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(ex.)
BGA: some/folder/ambient_barn.wav
ROOM [barn] : {You walk into the barn. To your left is a #wolf#,
and to your right is a #duck#.)
TAKE [duck] $wolf$: {You have picked up a duck, he looks quite
happy. *duck.wav* |BREAK| Oh no! |BREAK| Your wolf has killed
the duck. ^+dead_duck^ *duck_death.wav*}
TAKE [duck]: {You have a duck. He's happy!^+duck^*duck.wav*}
EXAMINE [room] &barn& &duck& &wolf&: {The barn is old and musty.
To your left is a #wolf#, and to your right is a #duck#.)
EXAMINE [room] &barn& &duck&: {The barn is old and musty. To
your right is a #duck#.)
EXAMINE [room] &barn& &wolf&: {The barn is old and musty. To
your left is a #wolf#..}}
EXAMINE [room] &barn&: {The barn is old and musty, there is
nothing much else around.}
GO [west] &barn& : {You have left the barn. [[outside]]}

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delimiters between blocks	{text}
tags	USE, TAKE, DROP, GO, EXAMINE → ENTER. TALK, (I)NVENTORY, (J)OURNAL, (H)ELP
check player inventory	\$item\$
check local meta inventory	&item&
check global meta inventory	%item%
add/drop player inventory	^+item^ ^-item^
add/drop local meta inventory	^++item^ ^--item^
add/drop global meta inventory	^+++item^ ^---item^
background audio	<audio.wav>
initial room text	ROOM tag

text break (waits for player input before printing next sequence of text)	BREAK
page delay (clears the screen of all text and after a delay (in milliseconds) it will continue to print text)	DELAY 35
text mods	#bold# ~italics~ @FFFFFF coloured@ <Fx()> custom text effects <Fx()>
link to next room	[[room_name]]
view help menu	
view player inventory	

NOTES:

- the INVENTORY and HELP menus are exited using the esc key
- the JOURNAL is navigated with the left and right arrow keys
- the USE [mirror] is how the player enters the mirror world
- DO NOT USE BACK TICS (`) BAD STUFF WILL HAPPEN
- eventually we would like to be able to alter the text-size for accessibility purposes (perhaps in the game for effect too?)
- some custom text FX so far include: candle_light, flipping (for the mirror world transition)

How to label the room text:

- initial -- trigger as default ROOM [barn]: {^++barn^}
- travel -- trigger as conditional ROOM [barn] &barn&: {}
- examine -- trigger as regular EXAMINE [room] &barn&: {}

Commented [1]: not in prologue, maybe cut from entire game