It is pitch black.
You are likely
to be eaten by a Grue.

Inform 7

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The Hall is a room.

Welcome
An Interactive Fiction
Release 1 / Serial number 141124 / Inform 7 build 6G60 (I6/v6.32 lib 6/12N) SD

Hall

>

Inform 7

- Logic based programming
  - Similar to Prolog
  - Inform 6 was a procedural language
- *Domain specific language* (DSL) for making text adventure games
- Sometimes called *Natural Inform*
  - program game using natural language

Some helpful resources

- The Inform 7 IDE

- http://inform7.com/learn/complete-examples/

- http://inform7.com/learn/documents/I7_syntax.txt

- **"Write a Text Adventure With Inform 7"**, http://www.brasslantern.org/writers/howto/i7tutorial.html

  – slightly out of date – these slides use an updated version of their code.

"A Sample Game"

The Stateroom is a room.

"Staterooms aboard a spaceship, even one as luxurious as the Thaleia, are tight, cramped affairs, and this one is no exception. There is barely enough room for you and the furniture. The door to the hallway is locked tight for now. East is your bathroom."

Make another room

The Bathroom **is east of** the Stateroom.

The **description** is "Like your stateroom in smallness, only moreso. There is a mirror on one wall."

A Sample Game
An Interactive Fiction
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Stateroom
Staterooms aboard a spaceship, even one as luxurious as the Thaleia, are tight, cramped affairs, and this one is no exception. There is barely enough room for you and the furniture. The door to the hallway is locked tight for now. East is your bathroom.

Bathroom

Like your stateroom in smallness, only moreso. There is a mirror on one wall.

>

Add a prop

The leaflet is in the Stateroom.

The description is "It goes on and on about how wonderful the Thaleia is. Should you have trouble sleeping later, reading this could help."

Stateroom

Staterooms aboard a spaceship, even one as luxurious as the Thaleia, are tight, cramped affairs, and this one is no exception. There is barely enough room for you and the furniture. The door to the hallway is locked tight for now. East is your bathroom.

You can see a leaflet here.

Add a *supporter*

[Supporters by default can't be taken]
The bed is an enterable **supporter** in the Stateroom.

[Specify alternate name for a prop]
Understand "furniture" as the bed.

Stateroom

Staterooms aboard a spaceship, even one as luxurious as the Thaleia, are tight, cramped affairs, and this one is no exception. There is barely enough room for you and the furniture. The door to the hallway is locked tight for now. East is your bathroom.

You can see a leaflet and a bed here.

Add *scenery*

The mirror is **scenery** in the Bathroom.

The description is "You look tired after your long shuttle flight to the Thaleia."

The shower is **here**. It is fixed in place. "Opposite the mirror is the shower, which is closed."

The description of the shower is "When it's open, you get in it to take a shower. Right now it's closed, keeping you from using it."

Add an *instead rule*

Instead of opening or entering the shower, **say** "It is locked down until after the ship makes its jump to hyperspace."

The hallway door is scenery in the Stateroom. Instead of opening or entering the hallway door, say "The captain has locked all stateroom doors in preparation for jumping to hyperspace."

Create a start for the game

When play begins: say "The intercom crackles to life. 'This is your captain speaking. We're jumping to hyperspace shortly, so for your protection, we've locked all stateroom doors. As soon as we've safely jumped, your doors will open and you will be free to move about the ship.'"

Add a Person

Robutler is a **man** in the Stateroom.

"Robutler stands attentive to your needs."

The description of Robutler is "Robutler has four arms, treads, and a shiny metal body."

Understand "robot" and "butler" as Robutler.

More rules

```
Every turn:
  if Robutler is not visible
  begin;
    move Robutler to
      the location of the player;
    say "Robutler rattles into
      the room, following you.";
  end if.
```

Set a time-based rule

At 9:10 AM: say "You realize that you are becoming exhausted."

At 9:20 AM: say "Your exhaustion is threatening to send you crashing to the floor, unable to move."

At 9:25 AM: say "You are about to drop dead of exhaustion. You really should get in bed."

End the story

At 9:27 AM:

   end the story saying "You stumble to your knees and then collapse on the floor, quite surprised to find that the phrase 'drop dead of exhaustion' can be literally true."

Instead of entering the bed:

   end the story saying "You climb into the bed, exhaustion overtaking you. You are asleep before you can order Robutler to undress you."

Some Notable Inform 7 Games

- Zork – A classic text adventure game.
- Photopia – Great story. Nonlinear plot.
- Galatea – One room, one character, many endings.
- Alabaster – Collaboration between several accomplished Inform authors.

    The Queen has told you to return with her heart in a box. Snow White has made you promise to make other arrangements. Now that you're alone in the forest, it's hard to know which of the two women to trust. The Queen is certainly a witch — but her stepdaughter may be something even more horrible…

Lab: Write an Inform game

Write an Inform 7 game. It should involve:

- at least 2 rooms
- 2 items
- at least one other person.

Sample games are available on the course website.