give them the next location, ensuring connections and requirements are set so it is linked to the next chapter.
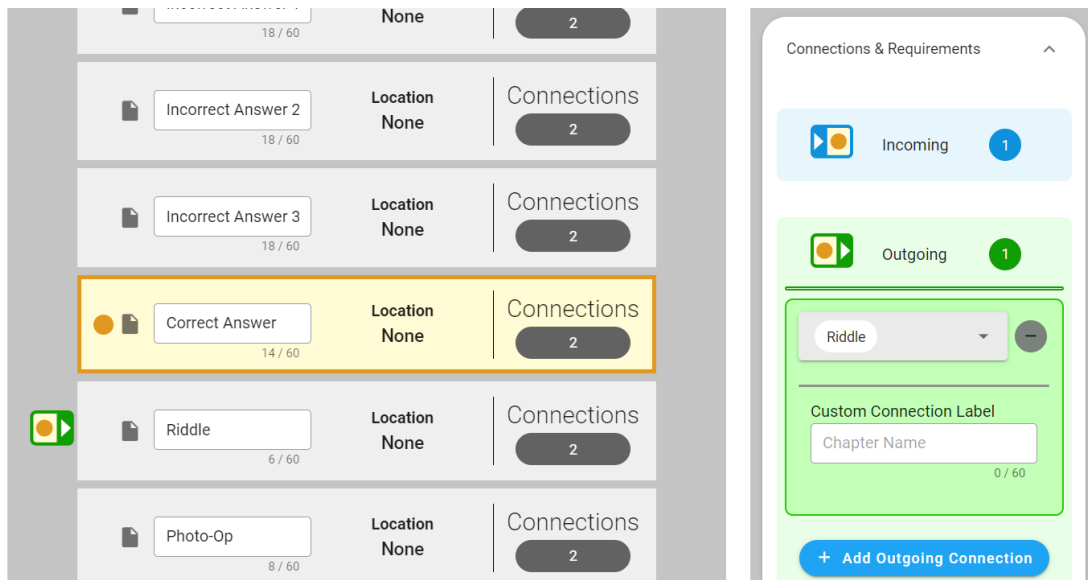
Alt-Text: Chapter list with "Correct Answer" highlighted. Outgoing symbol appears on the left of "Riddle." Incoming label with 1 connection above outgoing label with 1 connection. Dropdown box beneath the outgoing heading has selected "Riddle."

Incorrect Chapter:

Boooiiinggg! Uh oh. Tell the reader they are incorrect and link the outgoing chapter to the multiple-choice base chapter so that the reader will have another chance to get the right answer. Write, 'Try again' in the Custom Connection Label box to let readers know they have another chance.

Or if you've gone the evil route, mark it as an END CHAPTER and send them back to the very beginning. We are not responsible for your ratings and reviews if you go this route though!
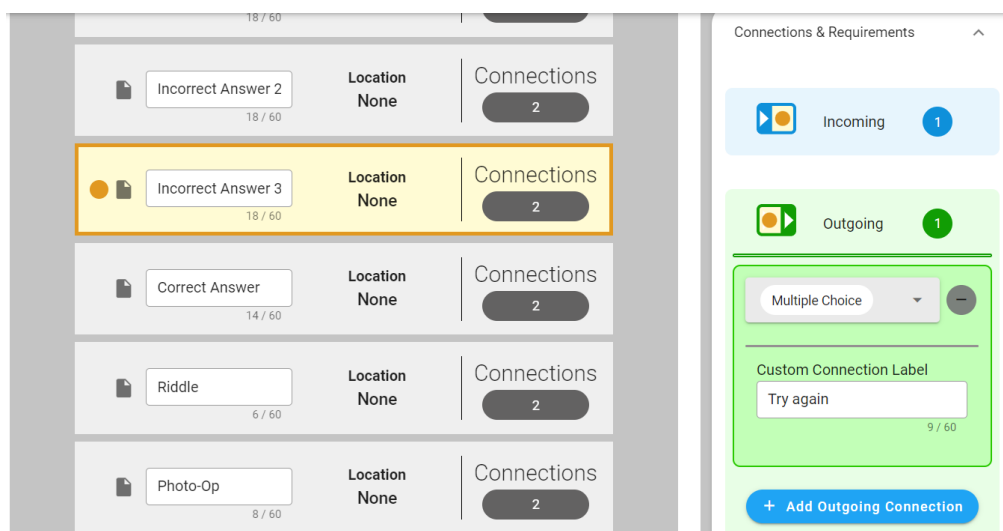
Alt-Text: Chapter list with "Incorrect Answer" highlighted. Incoming label with 1 connection above outgoing label with 1 connection. Dropdown box beneath the outgoing heading has selected "Multiple Choice." "Try again," has been written under the Custom Connection Label.

Get Creative:

Are the readers on a time sensitive adventure? Will something bad happen if they answer incorrectly? To make the story feel more alive and real, create an alternate storyline if they answer incorrectly. For example, maybe they are taken on the wrong path and have to do an extra puzzle or two. Or the story could end with the incorrect answer as if they have lost the game. Heroes don't always get second chances.

Multiple Choice Chapter Checklist:
☐ Set chapter title
☐ Edit contents of chapter
☐ Set featured image or video
☐ Add any media content such as audio clips
☐ Set location where the story will be activated
☐ Check ingoing chapter is correct (the chapter that takes place before this one)
☐ Check ingoing chapter for all answers are correct
☐ Set outgoing chapters (the chapters acting as a response to the question)
☐ Set outgoing chapter for incorrect answers to link back to multiple choice chapter
☐ Set outgoing chapter for correct answer (This should lead to the next part of the story)

Riddle Puzzle Chapter

Hide the map in the Location Tab and provide a riddle or series of clues. The next chapter won't unlock until they've solved the riddle and walked to the correct location.
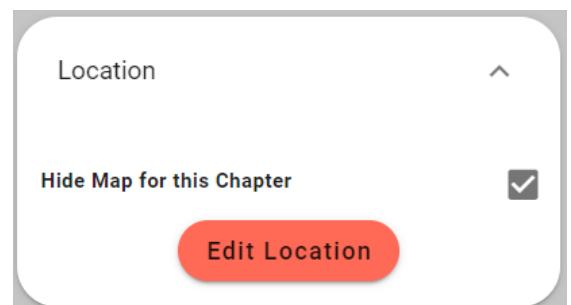
Alt-Text: Location tab with "Hide Map for this Chapter" checked.

Edit Contents:

Alt-Text: Example of chapter content. Heading: "Editing 'Riddle' Contents." Body:

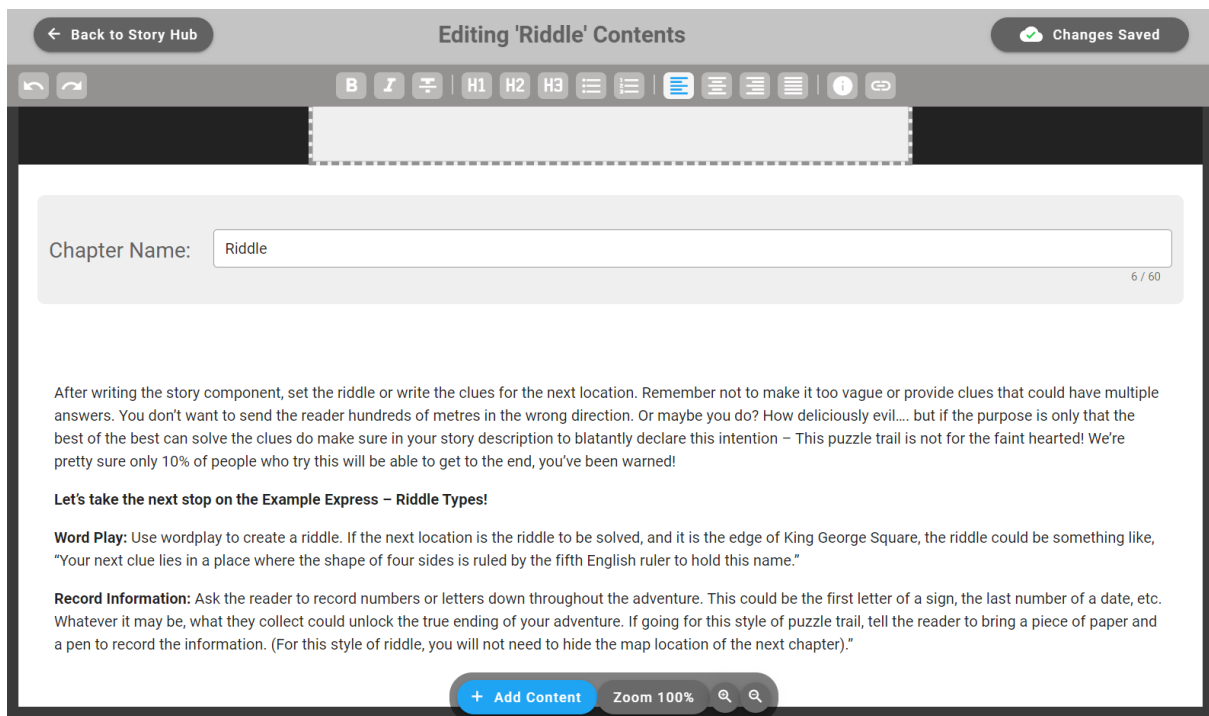*"After writing the story component, set the riddle or write the clues for the next location. Remember not to make it too vague or provide clues that could have multiple answers. You don't want to send the reader hundreds of metres in the wrong direction. Or maybe you do? How deliciously evil…. but if the purpose is only that the best of the best can solve the clues do make sure in your story description to blatantly declare this intention – This puzzle trail is not for the faint hearted! We're pretty sure only 10% of people who try this will be able to get to the end, you've been warned!*

Let's take the next stop on the Example Express – Riddle Types!

Word Play: Use wordplay to create a riddle. If the next location is the riddle to be solved, and it is the edge of King George Square, the riddle could be something like, "Your next clue lies in a place where the shape of four sides is ruled by the fifth English ruler to hold this name."

Record Information: Ask the reader to record numbers or letters down throughout the adventure. This could be the first letter of a sign, the last number of a date, etc. Whatever it may be, what they collect could unlock the true ending of your adventure. If going for this style of puzzle trail, tell the reader to bring a piece of paper and a pen to record the information. (For this style of riddle, you will not need to hide the map location of the next chapter)."

Edit Featured Media:
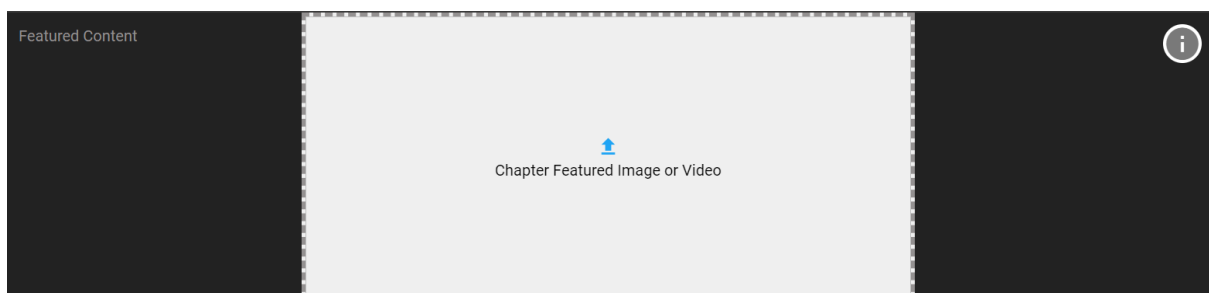
Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Just like the opening chapter, add an image, or video that will appear at the start of the chapter. Make it different from the opening chapter and keep it to the same style (art commission, manipulate photos, etc.) or try having a different style for each chapter. The featured image is a companion to your written work and should add to the story rather than repeat it! You got this!

Edit Location:
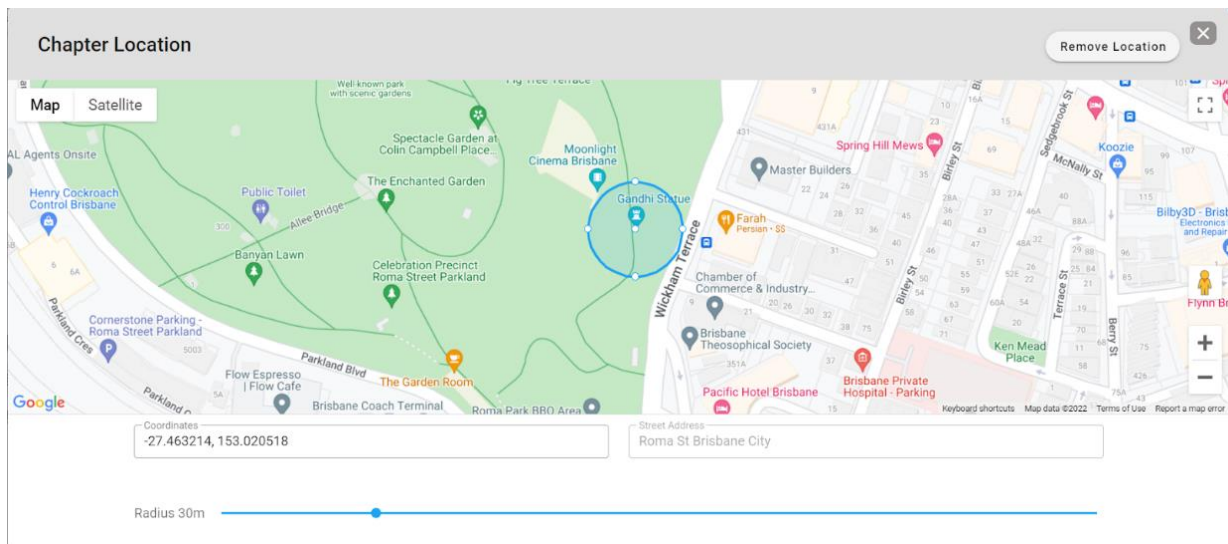
Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

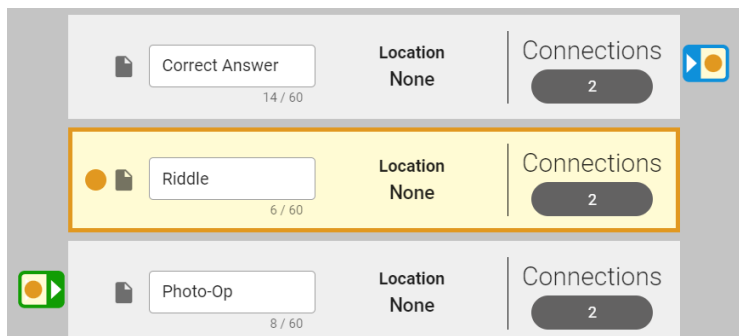Set the location that will activate the chapter. Keep in mind that this should be at least 50m away from the last location and not too far away. The prime length for the overall distance walked is 1-1.5km. You can also return to past locations if desired.

Select "Hide Map for this Chapter" so the readers can't see the location of the next chapter and have to rely on the riddle to work out where to go.
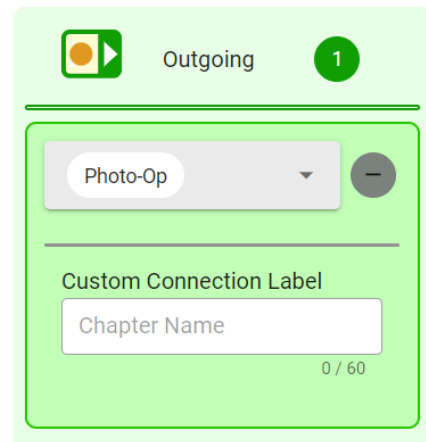
Edit Connections and Requirements:

Check the ingoing chapter is correct. This is the chapter the adventurer will visit before this one and lead them to the current location.

Add the outgoing location which will be the chapter that follows this one.

Alt-Text: Incoming label with 1 connection above outgoing label with 1 connection. Drop down box beneath outgoing heading has selected "Photo-Op".

Alt-Text: Chapter list with "Riddle" highlighted. Incoming symbol appears to the right of "Correct Answer." Outgoing symbol appears to the left of "Photo-Op."

Riddle Chapter Checklist:
☐Set chapter title
☐Edit contents of chapter
☐Set featured image or video
☐Add any media content such as audio clips
☐Set location where the story will be activated
☐Check ingoing chapter is correct (the chapter that takes place before this one)
☐Set outgoing chapter (the chapter the adventurer will visit next)

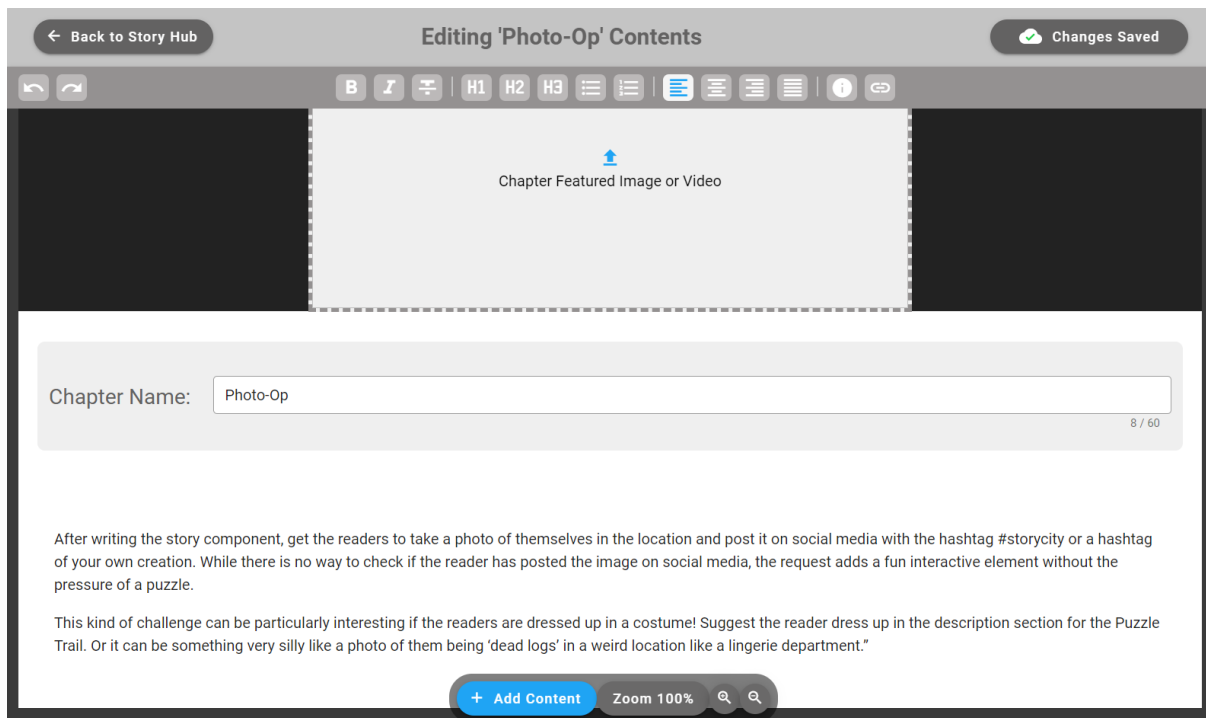# Photo-Op Puzzle Chapter

Ask the reader to interact with the world by taking a photo of themselves in the location.

Edit Contents:

*Alt-Text: Example of chapter content. Heading: "Editing 'Photo-Op' Contents." Body:*

"After writing the story component, get the readers to take a photo of themselves in the location and post it on social media with the hashtag #storycity or a hashtag of your own creation. While there is no way to check if the reader has posted the image on social media, the request adds a fun interactive element without the pressure of a puzzle.

This kind of challenge can be particularly interesting if the readers are dressed up in a costume! Suggest the reader dress up in the description section for the Puzzle Trail. Or it can be something very silly like a photo of them being 'dead logs' in a weird location like a lingerie department."

Get Creative:

Was there a cool scene described in the story like a funky dance or a secret handshake, or perhaps there was an alternate way things could have gone? Ask the reader to act out the scene, either filming it or taking photos. By acting out the scene, the readers become more involved with the story and are given a chance to let their creative juices flow.
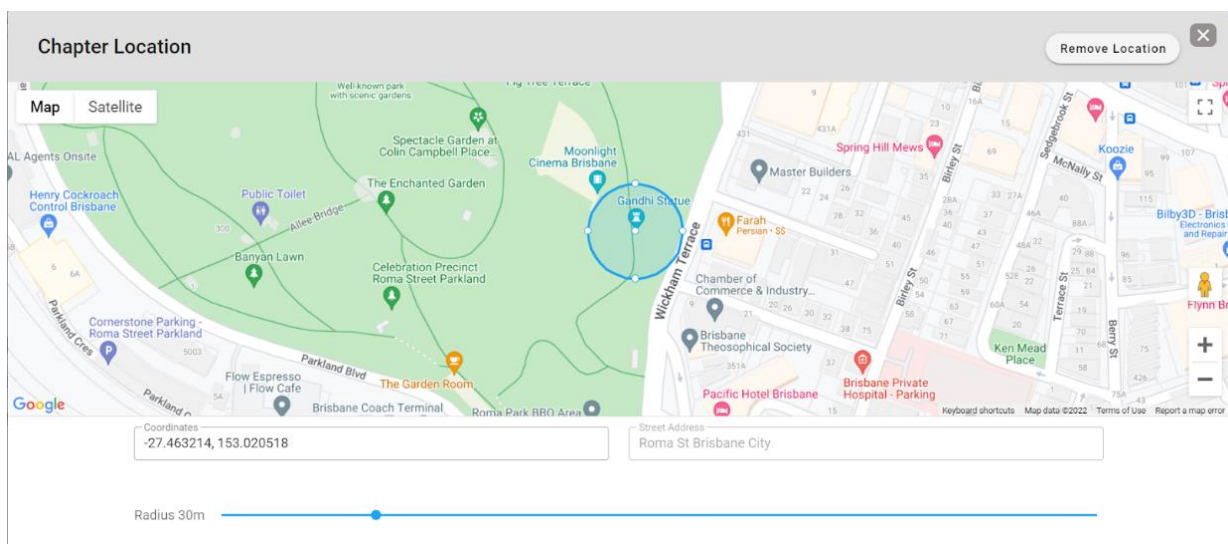
Edit Featured Media:
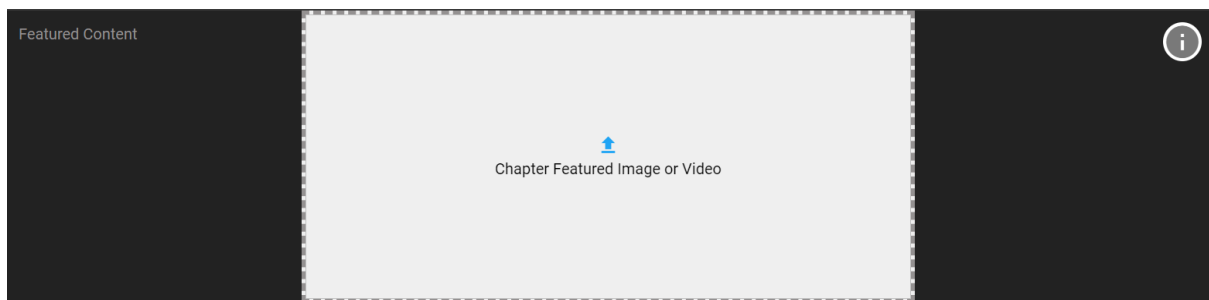
Alt-Text: Upload media file box stating "Chapter Featured Image of Video"

Just like the opening chapter, add an image, or video that will appear at the start of the chapter. Nope reject your first idea. Nope reject that one too. Ah, now that third idea is creative! Do that!

Edit Location:

Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. Make sure it's accessible and not sending people to dangerous areas where they can be injured – multi-million-dollar lawsuits don't look good on anyone (except the lawyer!).

Edit Connections and Requirements:

Check the ingoing chapter is correct. This is the chapter the adventurer will visit before this one and lead them to the current location.

Add the outgoing location which will be the chapter that follows this one.
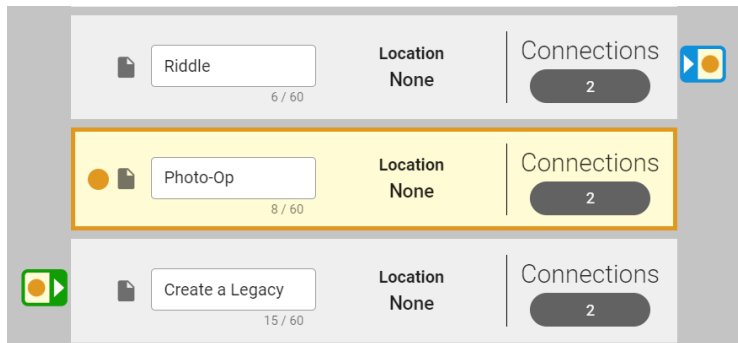
Alt-Text: Chapter list with "Photo-Op" highlighted. Incoming symbol appears to the right of "Riddle." Outgoing symbol appears to the left of, "Create a Legacy."
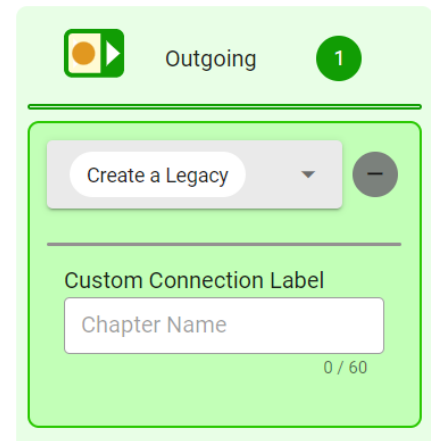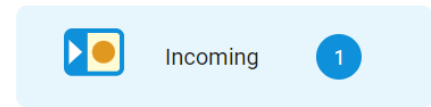
Alt-Text: Incoming label with 1 connection above outgoing label with 1 connection. Drop down box beneath outgoing heading has selected, "Create a Legacy".

Photo-Op Chapter Checklist:
☐ Set chapter title
☐ Edit contents of chapter
☐ Set featured image or video
☐ Add any media content such as audio clips
☐ Set location where the story will be activated
☐ Check ingoing chapter is correct (the chapter that takes place before this one)
☐ Set outgoing chapter (the chapter the adventurer will visit next)

Create a Legacy Chapter

Let's get creative! Ask the reader to make something in the location. Whether they gather some twigs and leaves and make them into some cute little stick people, or pile rocks atop each other in an effort to display their balancing skills. Use the environment around the location to inspire readers to bring out their creative side.

Edit Contents:
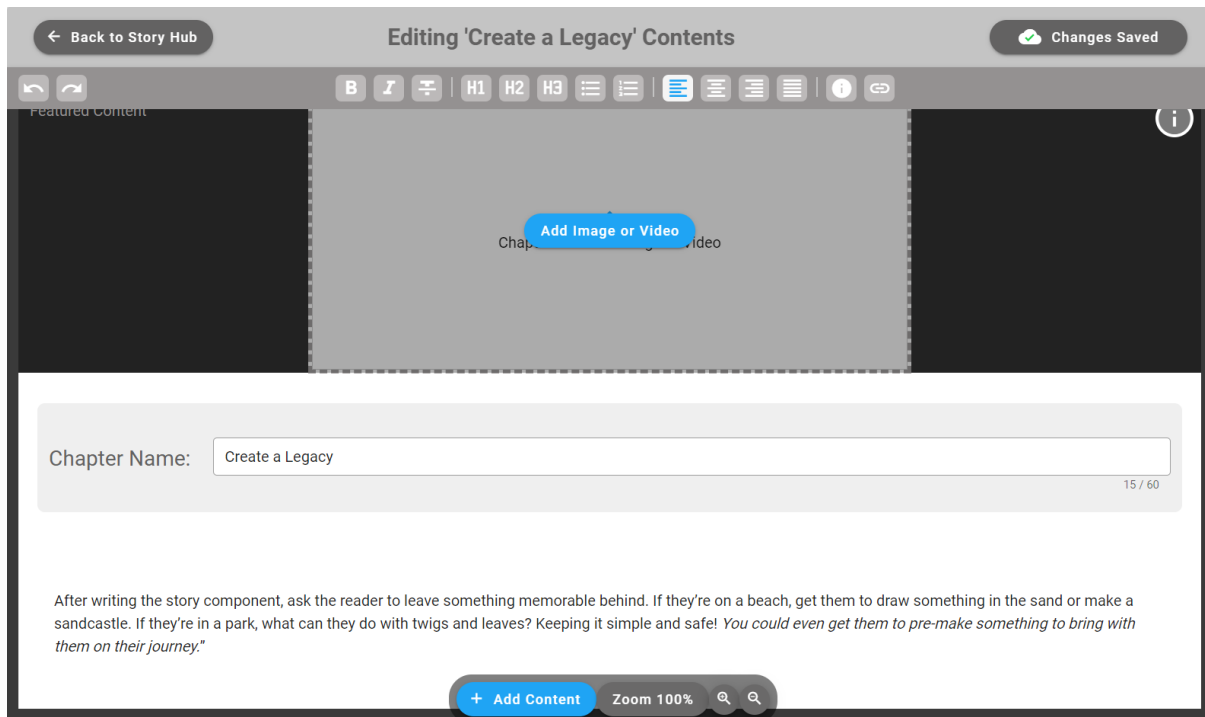
Alt-Text: Example of chapter content. Heading: "Editing 'Create a Legacy' Contents." Body:

"After writing the story component, ask the reader to leave something memorable behind. If they're on a beach, get them to draw something in the sand or make a sandcastle. If they're in a park, what can they do with twigs and leaves? Keeping it simple and safe! You could even get them to pre-make something to bring with them on their journey."

Safety and Cultural Note:

Be wary of the safety of the reader and the culture of the location. For example, don't ask the readers do anything dangerous. Nor ask them to vandalise the location in any way. Respect the history and environment of each location. While you may think you're getting people to do a fun rock pile - if you did it on a hiking trail rather than a beach you could accidentally lead people astray in bad weather!
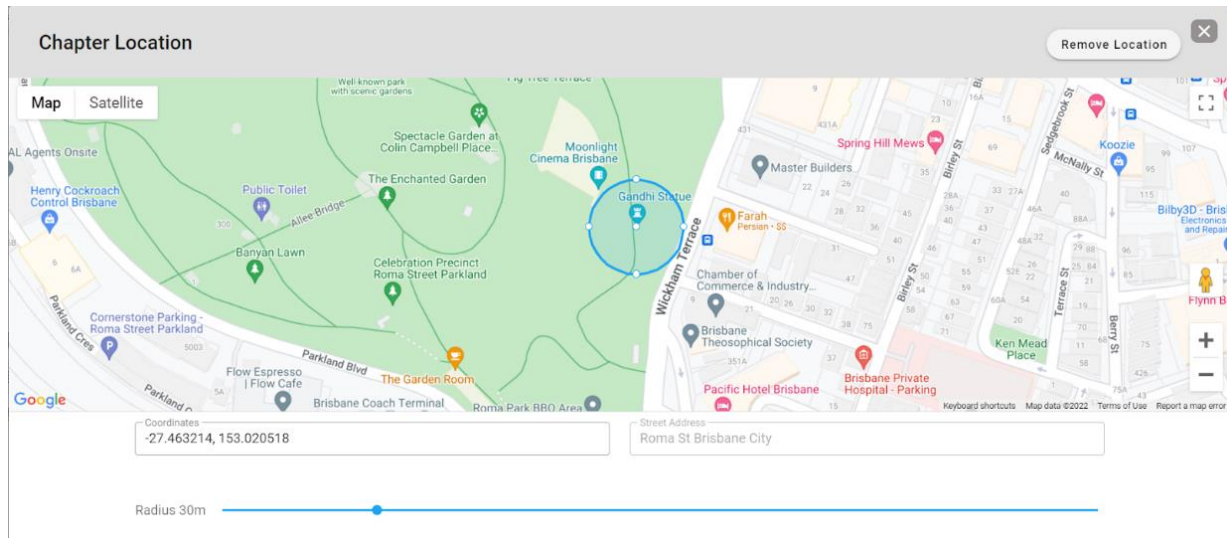
Edit Featured Media:
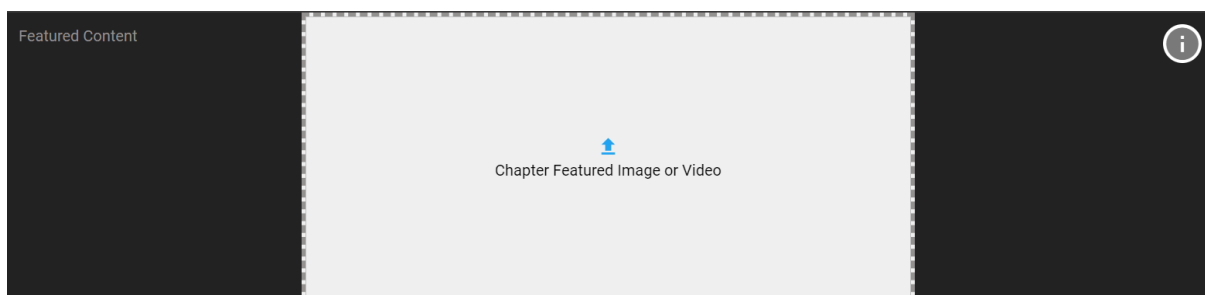
Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Just like the opening chapter, add an image, or video that will appear at the start of the chapter. Maybe get up close and personal to an interesting pattern or feature? Or show examples of something they could create to inspire them!

Edit Location:

Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. Maybe you can start looping people back to where they started so they have less of a walk to get back to the transport they took to get here.

Edit Connections and Requirements:

Check the ingoing chapter is correct. This is the chapter the adventurer will visit before this one and lead them to the current location.

Add the outgoing location which will be the chapter that follows this one.
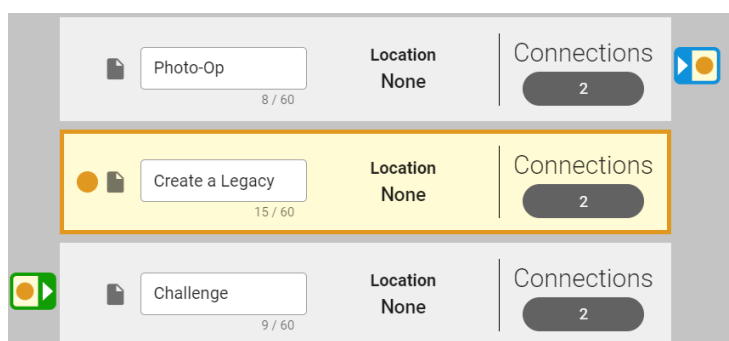
Alt-Text: Chapter list with "Create a Legacy" highlighted. Incoming symbol appears to the right of "Photo-Op." Outgoing symbol appears to the left of "Challenge."
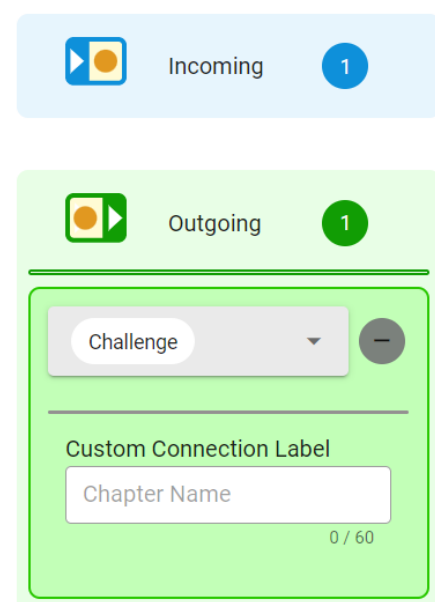
Alt-Text: Incoming label with 1 connection above outgoing label with 1 connection. Drop down box beneath outgoing heading has selected, "Challenge".

Create A Legacy Chapter Checklist:
☐ Set chapter title
☐ Edit contents of chapter
☐ Set featured image or video
☐ Add any media content such as audio clips
☐ Set location where the story will be activated
☐ Check ingoing chapter is correct (the chapter that takes place before this one)
☐ Set outgoing chapter (the chapter the adventurer will visit next)

Challenge Chapter

Give the readers a challenge to complete in the environment. This kind of chapter is highly interactive and can give the illusion of the reader actively participating in the story in the real world.

Edit Contents:

Alt-Text: Example of chapter content. Heading: "Editing 'Challenge' Contents." Body:

"After describing the story, set a challenge or a mission for the reader to complete. While the system won't check if the challenge is complete (when you see the examples, you'll see why!), this is a fun way to get the readers involved. Some examples of what you could do include:

- *Knock on something (a tree) and sing a song (to lure out the secret agent/fairy/dryad),*

- *Go down a slide in the park,*

- *Score three hoops on a basketball court,*

- *Give a stranger a compliment.*

Don't ask the reader to do anything dangerous or rude. These stories are about having fun and we don't want anyone getting hurt or having fun at other people's expense."

Edit Featured Media:
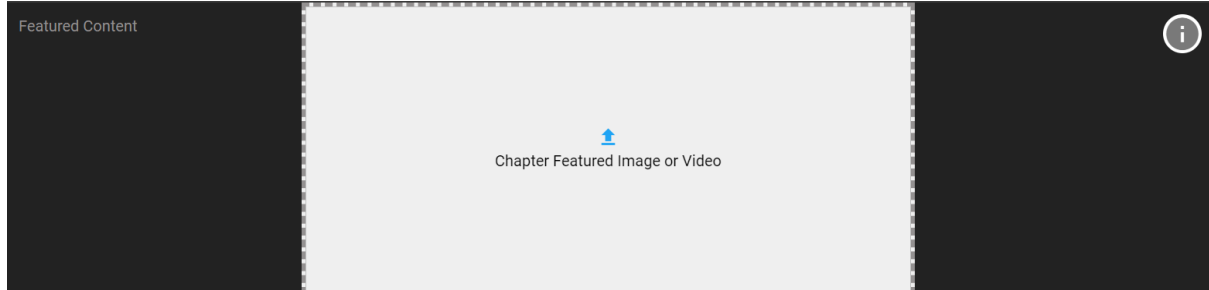
Alt-Text: Upload media file box stating, "Chapter Featured Image of Video".

Just like the opening chapter, add an image, or video that will appear at the start of the chapter. Show those wannabe's how it's done 😜

Edit Location:
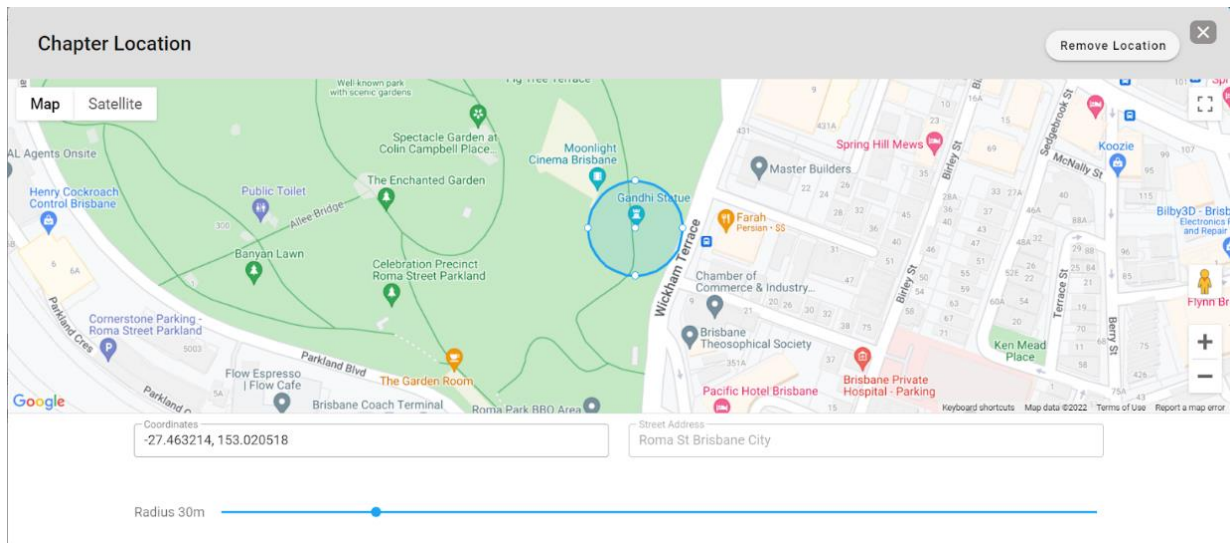
Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. The prime length for the overall distance walked is 1-1.5km. We're close to the end now!

Edit Connections and Requirements:

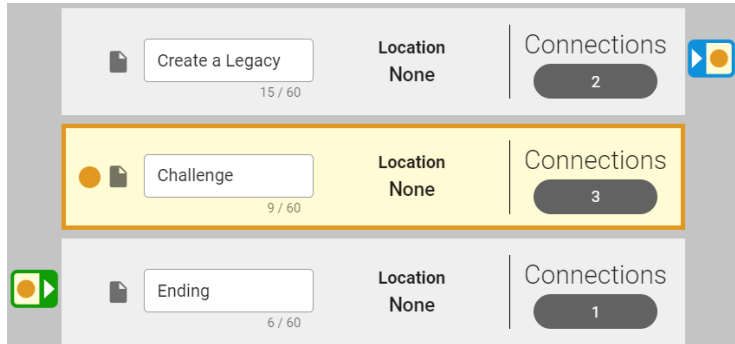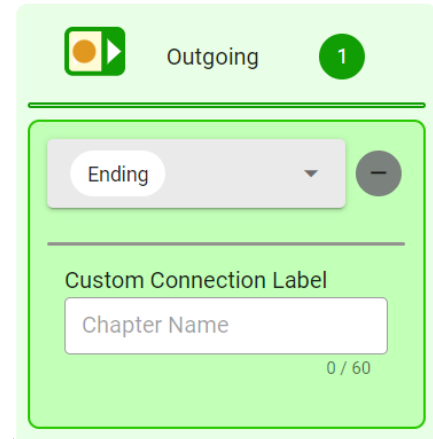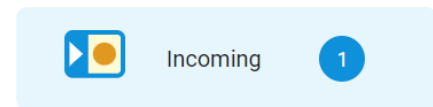Check the ingoing chapter is correct. This is the chapter the adventurer will visit before this one and lead them to the current location.

Add the outgoing location which will be the chapter that follows this one.

Alt-Text: Chapter list with "Challenge" highlighted. Incoming symbol appears to the right of "Create a Legacy." Outgoing symbol appears to the left of "Ending."

above outgoing label with 1 connection. Drop down box beneath outgoing heading has selected, "Ending".

Challenge Chapter Checklist:
☐ Set chapter title
☐ Edit contents of chapter
☐ Set featured image or video
☐ Add any media content such as audio clips
☐ Set location where the story will be activated
☐ Check ingoing chapter is correct (the chapter that takes place before this one)
☐ Set outgoing chapter (the chapter the adventurer will visit next)

End Chapter: Concluding Your Story

Edit Contents:
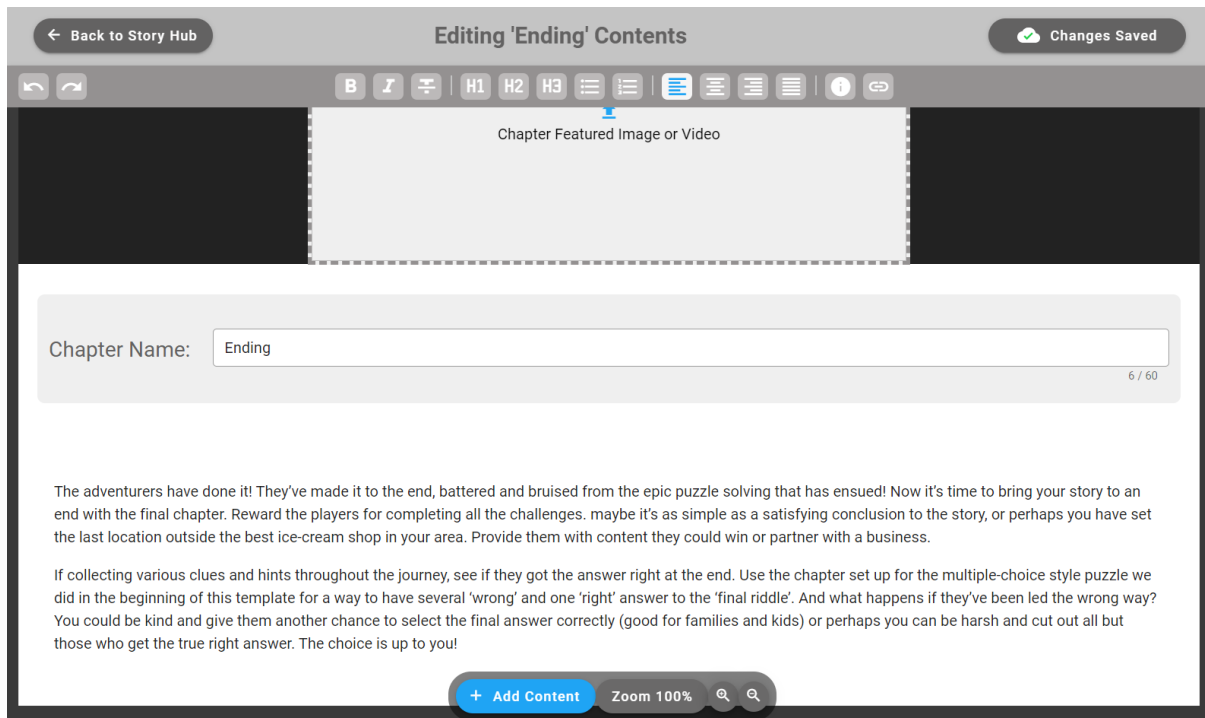
Alt-Text: Example of chapter content. Heading: "Editing 'Challenge' Contents." Body:

"The adventurers have done it! They've made it to the end, battered and bruised from the epic puzzle solving that has ensued! Now it's time to bring your story to an end with the final chapter. Reward the players for completing all the challenges. Maybe it's as simple as a satisfying conclusion to the story, or perhaps you have set the last location outside the best ice-cream shop in your area. Provide them with content they could win or partner with a business.

If collecting various clues and hints throughout the journey, see if they got the answer right at the end. Use the chapter set-up for the multiple-choice style puzzle we did in the beginning of this template for a way to have several 'wrong' and one 'right' answer to the 'final riddle'. And what happens if they've been led the wrong way? You could be kind and give them another chance to select the final answer correctly (good for families and kids) or perhaps you can be harsh and cut out all but those who get the true right answer. The choice is up to you!"
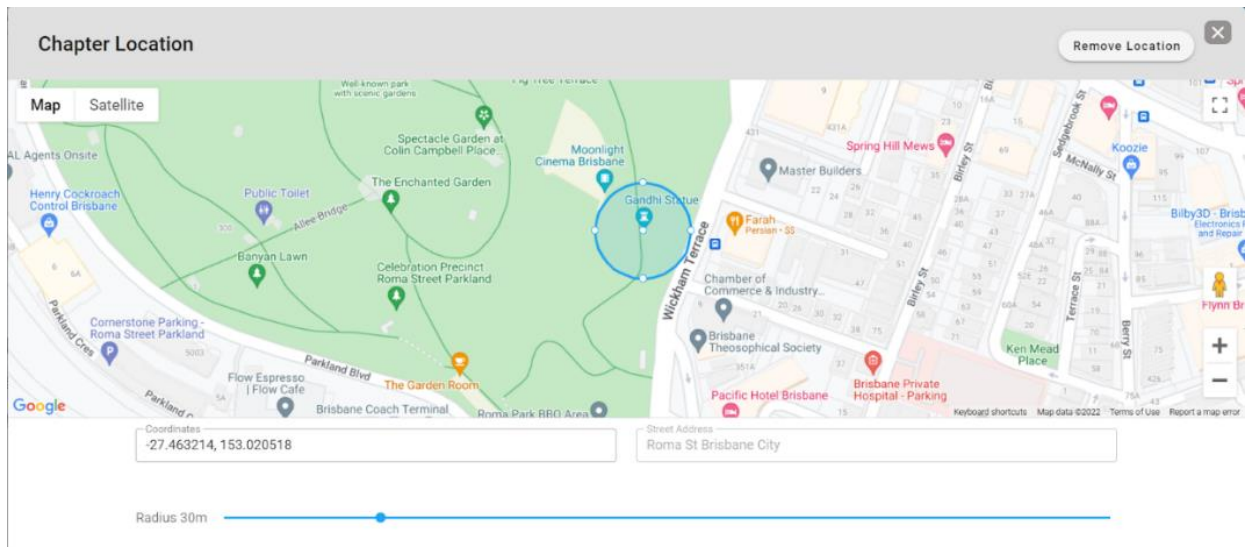
Edit Featured Media:
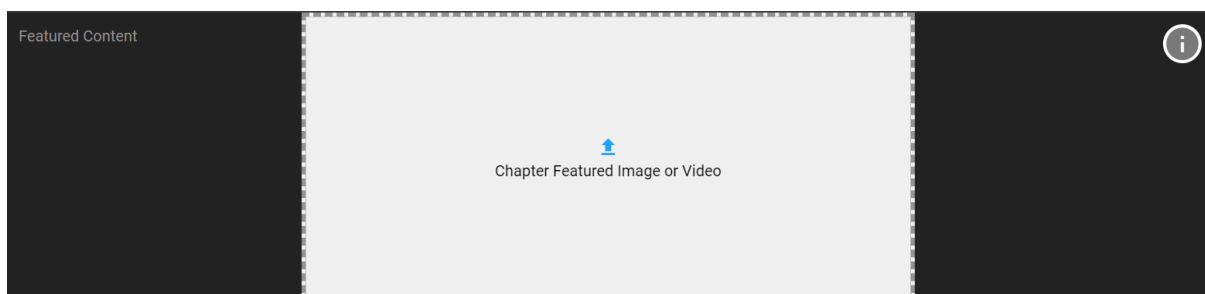
Alt-Text: Upload media file box stating "Chapter Featured Image of Video"

Add an image or video that will appear at the start of the chapter. This is the final piece of media the reader will see. Try capturing the overall theme of your story or link back to elements expressed in the beginning.

Edit Location:

Alt-Text: Map of Roma Street Parklands above a side-scrolling bar controlling the radius of the pinned location. Displaying a thirty-metre radius.

Set the location that will activate the chapter. Keep in mind that this should be at least 50m away from the last location and not too far away. The prime length for the overall distance walked is 1-1.5km. Looping back to the start location is always a possibility!

Edit Connections and Requirements:

Check the ingoing chapter is correct.

Underneath the Ingoing and Outgoing tabs, check the box labelled "END CHAPTER". Or if you are setting up a multiple-choice final puzzle, make sure you label those 'choice' chapters as being the "END CHAPTER".
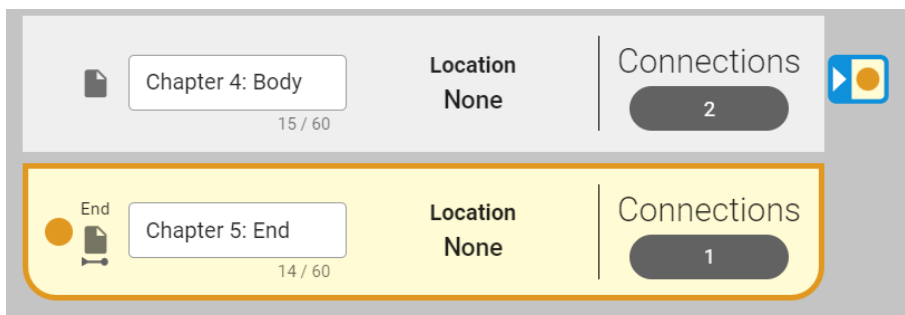
Alt-Text: Chapter list with "Chapter 5: End" highlighted. Incoming symbol appears to the right of "Chapter 4: Body."
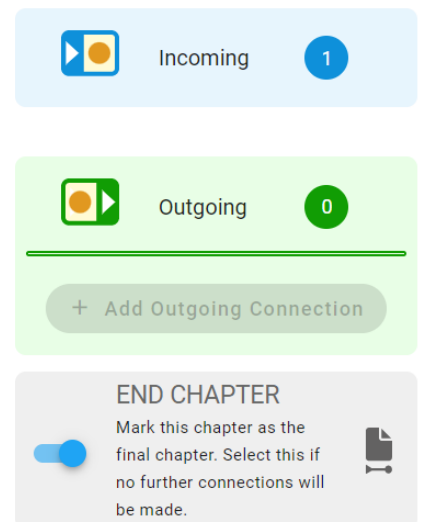
Alt-Text: Incoming label with 1 connection above outgoing label with 0 connections. Selected "END CHAPTER" beneath outgoing label.

Basic Information:

The information provided in the Basic Tab info is the first thing readers will see when hunting for your story. The cover art should draw the eye and the information should hook the reader to find the first location and begin the journey. Make these details as enticing as you can and get creative with titles and taglines!

And hey, if you're the first person to create a story in your city, the Story City team will help you market it!

Alt-Text: Basic Information example in Story City App. Cover Art "File Format: JPEG, GIF" (recommended 1200x480, max 5MB). Info text is as followed. "Title: Puzzle Trail", "Tagline: A one sentence hook to capture your readers." "Genre: Adventure", "Age Rating: PG", "Description: Provide a brief description of the puzzle trail adventure. Set up the story as if writing the blurb on the back of the book. If the reader/player requires any props or is suggested that they dress up, state it here. Keep in mind when selecting props that they should be common items that are found around the house. If you would like more outlandish items, provide an alternative for those who might not be able to obtain them. Add the starting location point so people know where they have to go to activate your story." "Tags: Fiction, Ghost", "Duration: 30:00"

> **Basic Info Checklist:**
> ☐ Gripping Title
> ☐ Catchy Tagline
> ☐ Appealing Cover Art
> ☐ Set Genre
> ☐ Set Age Rating
> ☐ Set Tags
> ☐ Provide description of story. This is also where you can add any providers, sponsors, supporters, organisation logos, land acknowledgements etc
> ☐ Set Duration to complete the story including walking time

PUBLISHING TIME!

Congratulations on this mammoth effort, now it's time to publish your adventure! You're in the home stretch, we can't wait to see all your stories. Here's a basic rundown of the process to get you going:

1. Playtesting

First you will need to playtest. It's important to playtest the story before publication so you can see the story in action and ensure that everything is formatted correctly and working how you intended.

There's nothing worse than realising that gorgeous creek doesn't actually have cell phone reception, or the right you told adventurers to take is actually a left, or the piece of public art you could have sworn was concreted into the pavement is, in fact, missing. *facepalm* While Google Street view is the Godsend of all Story City creators, it can be several years out of date depending on where you are in a city, so be careful!

To playtest your story, download the Story City App on your mobile device:

[Android App on Google Store](#)

[iOS App on Apple Store](#)

After the app has downloaded, login to your Story City Creator account.
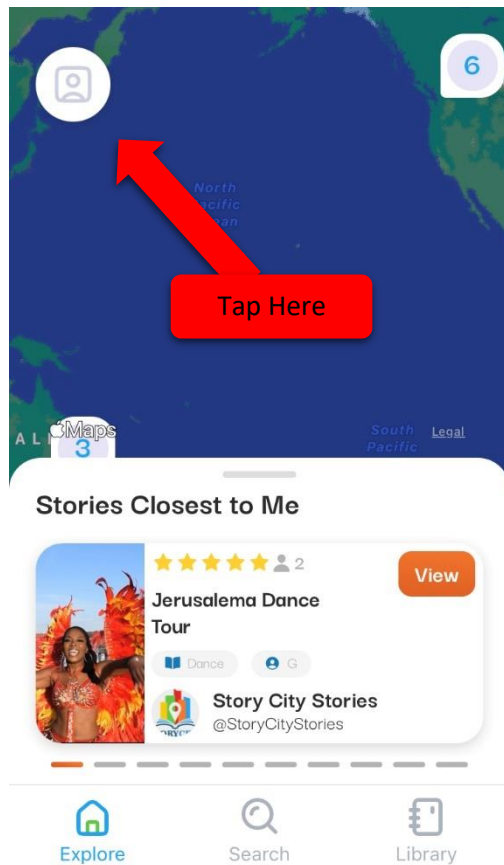
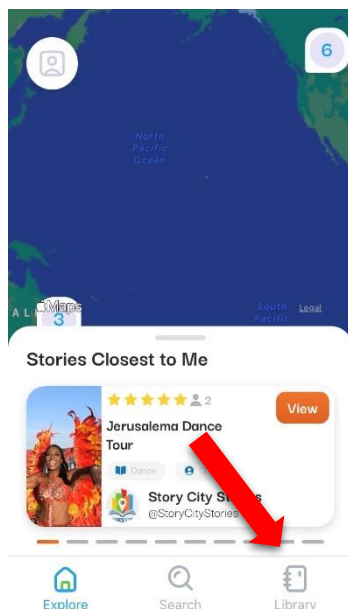*Alt-Text: Home Screen of Story City app with and arrow saying, "Tap Here" and pointing to the top left button.*

Alt-Text: Screenshot of "Sign In/Register" screen. Button lies at the top part of the screen beneath the text, "Create an account to read stories and join the community!"

Once you've logged in, head to the library tab. You should see all your current stories in draft mode

Alt-Text: Story City App home screen with a red arrow pointing to the bottom right tab "Library".
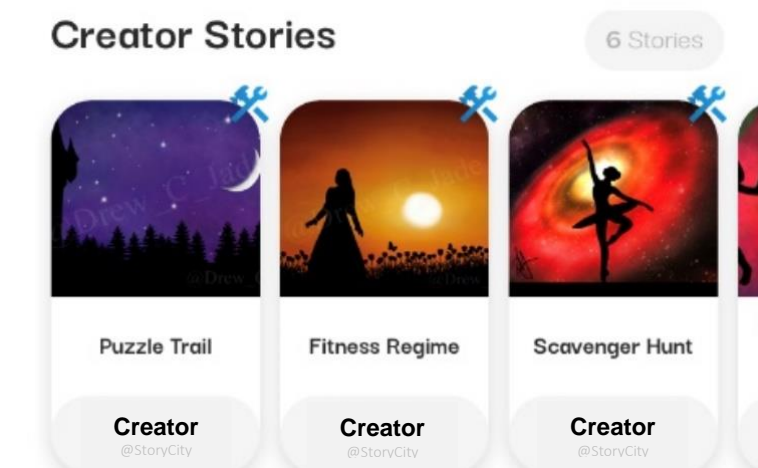
Alt-Text: Creator Stories section with a series of 3 stories shown. Each one has a tool symbol on the top right corner.

From there you'll be able to select a story and test it simply by clicking on the story and pressing, "Start Story." We recommended you do the first test in "Spoiler Mode" to check formatting and that all the right media has loaded into the chapter.

It's also important to test your story in the real world, going to each location and making sure the chapters are activating in the spot you desired. Don't live in that city? Have a friend who does test it for you! It will be a fun Facebook Messenger friend date 😊

Check out the Story City Creator Resources for more details on testing your story.

2. Publishing

You've tested your story, and everything is coming up roses. Now it's time to share your story with the world. Hit that publish button, let's do this! The Publishing Wizard will run you through a final check before sending the story away to get approved.

Review Story Info:
Have you remembered to fill out the basics? The Publishing Wizard makes sure no stone is left unturned; no field left blank!

Alt: Text: First stage of Publishing Wizard asks you to Review Story Info. The Wizard says "While the information can be updated after publishing each update will need to go through review. Please ensure its accuracy prior to submitting your story for review."

Review Chapter Info:
Before publishing your story must have an End Chapter and No Orphaned Chapters. These are chapters that have no incoming or outgoing chapters – hey we get it, keeping track of all those branches can be tough! Sometimes we forget to mark a chapter as an ending, or include that branch with the Bogart turning into your grandmother… If either of these are highlighted red, go back to your chapter list, and investigate.

Review Chapter Info

✅ End Chapter Set

✅ No Orphaned Chapters

Alt-Text: Review Chapter Info stage of Publishing Wizard with a green tick beside "End Chapter Set" and "No Orphaned Chapters."

Add Contributor and Sponsor Credits:

It's rare these days that we create things in a vacuum. And I'm sure you've heard it's cool to give credit where credit is due 😜 This part of the publishing wizard lets you do just that! Anyone who collaborated with you on the story can be included as a contributor. Add their user/code name on Story City and select their role on the project. If they are a creator with an account, you can directly tag them, if they aren't on the platform, you can just type their name for a text credit.

Contributor Credits 0

Add a user/code name or a website ▾   Select Role ▾

Add New Contributor

Sponsors 0

Add a user/code name ▾

Add New Contributor

Alt-Text: Second Stage of Publishing Wizard asking for Contributor Credits and Sponsor details.

Final Confirmation:

The last stage of the publishing wizard will ask you to check four boxes. You must agree to each one in order to have your story published.

I confirm I own the copyright or have permission to use the copyright of all content I have uploaded. ✅

I confirm I have read and agreed to the User Agreement. ✅

I confirm I have playtested my story via the Story City app before submitting for publishing approval from Story City. ✅

I confirm I am not sending people to dangerous places or private property. ✅

Alt-Text: For confirmation boxes ticked green stating the following: "I confirm I own the copyright or have permission to use the copyright of all content I have uploaded", "I confirm I have read and agreed to the User Agreement", "I confirm I have playtested my story via the Story City app before submitting for publishing approval from Story City", and "I confirm I am not sending people to dangerous places or private property."

And that's it! Your story is now ready for the world to see. It may take up to 24 hours for the story to go live on the platform as each story has to be approved by Story City.

The world is full of adventures, we can't wait to see yours!