

Introduction

Work in progress, coming soon.

▼ Filter by title

Introduction
(introduction.html)

Getting Started (getting-started.html)

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

+ **Locations**

Items (items.html)

+ **Characters**

+ **Commands**

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.

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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.

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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

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ConditionalDescription

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ExaminableObject

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Assets.Characters

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Assets.Interaction

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Assets.Locations

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Commands

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+ BP.AdventureFramework.

Conversations