Object

Player

Character

Place

Interactions take form X act on Y (Using Z)

Player can act on objects, or characters or places and objects characters and places could if we wanted, act on the player.

If we want we can make the obj,char,place interact with each other but fuck that right now.

Different verbs are used for different interactions

Object:  
Player 🡪 Object

* Inspect
* Take
* Remove from bag
* **Use**
* etc

Character:  
Player 🡪 Character Character 🡪 Player

* Observe
* Talk
* Attack
* Give
* TakeFrom
* etc

Place:  
Player 🡪 place

* Enter
* Investigate
* Move
* Open
* Close
* etc

**Players can also use objects on other things**

“Unlock the door with the key” 🡪 Player OPEN Door[doorID] USING object[key[keyID]]

“Give john the neckless” 🡪 Player GIVE character[NPC[ID]] USING object[objectID]

“Attack spider” 🡪 Player ATTACK character[enemy[ID]] USING EquipWepon

**Or just act without an object**

“Look at the room” 🡪 Player INVESTIGATE room[roomID] USING None

“Talk to the stranger” 🡪 Player TALK character[NPC[ID]] Using None

“Pick up the rock” 🡪 Player TAKE Object[ID] USING None

**This is easily reversible**

Character[NPC[ID]] GIVE Player USING object[ID]

Character[Enemy[ID] TAKEFROM Player USING Object[ID]

Character[Enemy[ID] ATTACK Player Using None

This is the kinda system I’d love to make

For any given scenario we could create characters, a place, and objects (doors could if we want be their own thing)

The player could type whatever they like and the game would resolve that down into a simple X act on Y (using Z) which we could define the result of the relevant few types of interaction, like john the barkeep writes out text “X” when the player TALKS to them, Might do something if the player tries to attack or if we didn’t write in a response to that, the player gets “You cannot do that”

So scenarios might look something like

Scenario1(

Place(

EnterText = “X”

Investigate =”X”

Doors = [DoorID, DoorID]

…

)

Characters(

Enemies(

ID1(

Description = “X”

Health = 30

Objects(

Spear() -- #Pre defined item with damage ect

)

)

)

Objects(None)

#When player enters room

Events(

Player ENTER playe[roomID]

Character[enemy[ID1]] ATTACK Player

)

From here player could do any interactions such as “look at the room” which resolves to Player INVESTIGATE place which would pint the investigate text

If the player does something we haven’t forseen we can have the catch all ‘You cannot do that’