

# Introduction

Work in progress, coming soon.

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**Introduction**  
(introduction.html)

**Getting Started** (getting-started.html)

**Executing a Game**  
(executing-a-game.html)

## + Locations

**Items** (items.html)

## + Characters

**Commands**  
(commands.html)

**End Conditions** (end-conditions.html)

**Conditional Descriptions**  
(conditional-descriptions.html)

**Frame Builders** (frame-builders.html)

# Namespace BP.AdventureFramework. Assets

▼ Filter by title

## Classes

- BP.AdventureFramework.

Assets

ConditionalDescription

(BP.AdventureFramework.Assets.ConditionalDescription.html)

ConditionalDescription

Represents a conditional description of an object.

(BP.AdventureFramework.Assets.C

Description

Description (BP.AdventureFramework.Assets.Description.html)

ExaminableObject

Represents a description of an object.

(BP.AdventureFramework.Assets.E

ExaminationCallback

ExaminableObject (BP.AdventureFramework.Assets.ExaminableObject.html)

ExaminationResult

Represents an object that can be examined.

(BP.AdventureFramework.Assets.E

IExaminable

ExaminationResult (BP.AdventureFramework.Assets.ExaminationResult.html)

IPlayerVisible

Represents the result of an examination.

(BP.AdventureFramework.Assets.II

Identifier

Identifier (BP.AdventureFramework.Assets.Identifier.html)

Item

Provides a class that can be used as an identifier.

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Size

Item (BP.AdventureFramework.Assets.Item.html)

+ BP.AdventureFramework.

Assets.Characters

Sprites (BP.AdventureFramework.Assets

+ BP.AdventureFramework.

Assets.Interaction

Size (BP.AdventureFramework.Assets.Size.html)

(BP.AdventureFramework.Assets

Represents a size.

+ BP.AdventureFramework.

## Interfaces

(BP.AdventureFramework.Assets

IExaminable (BP.AdventureFramework.Assets.IExaminable.html)

Commands

Represents any object that is examinable.

(BP.AdventureFramework.Corr

IPlayerVisible (BP.AdventureFramework.Assets.IPlayerVisible.html)

Conversations

Represents any object that is visible to a player.

## Delegates

### **ExaminationCallback (BP.AdventureFramework.Assets.ExaminationCallback.html)**

Represents the callback for examinations.

#### **- BP.AdventureFramework.**

##### **Assets**

##### **(BP.AdventureFramework.Assets)**

ConditionalDescription

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Description

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##### **Assets.Characters**

##### **(BP.AdventureFramework.Assets)**

#### **+ BP.AdventureFramework.**

##### **Assets.Interaction**

##### **(BP.AdventureFramework.Assets)**

#### **+ BP.AdventureFramework.**

##### **Assets.Locations**

##### **(BP.AdventureFramework.Assets)**

#### **+ BP.AdventureFramework.**

##### **Commands**

##### **(BP.AdventureFramework.Com**

#### **+ BP.AdventureFramework.**

##### **Conversations**