

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

+ BP.AdventureFramework.

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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+ BP.AdventureFramework.

Assets.Characters

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+ BP.AdventureFramework.

Assets.Interaction

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Assets.Locations

(BP.AdventureFramework.Assets)

+ BP.AdventureFramework.

Commands

(BP.AdventureFramework.Com

+ BP.AdventureFramework.

Conversations