

# Getting Started

## Clone the repo

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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.



**Getting Started (getting-started.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.

(BP.AdventureFramework.Assets.It

Size

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

+ BP.AdventureFramework.

Assets.Characters

Scripts

+ BP.AdventureFramework.

Assets.Interaction

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

(BP.AdventureFramework.Asso

Represents a size.

+ BP.AdventureFramework.

## Interfaces

(BP.AdventureFramework.Asso

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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ExaminableObject

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ExaminationCallback

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ExaminationResult

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

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

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

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

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

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

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

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

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

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

##### **Commands**

##### **(BP.AdventureFramework.Commands)**

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

##### **Conversations**