

Minimal Version

Shortcomings and Possible Enhancements

- It is difficult to modularize the game specification. One reason is that all leave missions are hard-coded to start the central scanner mission
- Some missions are nearly identical and could be subsumed by a slightly more abstract aggregation if they could make use of parameters such as the name of the animal or food etc.
- How can we automatically distribute animals or hints etc.? Do we need a language like Lua?
- How can we realize the table of reaching animal mission follow-ups better than through single repeated conditioned rules?
- We rather model on a superficial

phenomenological level. E.g. we describe the conditions under which certain dialogs happen and execute them then. How could we instead describe for example the life cycle of an animal and its state-dependent behavior or interaction with the player?

- Actions on Objects could be supported directly. E.g. on the Key object an action could be performed to move it from an NPC (Animal) to the Player. This could then automatically update state and inform the player (cf. mission `Animal_A_Hungry__I_Have_Food`).
- Layout
- Tools? What would they make better? E.g. an inventory could provide more information to the player.