Branch Smarter, Not Harder

Naming Conventions, Variables & Bottlenecks in Storyline

1

Challenges with Branching



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The Problem with Slide #s

Go to slide 17

What happens when the slide numbers change?

3



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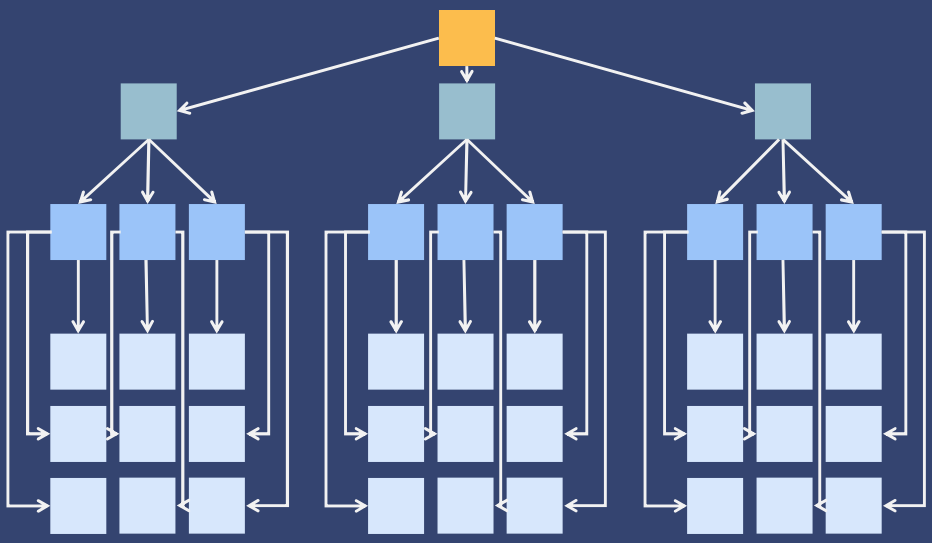


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Naming Conventions

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Branching Structure

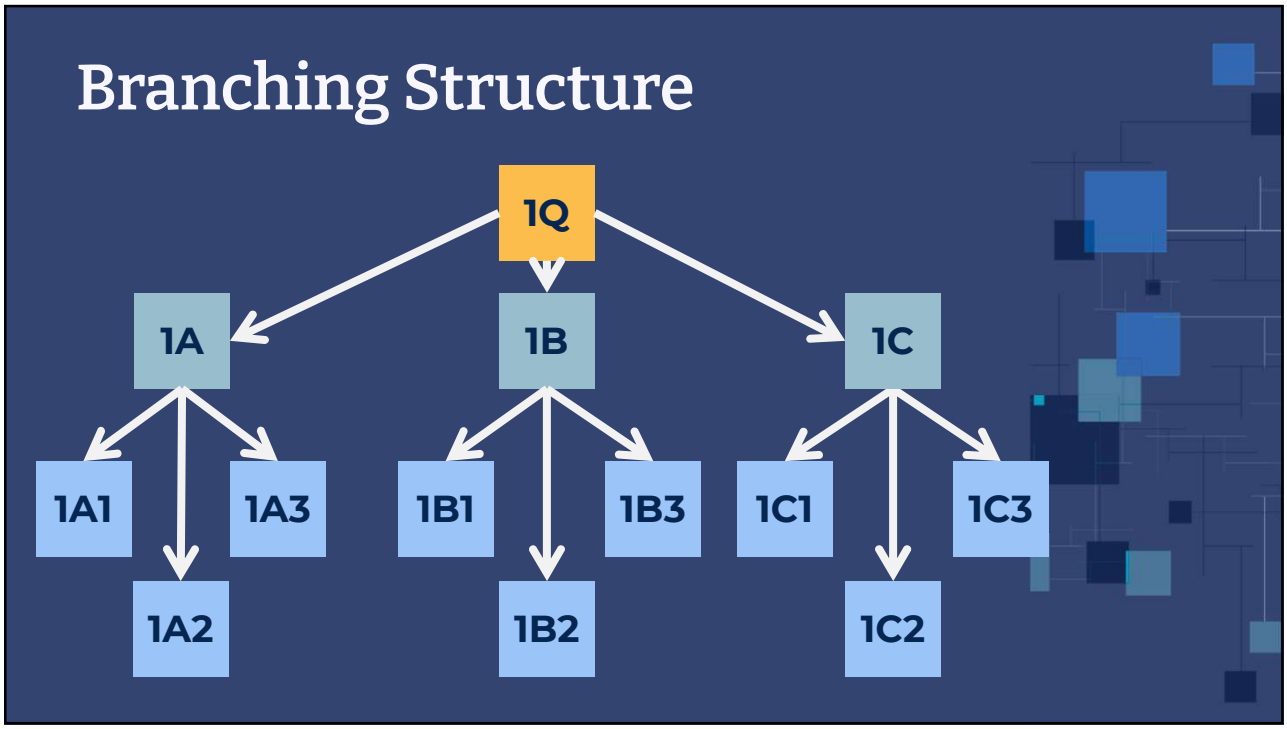


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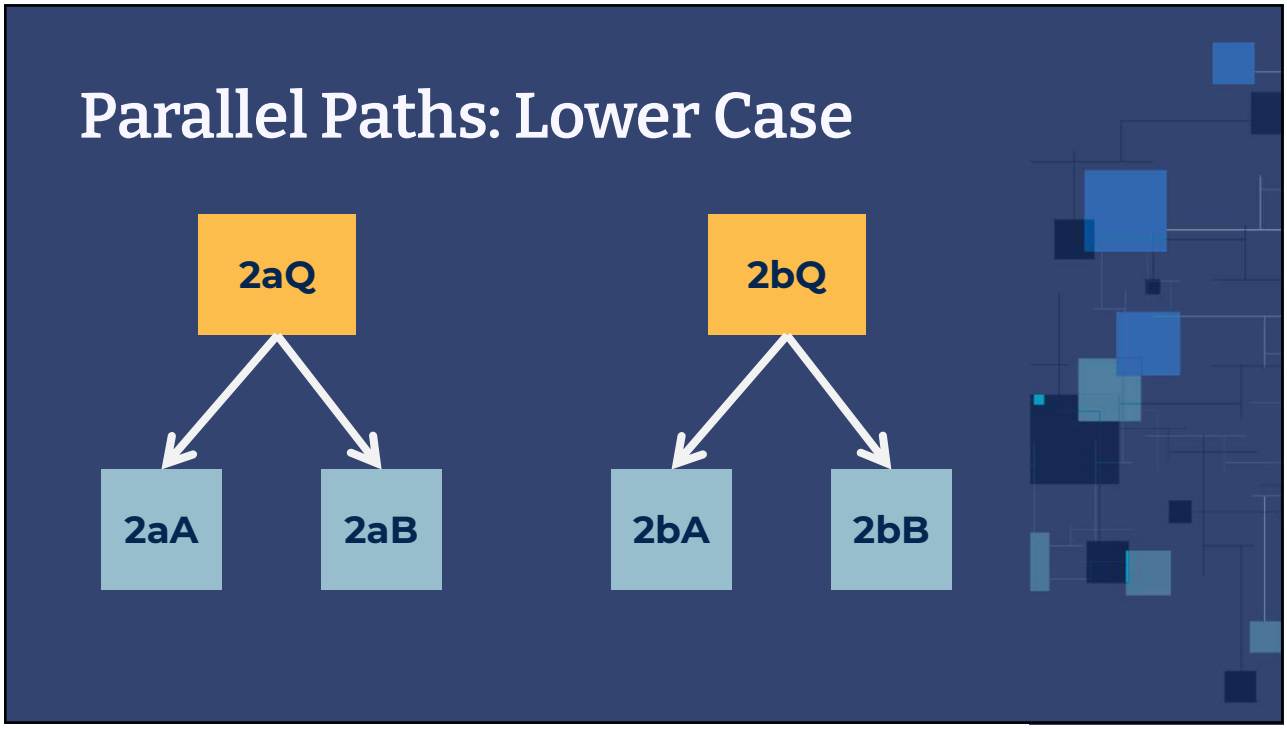
Simple: Alternate Letters/Numbers

- First decision: 1Q
- Choices: 1A, 1B, 1C
- Next choices: 1A1, 1A2, 1A3
- New major decision: 2Q (2A, 2B)
- Unique name for each slide

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Branching Structure
1Q
1A
1B
1C
1A1
1A2
1A3
1B1
1B2
1B3
1C1
1C2
1C3

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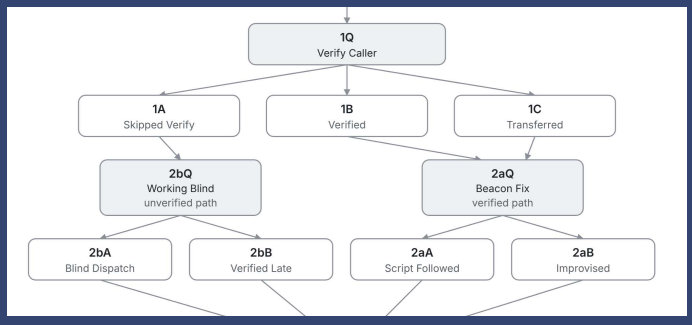

Parallel Paths: Lower Case
2aQ
2bQ
2aA
2aB
2bA
2bB

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Pick a naming convention and stick to it

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Storyboard to Storyline





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Buttons and Slide names

- btnA → 1A Skipped Verify
- btnB → 1B Verified
- btnC → 1C Transferred

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Variables

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Links to fonts



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Which practice file?

Track A
No experience with variables

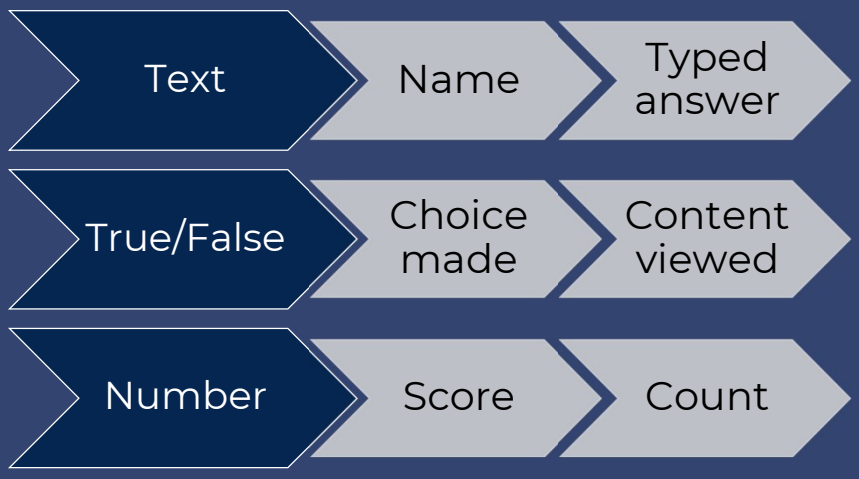
Track choices, show feedback based on earlier decisions

Track B
Comfortable with creating and referencing variables

Add scoring tied to a meter, conditional endings

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Variable Types

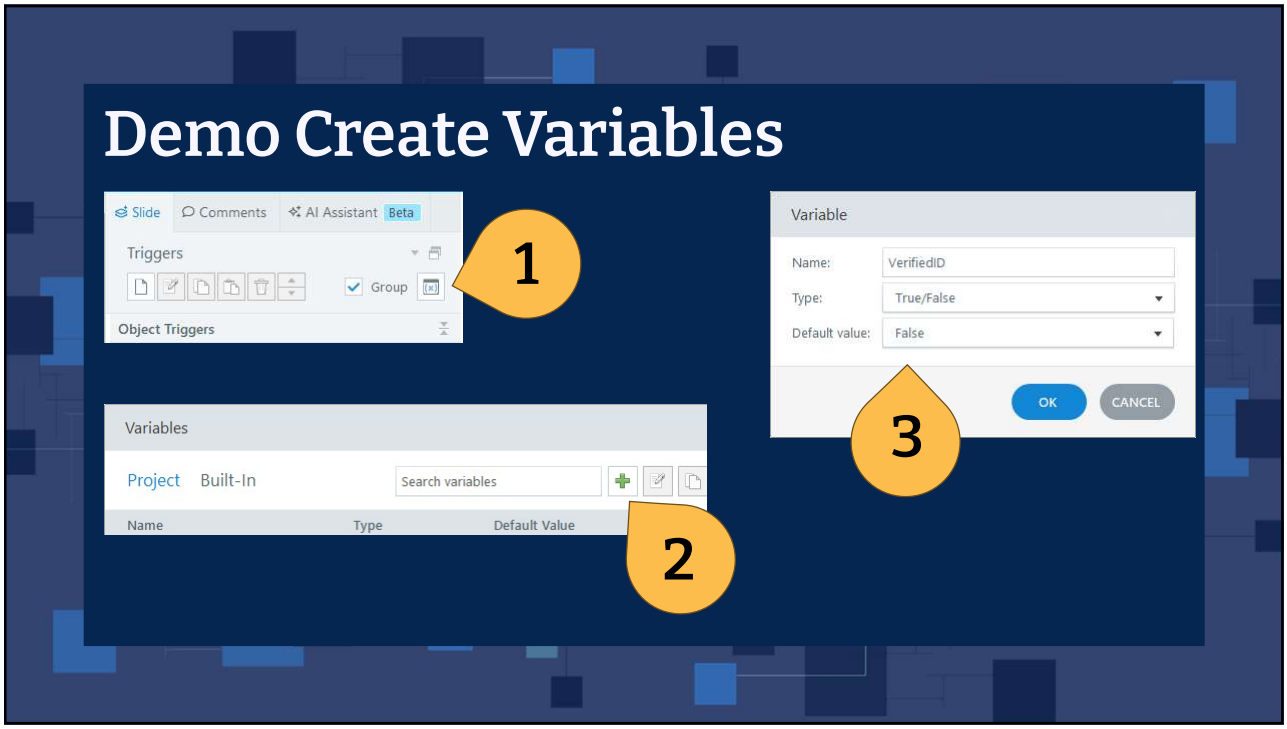


17

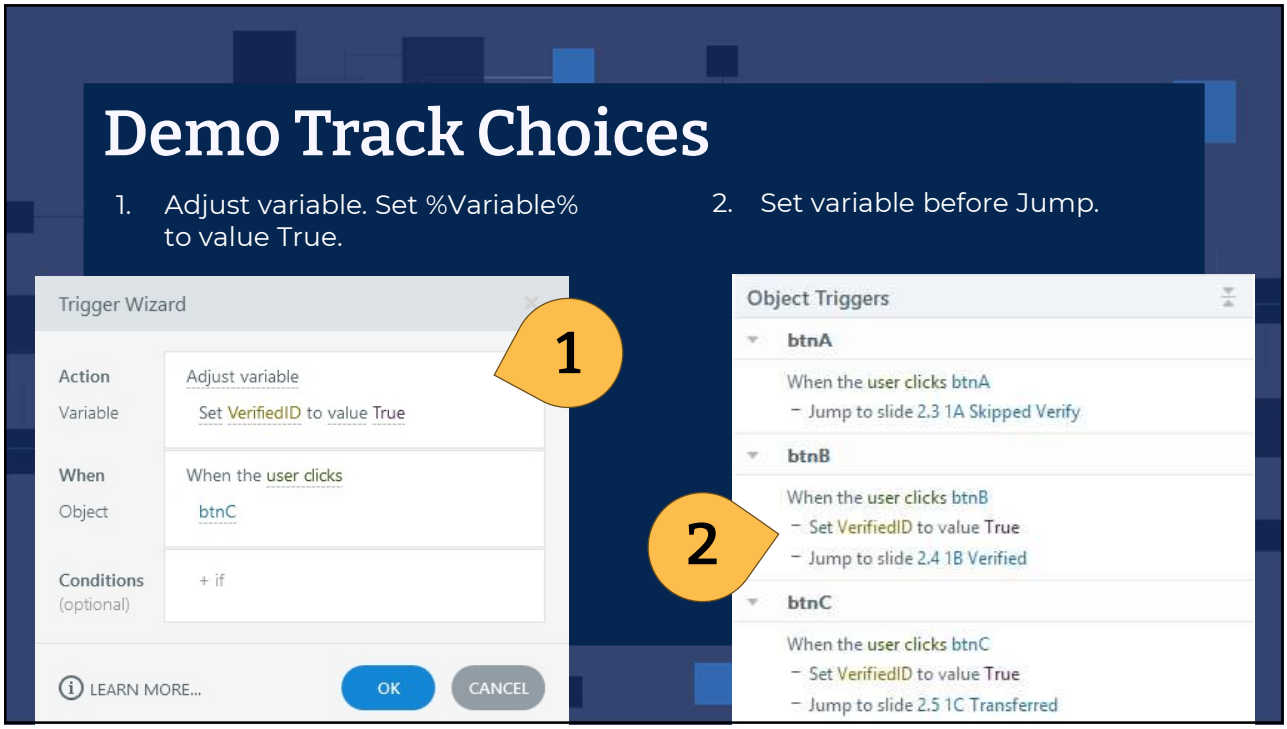
Track Choices

- True/False, start False
- Change to True if selected
- VerifiedID = False to start
- VerifiedID = True if verified

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Demo Create Variables
Slide
Comments
AI Assistant
Beta
Triggers
Group
Object Triggers
1
Variable
Name:
VerifiedID
Type:
True/False
Default value:
False
OK
CANCEL
3
Variables
Project
Built-In
Search variables
Name
Type
Default Value
2

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Demo Track Choices
1. Adjust variable. Set %Variable% to value True.
2. Set variable before Jump.
Trigger Wizard
Action
Adjust variable
Variable
Set VerifiedID to value True
When
When the user clicks
Object
btnC
Conditions
(optional)
+ if
LEARN MORE...
OK
CANCEL
1
Object Triggers
btnA
When the user clicks btnA
Jump to slide 2.3 1A Skipped Verify
btnB
When the user clicks btnB
Set VerifiedID to value True
Jump to slide 2.4 1B Verified
btnC
When the user clicks btnC
Set VerifiedID to value True
Jump to slide 2.5 1C Transferred
2

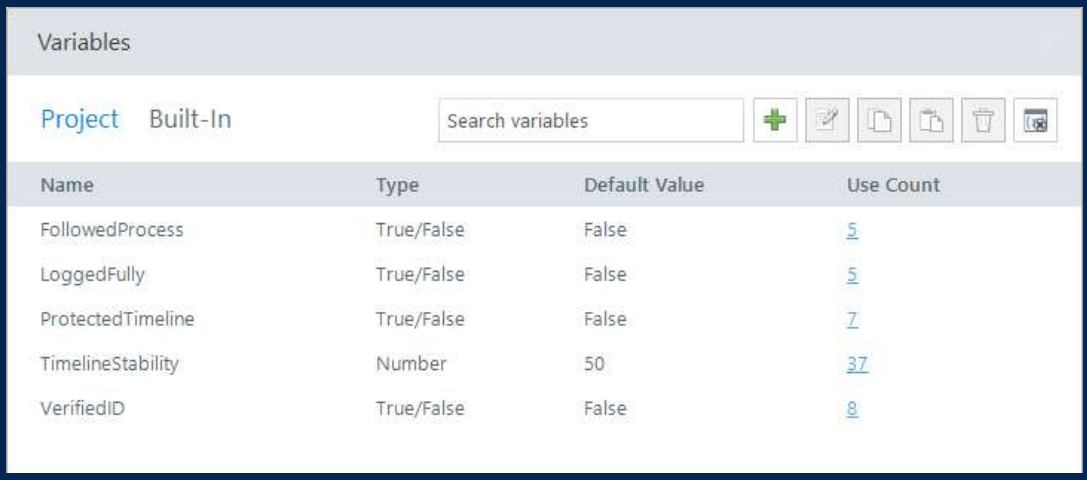
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Practice 1: Create and Set Variables

1. Create the variables.
2. Set a variable to track the choice.
   - Track B: Add or subtract score for Decisions 1 & 2.
3. Fix the order.
4. Repeat for every choice on Decisions 1 & 2.
5. Track B: Route the endings based on score.

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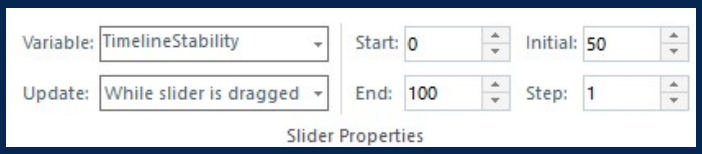
All Variables

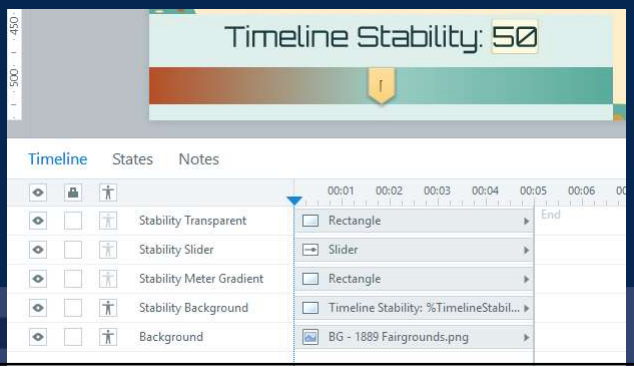


Timeline Stability is used on Track B

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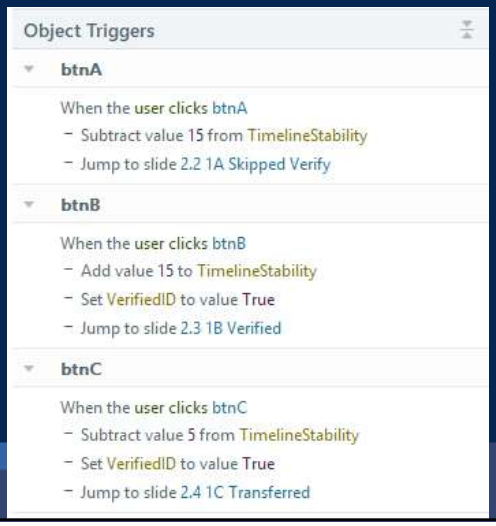
Demo Track B: Slider Settings





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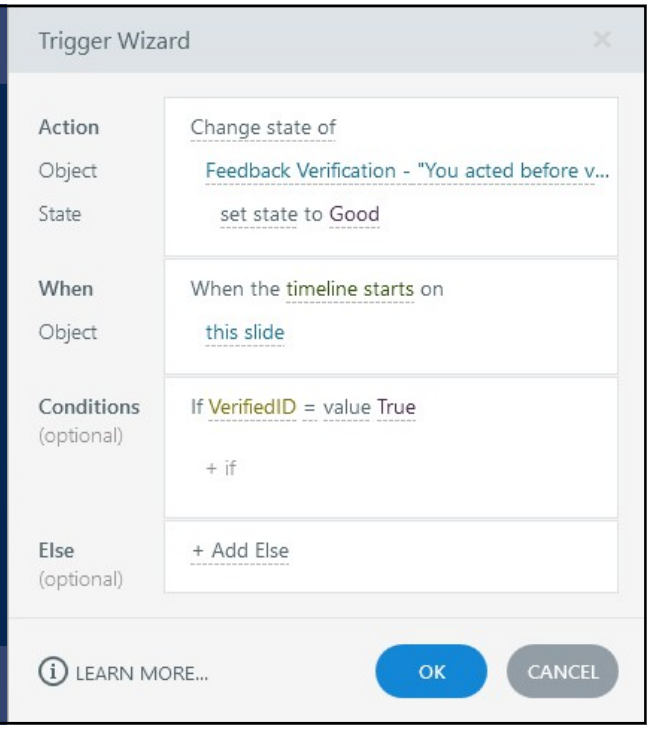
Demo Track B: Scoring



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Demo Feedback

Set State of Feedback [Verification] to Good If [VerifiedID] = value True



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Practice 2: Change States

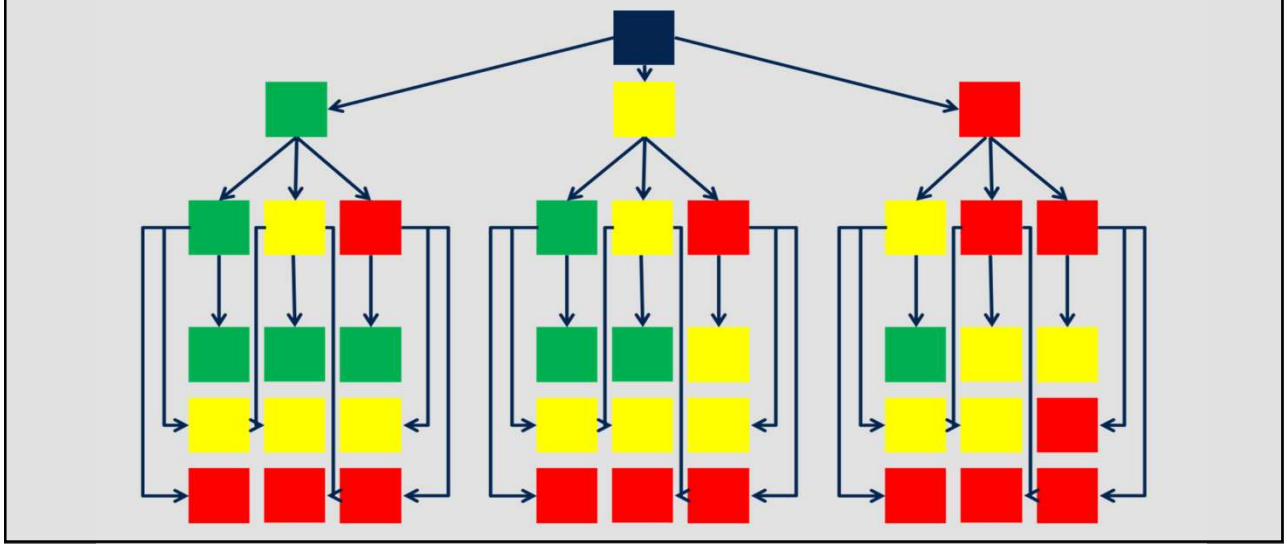
1. On END Debrief, add trigger “Set State of Feedback [Verification] to Good If [VerifiedID] = value True
2. Repeat for all four feedback messages.
3. Test your project.

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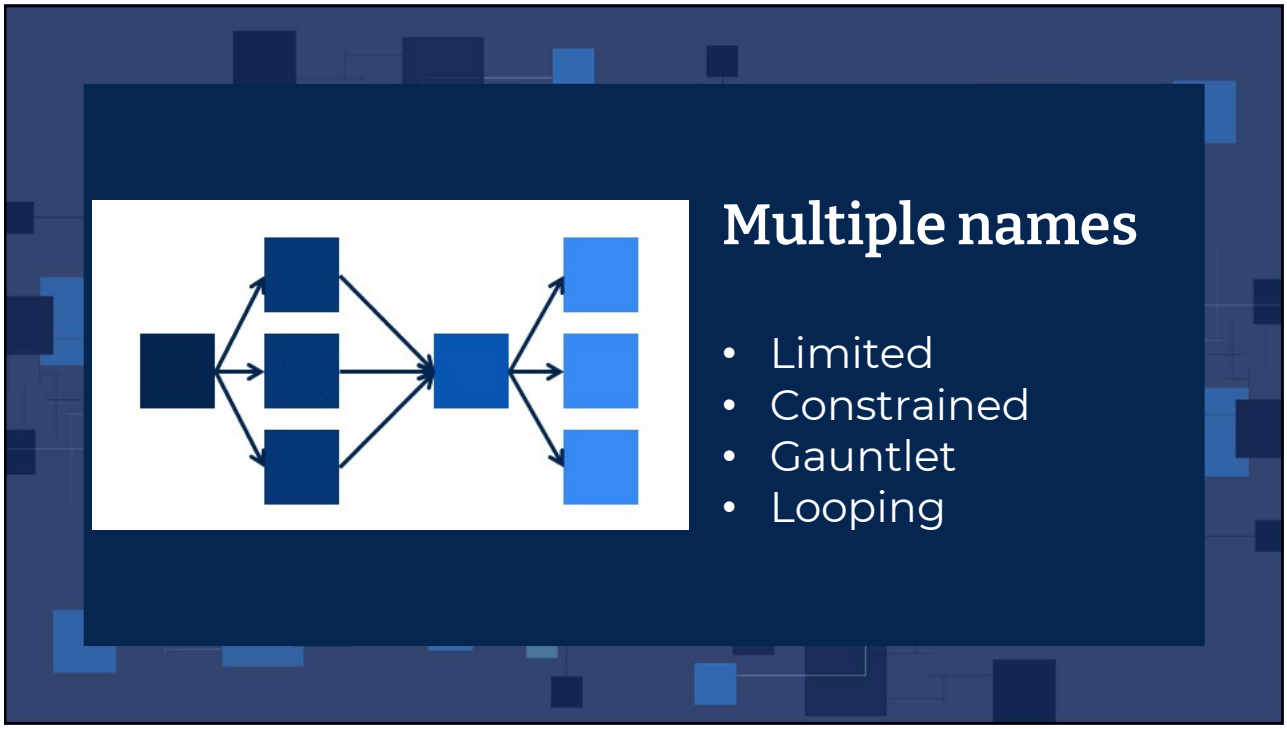
Bottlenecks

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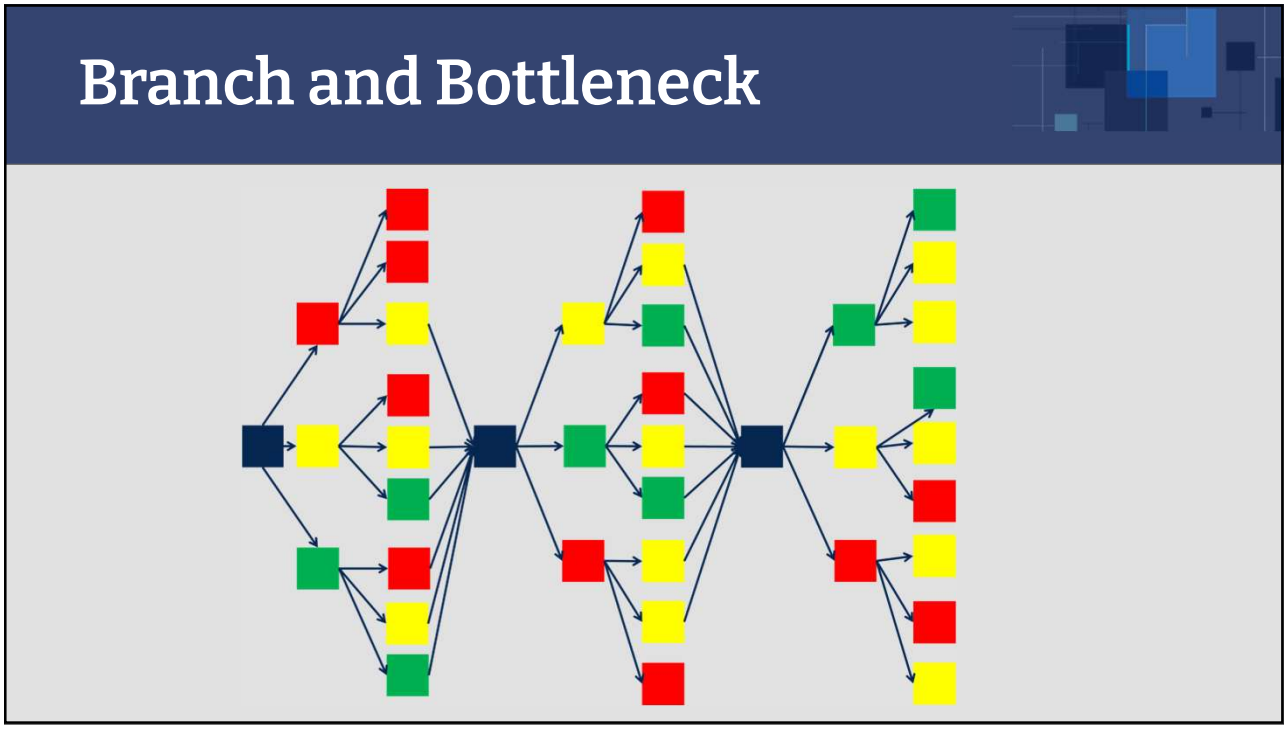
Time Cave: Broad but shallow



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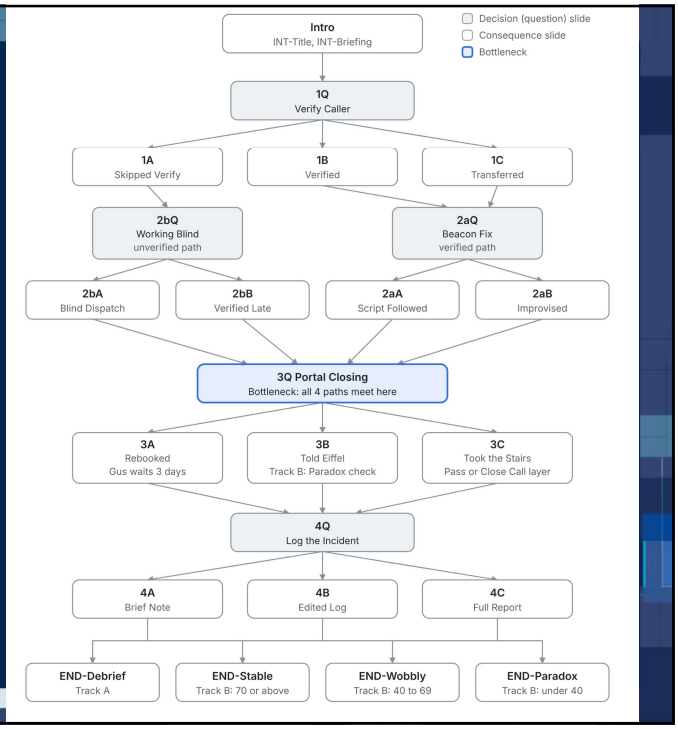

Multiple names
• Limited
• Constrained
• Gauntlet
• Looping

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Branch and Bottleneck

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All Paths converge at 3Q



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Variables & Bottlenecks

Maintain story continuity with variables and states/layers/triggers

Did you verify the voyager ID?

- Yes: Priority Pass
- No: No Priority Pass

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Practice 3: Bottleneck

1. On 3C, add: **Show layer Portal Pass when the timeline starts on this slide, if VerifiedID is equal to True.**
2. Test your project.

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?

What did you learn today that you'll be able to use?

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