**Screenplay Parser Syntax:**

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1. **Introduction**

* The syntax specified here is chosen to be both easy to use and easy to parse.

1. **Cutscene Objects**

* The syntax is primarily based around block units, which are each separated by exactly two newlines (one empty line in between each block). Differentiating between these units is very important, or else the parser will treat two separate units as one block or vice versa.
  + For example:
  + Block 1
  + Character, lines, etc.
  + Block 2
  + Other stuff

1. **Syntax for Each Object**

* **General (Important) Notes:** 
  + Anything enclosed in brackets: [] needs to be filled in.
  + The first line of a block (i.e. “the header”) must follow the syntax exactly.
  + Do not include extraneous spaces in the header (lines are ok obviously)
  + For simplicity, please do not use the symbols “:” or “\*” in the header unless specified by the syntax.
* **Dialogue:**
  + Syntax:
    - [Character] (Pose)
    - Line
    - Line
    - … (you can have as many lines as you want)
  + Example:
    - Harry (Annoyed)
    - Hi!
    - My name is Harry.
  + Notes:
    - Character + Pose should translate to some file name
    - For example: Bob (Running) should correlate with a file called BobRunning.png (or whatever file format we are using). Make sure the case matches as the parser is case sensitive.
    - As per above, this means the character name and expression cannot have spaces or any other character not allowed in a file name!
    - Expression is optional. The default expression is Idle.
    - Lines are technically optional. No lines will translate to an empty line.
* **Character Actions:**
  + Syntax
    - \*[Character] [name of action]
  + Example:
    - \*Johnny exits
  + Notes:
    - Must include Asterix (\*)
* **Scene Transitions**:
  + Syntax:
    - Scene: name of scene
  + Example:
    - Scene: Johnny’s house
  + Notes:
    - Be careful to include colon