# Game Data File ( GDF ) Format – Version 5.1

The following describes the general format of version 5.1 of a game data file.

GDF 5.1 Environment Name // Magic word, version number and environment name.

// Comments are ignored, as are blank lines

PLACES nPlaces // Place section keyword, followed by an integer number of places, > 0

// By default the first place listed is the starting point for this environment. See also below.

**TYPE** ID long\_name\_with\_spaces

**//TYPE must be one of a string: GENERIC, HEALTH, DARK, SHOP**

// ID is a unique integer, ≥ 2, in the range of a 32-bit sign int

// ID numbers 0 and 1 are reserved

nPlaces

times

// All ID numbers are non-negative ( see below )

// followed by the name of the Place ( remainder of line except comments )

ndescr // Number of description lines to follow, an integer > 0

description // ndescr lines of text describing the Place

**healthEffect //ONLY FOR HLEATH TYPE else exclude**

DIRECTIONS nDirections // Direction section keyword, followed by a number of directions >0

ID source direction destination lockPattern

// ID is a unique integer, ≥ 0, in the range of 32-bit signed ints

// source and destination correspond to Place IDs

// A negative destination indicates a locked direction. ( Actual destination is positive. )

nDirections

times

// Destination 1 exits the program

// Destination 0 leads “nowhere”, and implies the direction is locked and must stay locked

// ( Provides for future expansion of the environment )

// direction indicates the direction from source to destination, and must be one of:

// N, S, E, W, U, D, NE, NW, SE, SW,

// NNE, NNW, SSE, SSW, ENE, ESE, WNW, WSW

// lockPattern is a 32-bit int, ≥ 0, indicating the pattern of the lock on this direction

// lockPattern = 0 indicates there is no key that can change this lock status

CHARACTERS nCharacters // Character section keyword, and # of characters, ≥ 0

**TYPE // Integer: 0 – player, 1- neutral NPC, 2-aggressive NPC**

**PlaceID // PlaceID ≥ 0**

// PlaceID > 0 indicates the starting place for this character

nCharacters

times

// PlaceID = 0 indicates a random starting place for this character

ID long\_name\_with\_spaces // ID is a unique positive integer, > 0

level exp health strength money inventoryCapacity //All integer values

ndescr // Number of description lines to follow, an integer > 0

description // ndescr lines of text describing the Place

ARTIFACTS nArtifacts // Artifacts section keyword, followed by an integer # of artifacts, ≥ 0

**TYPE** placeOrCharID

**//TYPE must be one of a string: GENERIC, CONSUMABLE, WEAPON, //GEAR, or LAMP.**

// Place where this artifact should be put initially.

// < 0 for a character’s possessions. ( Character ID is the positive value. )

// = 0 to put the artifact in a random Place

// > 0 to put the artifact in a specified Place

ID value mobility keyPattern name

nArtifacts times:

// ID is a unique integer, > 0, in the range of 32-bit signed ints

// value can be used for scoring points, or eventually for bartering & trade ( integer )

// mobility is < 0 for immovable objects, ≥ 0 for movable objects ( integer )

// keyPattern is a 32-bit int, ≥ 0. This key operates any item with a matching lockPattern

// keyPattern = 0 opens no locks

// name allows user to refer to this object, and may contain spaces but not tabs

// Additional fields may be added in later versions of the GDF, as you wish.

ndescr // Number of description lines to follow

description // ndescr lines of text describing the Artifact

**money strength health XP inventory //ONLY FOR CONSUMABLE TYPE else exclude**

**// each value should be an integer value**

**// corresponding intended artifact effect**

**maxHealth Strength // ONLY FOR GEAR TYPE else exclude**

**baseAttack //ONLY FOR WEAPON TYPE else exclude**

// Higher versions of the GDF file format may contain additional sections.

// All sections are required, but CHARACTERS and ARTIFACTS may have zero items.