



Moiki



BASICS

Moiki is an intuitive platform for creating interactive stories where players make choices that influence the narrative. It is ideal for constructing branching escape games, interactive missions, and story-driven puzzles without any coding skills.

URL / Access: <https://moiki.fr/>



ADDITIONAL INFORMATION

Multilingual support: Available mainly in French and English; playable in any language since you can insert your own text.

Technical requirements: Works on any browser (Windows, Mac, tablet, smartphone). Requires internet connection.

Adaptations for SLD users: You can add audio narration and visual cues to support diverse learning needs.

Cost and access:

- **Price:** Freemium
- **Free plan limits:** Limited number of stories and scenes; Moiki branding included
- **Account or sign-up required?** Yes

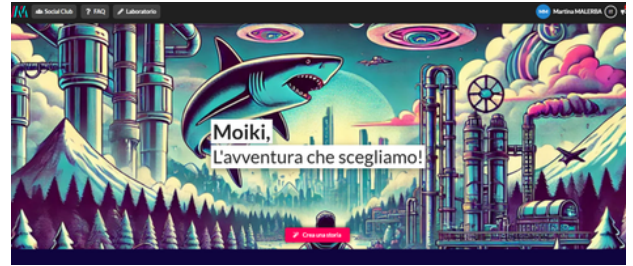


HOW TO USE IT

1

STEP 1: Create a free account

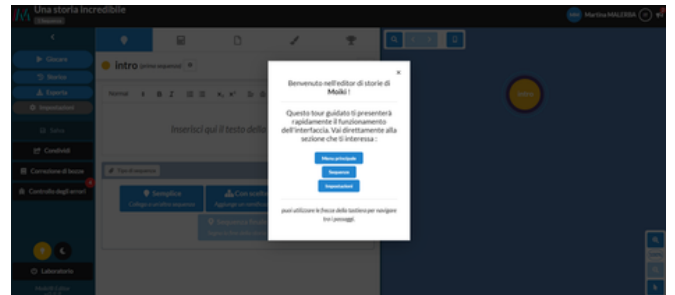
Go to Moiki's website and register.



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STEP 2: Start a new interactive story

Click "Create a Moiki" and choose a title, theme, and basic customization options.



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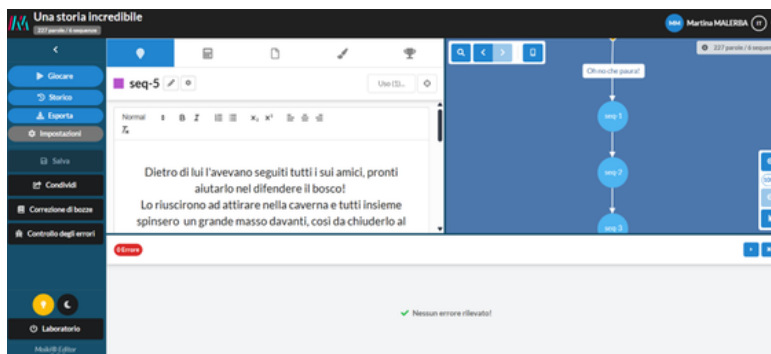
STEP 3: Build your first scene

Each scene represents a "page" of the story. Add text, images, audio, and choices that players can select.

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STEP 4: Create branching paths

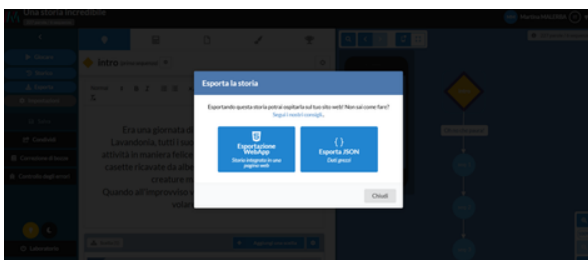
Use the "Add choice" function to create multiple branches leading to different outcomes (correct path, dead ends, clues, etc.).



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STEP 5: Publish and share

Export your project or share it directly through a link so players can access the interactive escape game.





EXAMPLES FROM THE TOOL

Possible Use

Example: Branching storyline

Possible use: Create multiple puzzle paths where each choice affects the narrative.

Example: Secret endings

Possible use: Add "hidden" endings unlocked only by solving specific clues.

Example: Audio clue scene

Possible use: A page plays an audio message players must decipher.

Example: Visual puzzle

Possible use: Insert images that contain codes, symbols, or visual riddles.

Example: Character dialogue tree

Possible use: Create conversations with NPCs* that reveal clues.

* NPC stands for Non-Player Character (or sometimes Non-Playable Character). It refers to any character in a video game or tabletop role-playing game that is not controlled by the player.