

# Introduction

Coming soon.

# Namespace BP.AdventureFramework.Assets

## Classes

### [ConditionalDescription](#)

Represents a conditional description of an object.

### [Description](#)

Represents a description of an object.

### [ExaminableObject](#)

Represents an object that can be examined.

### [ExaminationResult](#)

Represents the result of an examination.

### [Identifier](#)

Provides a class that can be used as an identifier.

### [Item](#)

Represents an item that can be used within the game.

## Structs

### [Size](#)

Represents a size.

## Interfaces

### [IExaminable](#)

Represents any object that is examinable.

### [IPlayerVisible](#)

Represents any object that is visible to a player.

## Delegates

### [ExaminationCallback](#)

Represents the callback for examinations.