

# Getting Started

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Clone the repo to the local machine.

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

<https://github.com/benpollarduk/adventure-framework.git>

# Hello World

```
// create the player. this is the character the user plays as
var player = new PlayableCharacter("Dave", "A young boy on a quest to find the meaning of life.");

// create region maker. the region maker simplifies creating in game regions. a region contains a series of rooms
var regionMaker = new RegionMaker("Mountain", "An imposing volcano just East of town.")
{
    // add a room to the region at position x 0, y 0, z 0
    [0, 0, 0] = new Room("Cavern", "A dark cavern set in to the base of the mountain.")
};

// create overworld maker. the overworld maker simplifies creating in game overworlds. an overworld contains a series or regions
var overworldMaker = new OverworldMaker("Daves World", "An ancient kingdom.", regionMaker);

// create the callback for generating new instances of the game
// - the title of the game
// - an introduction to the game, displayed at the start
// - about the game, displayed on the about screen
// - a callback that provides a new instance of the games overworld
// - a callback that provides a new instance of the player
// - a callback that determines if the game is complete, checked every cycle of the game
// - a callback that determines if it's game over, checked every cycle of the game
var gameCreator = Game.Create(
    "The Life Of Dave",
    "Dave awakes to find himself in a cavern...",
    "A very low budget adventure.",
    x => overworldMaker.Make(),
    () => player,
    x => EndCheckResult.NotEnded,
    x => EndCheckResult.NotEnded);

// begin the execution of the game
Game.Execute(gameCreator);
```

## Example game

The quickest way to start getting to grips with the structure of BP.AdventureFramework is by taking a look at the examples. An example game is provided in the BP.AdventureFramework.Examples (<https://github.com/benpollarduk/adventure-framework/tree/main/BP.AdventureFramework.Examples>) directory and have been designed with the aim of showcasing the various features.

# Running the examples

The example applications can be used to execute the example BP.AdventureFramework game and demonstrate the core principals of the framework. Set the **BP.AdventureFramweork.Examples** project as the start up project and build and run to start the application.



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