Just Write

By Writing++

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Lanz

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Domain: Creative Writing

- Specifically: short stories and novels

Writing a Story

Must be done in order, may end upon completion of 2.

1

Create Outline

2

Write Story

3.   *

Peer Review

Submit document to Editors

Recieve Feedback from Editors

Write Revisions

Can be done in any order, suggested 2.1 through 2.4

2.1

Write Introduction

2.2   *

Introduce Characters

2.3   *

Write other plot elements

2.4

Write the ending

Do in any order

1.1

Create Plot

1.2   *

Create Secondary Plots

1.3   *

Create characters

1.4   *

Create other story elements

Linear process?

Problem Areas

- P1: Writer's Block
- P2: Building an outline is hard! (many parts)
- P3: Collecting Ideas (brainstorming)
- P4: Actually Writing
- P5: Refining Your writing

Phase 1 Review…

Panel 1 (top-left)

Just Write – The Traveling Salesman – Main   – ☐ X

Nodes | Loose Notes

Mr. Jimsy   X
very old
hairy

End Idea   X

. [alt] |

Panel 2 (top-right)

Just Write – The Travelling Salesman – Main   – ☐ X

Nodes | Loose Notes

Ch. 1   X
A cold road...

Ch 2.   X
Hungry

alt – untitled X

The Traveling Salesman – alt – X

"I feel trepidatious
about my travels.
The life of a traveling
salesman is frought
with risk."... hmm
grr, asdkla@!

Panel 3 (bottom-left)

File   Edit   Make   Pin

Writing Burst!
Word Cloud
Interactive Story

Make a Word Cloud   X

Theme: [Travel]
Word Count: [10]
☐ Unique Words only

[Go!]

Panel 4 (bottom-right)

– ☐ X

Word Cloud   X

Mr. Jimsy   X
old

Idea   X

Word Cloud – Travel   X

Boots, Jacket, Airplane,
Beef Jerky, Bus,
Greyhound, Ferry,
Ticket, Map, Sign

Panel 1 (top left):

Add to Your Timeline:
Character | Task or Event | Location | Note

James Powerfist
he is the main character
he is awesome

✕

importance: 10

delete   add

Timeline

Panel 2 (top right):
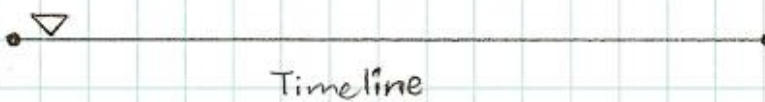
Add to Your Timeline:
Character | Task or Event | Location | Note

(no objects selected)

You have not created a story arc yet. [Generate Arc!]

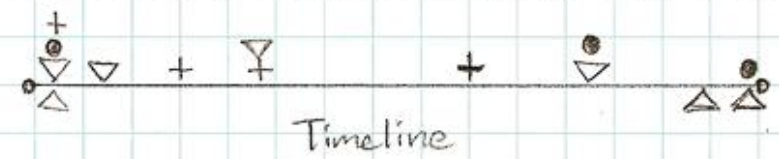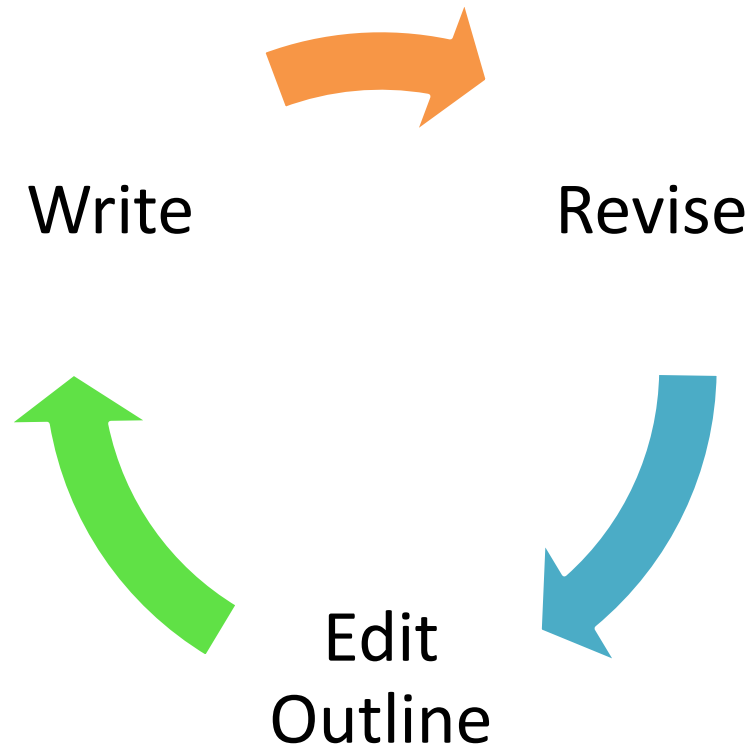Timeline
▽ character   ● Task or Event   + Location   △ Note
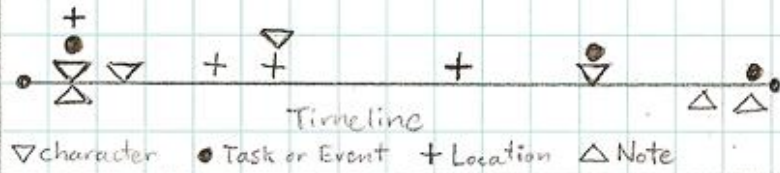
once more objects have been added

Panel 3 (bottom left):

Your Story Arc:
hide focus frame (edit)

− delete point
+ add point
✎ grab point

Timeline

Revised Writing Process

Write

Revise

Edit
Outline

Just Write

A multi-window application that supports a fluid interplay between content creation and outline management.

Key Features

- **Writing:** Just write

- **Outline Management:** Use a timeline to create and edit your story's outline.

- **In-Line References:** create references to different parts of your outline in a paragraph.

- **Dynamic Work-Flow:** Go back and forth between editing in different windows with referenced content updating on the fly

- **Branching:** Create alternatives at any point in a paragraph

- **XML Data Structure:** easily communicate with other applications and data management systems

Task Analysis
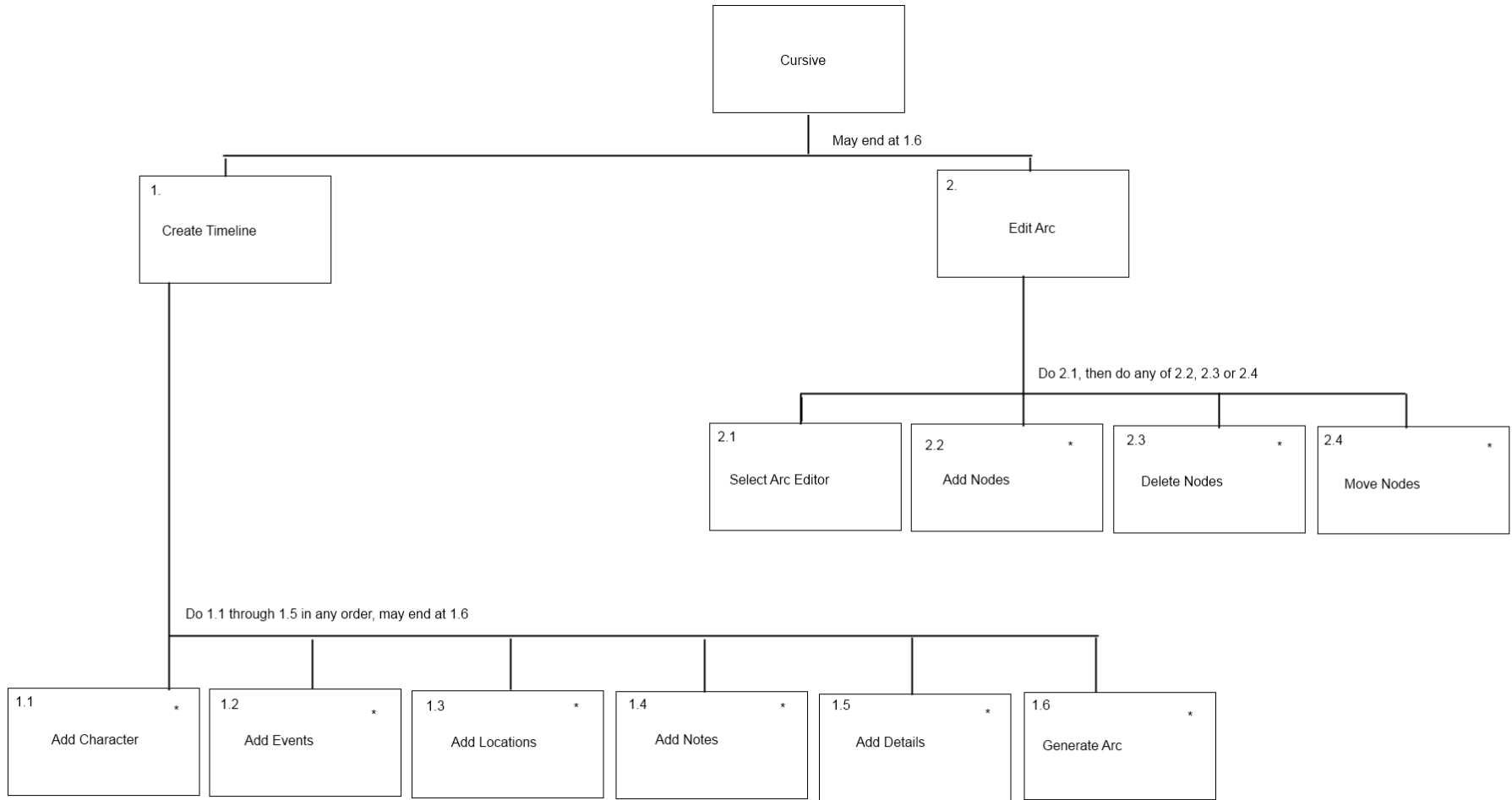
Use Case Diagram – Phase 2
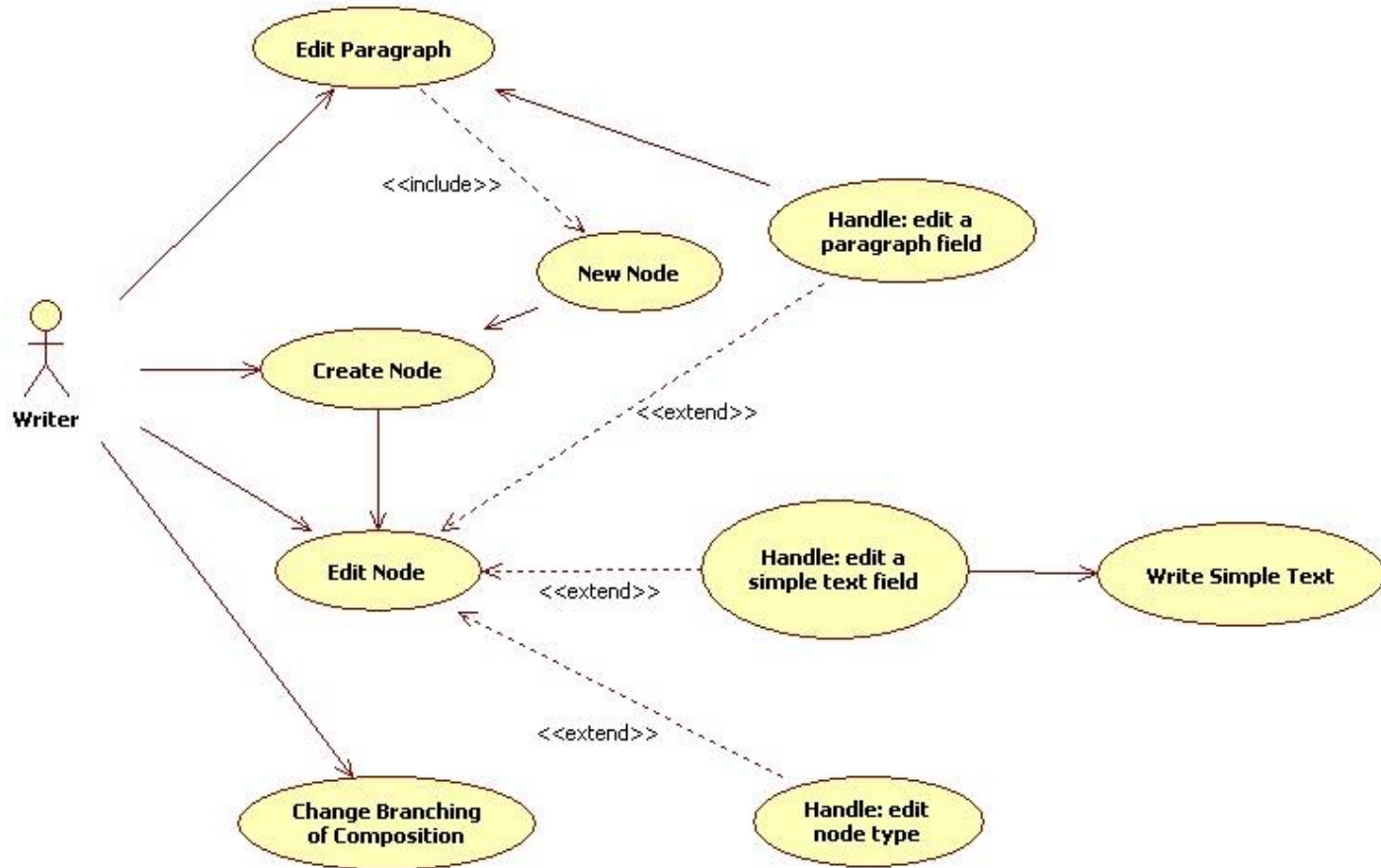
Our Design Process

A representation driven approach

Use Cases and Class Diagrams were used to gain understanding of the problem space and further define our idea.

Resources:

>> *Essentials of Visual Modeling with UML 2.0* <<

>> *Writing Effective Use Cases* <<

Organizing use cases by priority helped us decide what to test in our prototypes

Cons

- Left a lot of the prototype implementation to the end.
- JAVA SWING
- A steep learning curve for proper forms of representations
- Require more iterations for most clarity

Pros

- More clear understanding within team
- Better communication material

Prototype – Phase 2
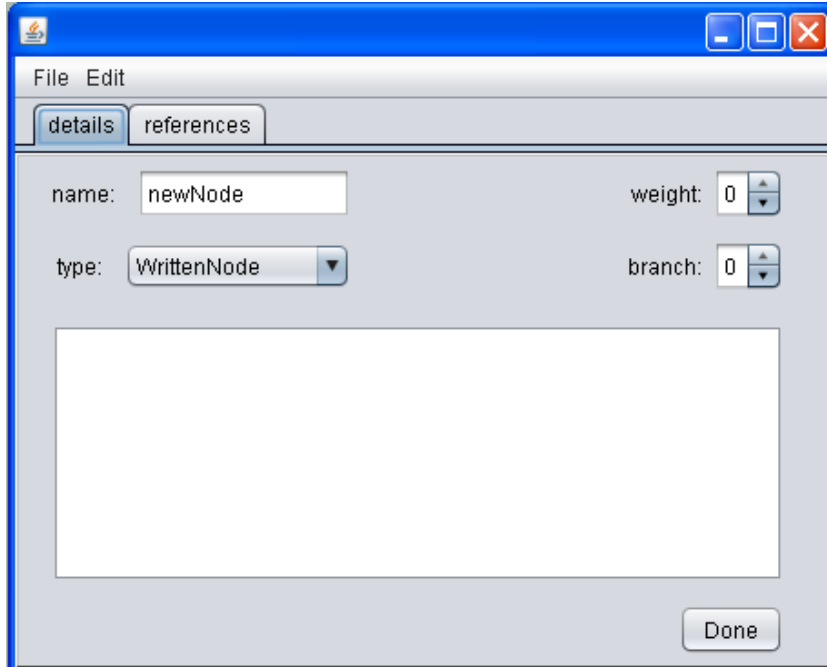
"Node" Editor

Timeline Visualization
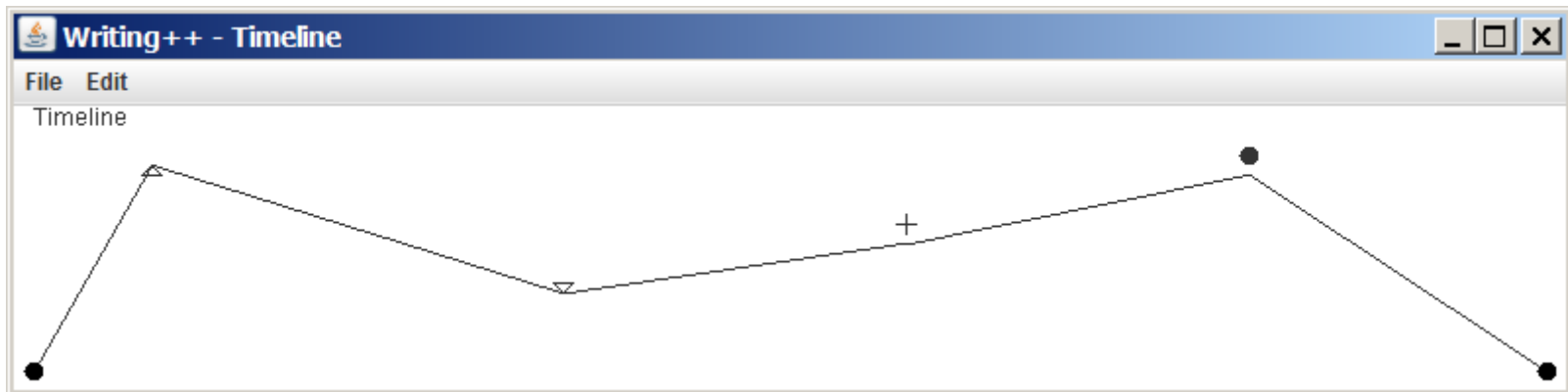
Prototype – Phase 2
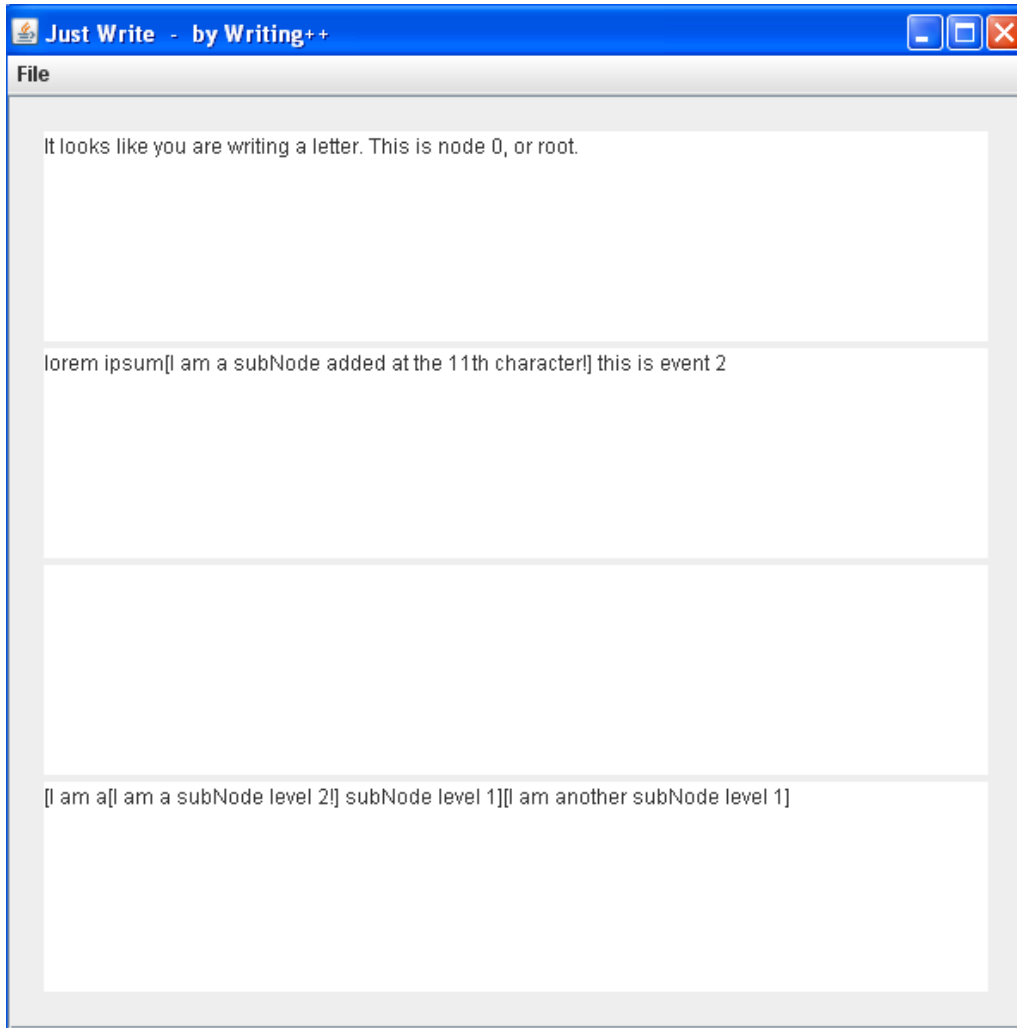
Composition Editor
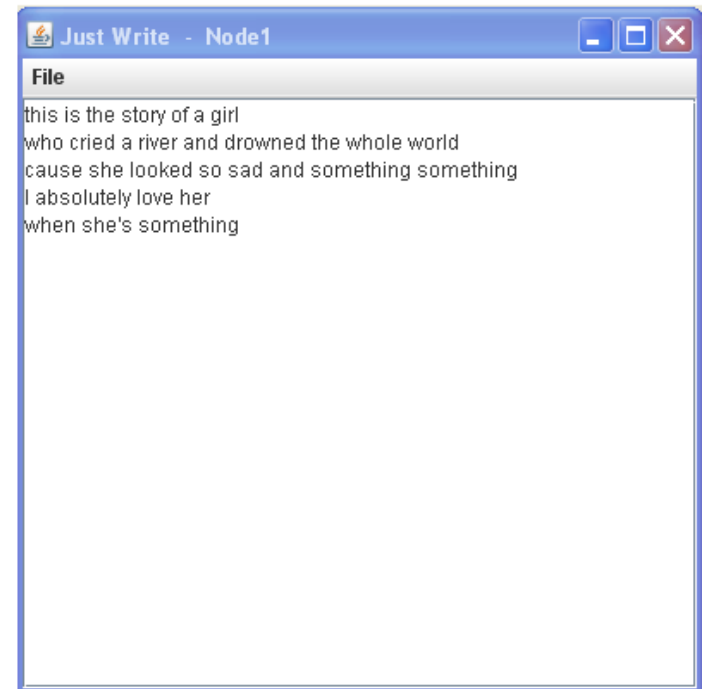
Prototype – Phase 3

Merged Features into 1 application using the same model
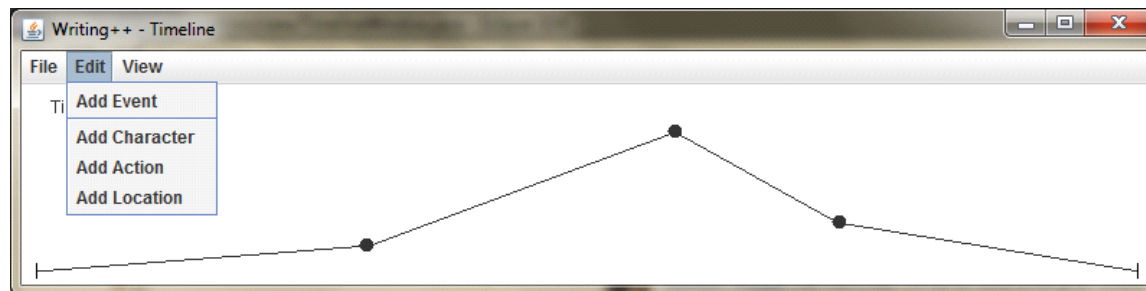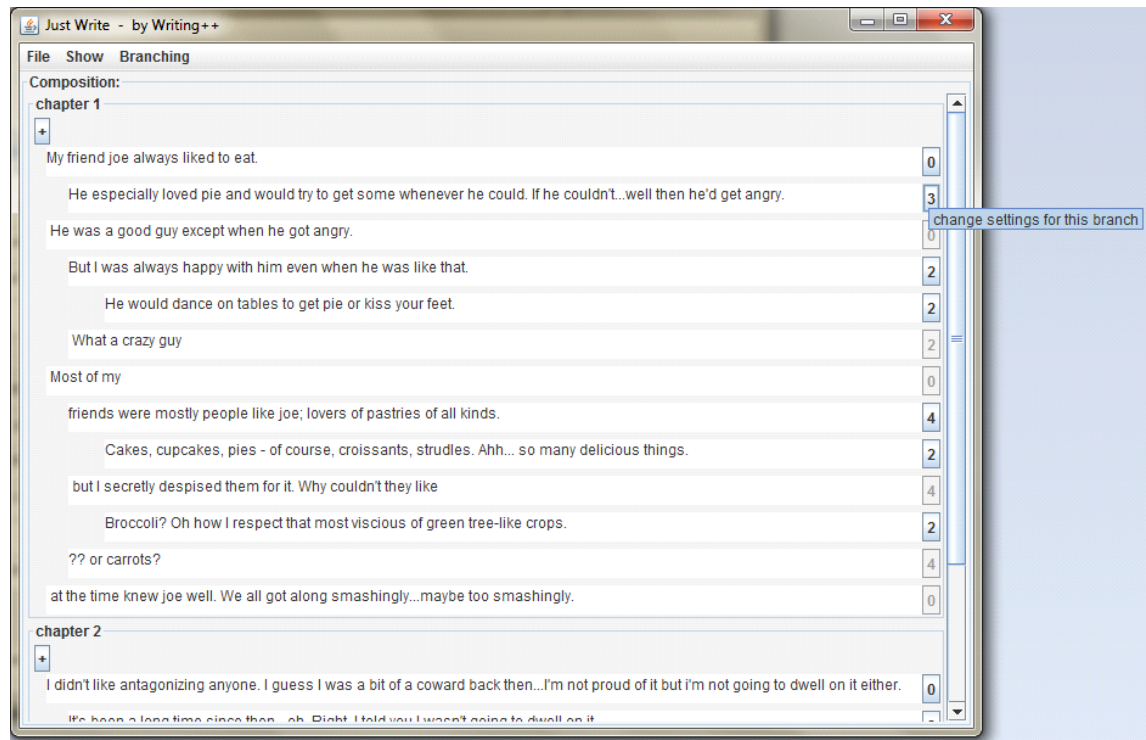
Story Element Hierarchy
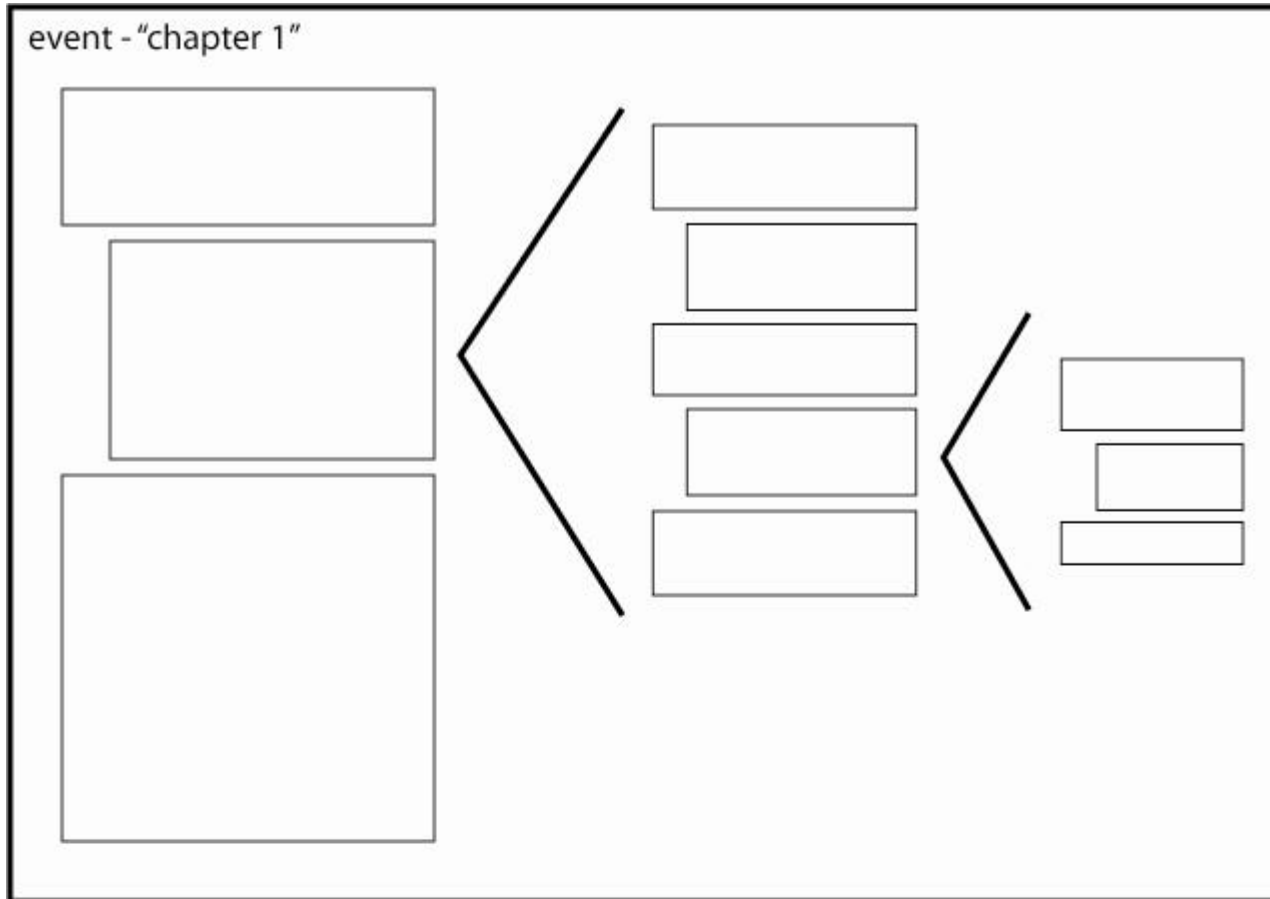
event - "chapter 1"

Story Element Hierarchy

event - "chapter 1"

event - "chapter 2"

Use Case V01: **Change Branching of a Written Element**

Importance: High
Design Scope: System Level
Trigger: Writer specifies they want to adjust branch settings for this written element

Brief Description: This use case demonstrates how the user changes the settings within the BranchEditor and how that will affect the model and view.

Primary Actor: Writer

Main Flow:
1. Writer selects a written element with a branch they want to change

2. System displays a BranchEditor that allows them to change the Element's branch or adjust visibility of that element and confirms. (The BranchEditor closes)

3. The System checks if any changes need to be made. If so, it adjusts the model.

4. The view will update to hide and show branches as needed.

Exceptions:

2a. Writer cancels the operation: End of use case
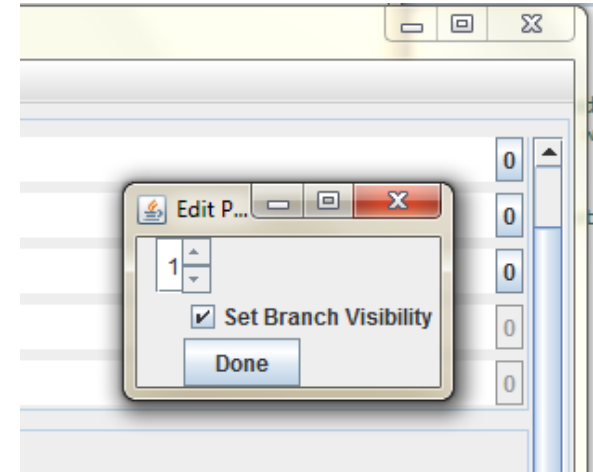
Use Case T01: **Change Time index of an event**

Use Case T01: Change Time index of an event
Importance: High
Design Scope: System Level
Trigger: direct interaction with an event in the timeline window

Include:
Extend:

Brief Description: This use case demonstrates how an event's time index can be changed by the user very easily when they use the timeline.

<u>Primary Actor:</u> Writer

<u>Main Flow:</u>

1. Writer selects the visual representation of an event on the timeline

2. Writer moves it to a new position

3. System updates the model event's time index

4. System checks if the event order in the model has been changed as a result

of the   movement.

 If yes: System notifies controllers that the display of events should be updated

    System updates the display to show proper event ordering in all views.

Change time index of an event:

Model - Phase 2

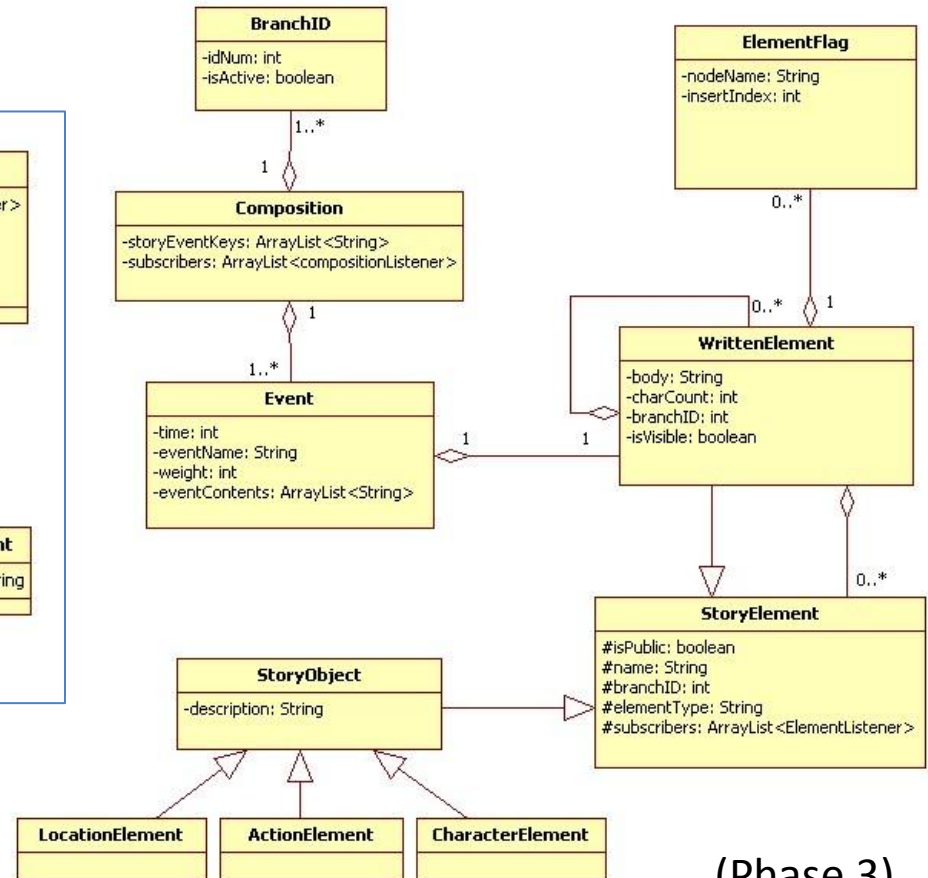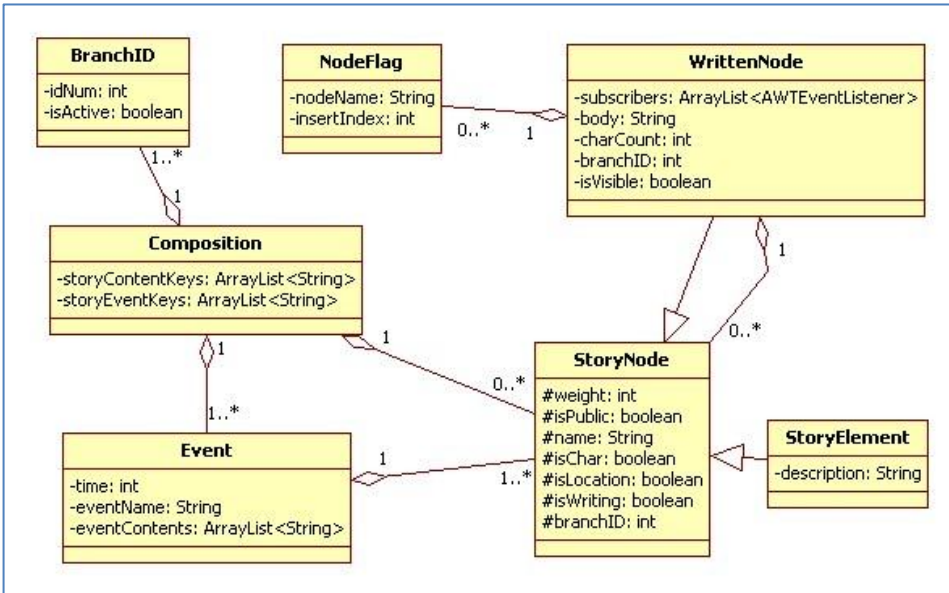A reduced version of our class diagram. Doesn't include operations.

Model - Phase 3
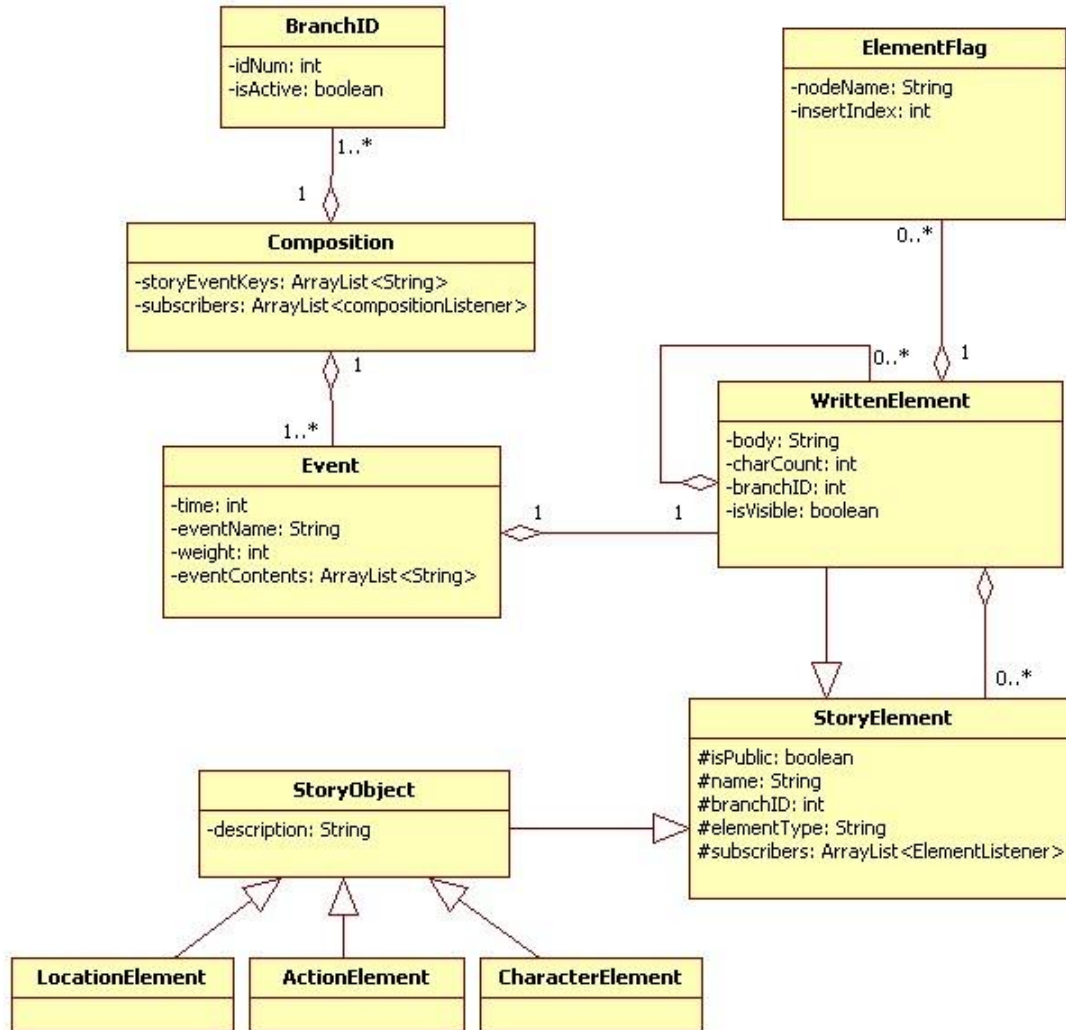
A reduced version of our class diagram. Doesn't include operations.

Model Comparison

(Phase 2)

(Phase 3)

A reduced version of our class diagram. Doesn't include operations.

Prototype Demo

Moving Forward

- Continue to iterate on the text editing
- Add more interaction
- Allow editing of story elements
- Java-script "lite" version