

Interactive Fiction Creation Language.

The IFCL is a language that I created one night out of boredom, the intent of the language was to make a (comparatively) more human readable coding language for the creation of text adventures than something like C++ and Python, handling most of the coding work itself (Using my compiler, which is just a fancy C++ translator). It's features are basic, with only displayed text, and options to switch pages and end the story. Feel free to do whatever with it, I made it out of boredom after all.

The language is incredibly buggy and flawed, however it functions with relative ease in terms of programming. In order to use the language you'll need my compiler, and then a separate C++ compiler for the outputted code. On Linux so long as the GCC compiler is installed it should auto compile itself, but if you're on Windows then you'll need to install a program such as Code::Blocks or Microsoft Visual Studio to compile it.

Here is a sample of the code

```
page 1 " You're locked in the cell, what shall you do? "  
" 1) Break the lock "  
" 2) Find an exit "  
option 1 > 2  
option 2 > 3  
endpage  
  
page 2 " You break the lock! And suddenly die! "  
endstory  
  
page 3 " You find an escape route, and suddenly die! "  
endstory
```

Now, from the top down here's what each function does

Creating Pages

page declares a new page. You can only have one page of a certain number or else it breaks, in this case we've declared **page 1**.

Later in the code, you can see we've also created pages **2** and **3**. If the player has the option to go to a page, and the page does not exist, the program will reset itself back to page 1.

The language has a feature where when someone starts it, they can pick a page to go to. The default page is 1, and if they pick a page over the maximum number of pages they will be sent to one. When creating something with the language always start the first page at 1, or else it won't work.

Displaying Text

" **You're locked in the cell, what shall you do?** " Is text that's displayed inside the game, the text must contain an opening quotation mark and a closing quotation mark. Any text inside of the quotations marks need to have at least one space after the first quotation mark, and before the last quotation mark. If you want to include quotation marks inside of it, such as in character speech it needs to be formatted the following way

```
" He says to the shopkeeper \"Can I please get some cheese?\" "
```

The quotation marks for the characters speech needs a \ before the first quotation mark and a \ before the last one. This is to do with how it reads the quotation marks.

The two following things

" 1) **Break the lock** "

" 2) **Find an exit** "

Are simply display text like before, but these display the options to the player. They have no actual input themselves. The input uses the **option choice** > **page** function

Giving the player choices

option 1 > **2** Causes option 1 (In this case break the lock) to go to page 2. The game will ensure that the player's input is valid, so they can't enter in gibberish. However, you do need to include the options for each choice like in the sample.

endstory ends the story where it's placed, closing the program when the player presses enter.