## Problem:

* Primary - I want an engine that can read an XML or JSON file of a predefined structure and automatically create an interactive fiction (IF).
* Secondary –
  + I want to play a dark, dreamlike IF game that is very visually focused.
  + I want to roam through a created world without worrying too much about normal game motivators, such as points or having to restart.

## Concept & Rules:

* Games broken up into 2 phases
  + Story Phase
    - How has the story progressed since last action phase?
    - Very first one should be introduction
  + Action Phase
    - Setting the Scene
      * Small blip of text right before player is given options
    - Action Selection
      * User can choose what they want to do
      * 4 types of actions
        + Progressive – moves the user to the next story phase
        + Fatal – user loses and the game ends
        + Cyclic – repeat the action phase after “Action Result”, no side effects
        + Special Cyclic – have hidden outcomes, but repeat the action phase, starting with Setting the Scene
    - Action Result
      * Text displayed directly after the action is taken

## Requirements:

* Inputs
  + Number keys that allow a user to select an action
  + Quit phrase to quit at any point
* Outputs
  + Action-dependent story responses
* User Tasks
  + User is just tasked with
* Performance Limitations
  + Naw lol
* Assets Needed
  + A whole lot of writing, but that’s it
* Code Needed
  + Game State Manager
    - A management system that handles game state information
    - Holds state information including:
      * Game Status – has the player won, lost, or are they currently playing
      * Game Progress – what part of the story is the user currently on
      * Inventory – what items is the user holding
  + Action Controller
    - Code that handles the user’s actions and how they impact the story
  + Text Input/Output Handler
    - Code that presents the story text in an aesthetically pleasing/well-formatted way
    - Code that takes in input, verified it’s formatted properly, and tells the game what action to take
  + Game Creator System
    - An XML or JSON parsing system to convert these simple to read/write files into an IF game

## Possible Future Ideas:

* Add procedural generation of certain game objects
* Add code to allow a designer to have more control of their IF, be able to:
  + Add their own ActionTypes
  + Create non-linear IF’s such as backwards movement
  + Create characters with dialog, where the user can respond with their own dialog
  + Allow the user to modify the setup function to have direct control over game state
* A start/end menu creator