

Teletype Text

Highlight objects?
Describe valid directions
Inventory: MAP: History

F11: Reduce size

F12: Increase size

Arrow keys: move on screen

Solid parser
hundreds or thousands of responses
Stretch: encrypt all text -

text stored in text file + not same code?
or... everything in one file? for RETRO style

UI Layout
Section for Directions?
Arrows in descriptions grid

Objects, verbs, prepositions

UNDER, OVER, IN, DOWN, UP, TO?, ONTO, INTO
AROUND, WITH, ON, FROM
"ME"

Nouns: for each noun it's
possible to enumerate every
meaningful verb or even
humorous response verb

BIRD: CATCH, EAT, LOOK, SMILE,
DRINK, FROG, CANDLE, STOLE
(↑ noun) ↑)

Properties of nouns:

CAN CONTAIN, WEARABLE,
BURNABLE, EDIBLE, ETC.

Synonyms for nouns:

"BRIEFCASE" SAME AS CASE

"MAN" SAME AS SALESMAN, etc.

Support adjectives like BIG
+ GREEN or INCLUDE them as
part of the noun?

NOUN

VERBS THAT APPLY

ADJECTIVES THAT APPLY

VALIDITY CONTEXT

IGNORE ARTICLES?

<VERB> (ARTICLE) & (ADJECTIVE) <NOUN>
(PREPOSITION) ↗ (NOUN)

Recognize: A, the, those, these, them,
our, your, her, his,

RECOGNIZE PLURALS?

TWO BARS FOR BALL

"NOUN" REFERS TO (Noun list)

IN <LOCATION CONTEXT> or [INDIRECT]

~~BALL~~ ALBUM : PHOTO1, PHOTO2, PHOTO3

ANY NOUN CAN BE USED WITH
GET, LOOK, EXAMINE?

TREE: <v> SEARCH, CLIMB, CHOP, BURN, PLANT

IF VERB BEFORE TREE ISN'T ONE OF
THOSE, ERROR RESPONSE, ELSE JUMP
TO HANDLER

TREE: <v> CLIMB, CHOP <p> WITH <n> AXE, SAW <v>
SEARCH, BURN, HIT <p> UNDER <n> ROOT

AXE: <v> GET, DROP, EXAMINE, USE <p> ON
<n> TREE <v> WASH

← AM NUMBER SEQUENCE: ENTER, TYPE, INPUT,
DIAL <error-use special error handler>

LADDER: <v> CLIMB, FOLD, WASH

STAIRS: <v> CLIMB, GO <p> UP, DOWN

TORCH: <v> LIGHT, EXTINGUISH

FISH: <v> CATCH, COOK, CLEAN

: <v> DIAL <p> ON <n> Phone, ENTER <p> ON <n> Keyboard

F CHANGE THE STATE OF A NOUN,
IT BECOMES A NEW ITEM?
OPEN LOCK VS CLOSED LOCK?

How do handle attributes for nouns

Attribute bits? ← Modifiers ("STATE")

LOCKED, UNLOCKED, COOKED, RAW, FIRST level,
SECOND LEVEL, 3RD LEVEL, FULL, MEDIUM,
EMPTY, NEW, PARTIALLY BURNED, BURNED OUT,

$\langle m \rangle$ LOCKED | UNLOCKED, COOKED | RAW, 3: FULL;
MEDIUM, EMPTY, 1: #
^ COUNT

Should LOOK / EXAMINE descriptions
be included with noun definition?
ONLY PARTIAL, SIMPLE ONES

* OR EVERY NOUN has 8 state
bits, defined in handler proc.
* Noun can have a count as well
- 8 STATE BYTES

* = VIRTUAL NOUN

NOUN: $\langle v \rangle$ verb1, verb2 $\langle p \rangle$ prep $\langle n \rangle$ noun,
verb3, [8 state bytes]

Concept on default ~~verb~~ verb
for a room, action for rooms
default noun, Ex: CLIMB $\langle c \rangle$ would
look for a TREE noun with CLIMB
associated to it and CLIMB TREE

LOCATIONS

TREE: midway up, top

OR ARE LOCATIONS GRID COORDINATES
WITH THINGS IN THEM? A text
description can be included, but
that description is mutable (tree,
dead tree, etc.). Description describes
the containing space so even though
it can change, it's mostly static.

TOWN SQUARE: $\langle l \rangle$ You are in a
large town square with a LG [1]
with a large statue of Superman
in it [2] with a toppled statue of
Superman in it [3] !!!

Each location has a noun list in it. This can be a varying number of items. Each location also has up to 6 exits: NSEWUD.

LOC: NOUN, NOUN, NOUN

3 COOKED FISH, 1 RAW FISH, 2 FULL BOTTLES,
1 COIN - 7 NOUN OBJECTS OR 3?

VIRTUAL NOUNS?

MOST NOUNS HAVE 1 INSTANCE AND THEREFORE 1 RECORD. NOUNS THAT CAN HAVE MORE THAN 1 CAN EXIST IN MORE THAN 1 LOCATION + STATE. IF 1 OR MORE OF THESE OBJECTS EXIST, THEY NEED TO BE REPRESENTED.

LOC: NOUN<|

IF noun has same state, then change count else look for noun with same state else create new noun instance

LOCATION PREPOSITIONS:
UNDER, OVER, THROUGH

"HIDE UNDER TABLE"
VERB PREP NOUN

"HIDE KNIFE UNDER TABLE"
VERB NOUN PREP NOUN

"FROM BABY TAKE CANDY"
PREP NOUN VERB NOUN

(1) ENFORCE VERB FIRST
ALL SUPPORT "ALL OF THE" COMMANDS:
GET COINS, BURN PHOTOS
will enumerate all coins/photos and verb then

~~IF KEY USE KEY~~ LOOKS FOR KEY IN INVENTORY FIRST. IF NONE POSSessed,
LOOK IN ROOM. IF KEY IS "FREELY ACCESSIBLE",
"GET KEY" IMPLICIT THEN USE IT.
Objects in room can act as "in inventory"
if no obstacle to getting item. ACTIVELY
RUN "GET" COMMAND SO LOGIC CAN APPLY

"THEN"
"AND" FOLLOWED BY A NOUN APPLIES
VERB TO BOTH NOUNS. "AND" follows
BY VERB IS A SECOND COMMAND,
"THEN" too

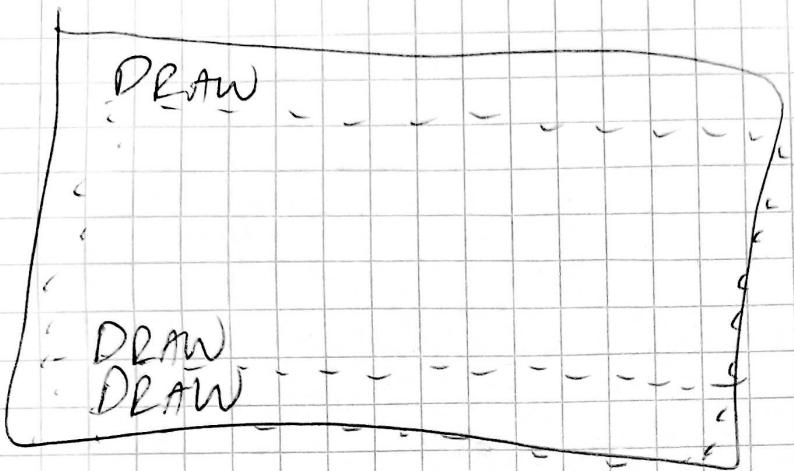
RESET for V.I.O

~~VERB NOUN COMMANDS~~
ONLY.

IGNORE THE, A, ETC.
DETECT AND/OR?
? MAYBE DETECT + WORK PLURALS?
└ NO. NOT V.I.O

COMMAND LINE "EDITING" SUPPORTS
BKSP, HISTORY NAV, NO SUPPORT
FOR HOME/END/DEL.

DrawText with wordwrap.



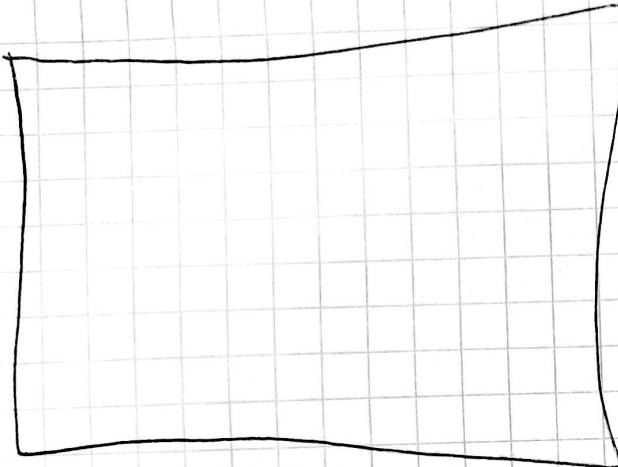
SHIFT IMAGE UP BY 1 TEXT HEIGHT
PRINT ALL REMAINING LINES ON LAST LINE

-OR-

where iLine + 1 add to buffer everytime

-AND-

recognize \r as end of line. Might
already do this,



i head i tail

HELLO H + FOURTH
THERE + H
HELLO RICH +

~~AAA H -
BBB~~

"WRAPTEXT"

ADDS TO BUFFER ONLY
PRINTS NOTHING

T ~~E~~ E AAA ~~E~~
H ~~E~~ BBB ~~E~~
T CCC

OUTPUT Buffer
Loops Head To Tail
DRAWTEXT

while insert < MAXLINES

~~ADD AT INSERT~~ top = 0
INSERT ← new insert spot 2

② ADD AT INSERT
WALT < new insert spot 3

③ ADD AT INSERT
INSERT ← new insert spot 0

④ ADD AT INSERT
INSERT ← new insert spot 1
top + 1

ONLY NC TOP ONCE QUEUE FULL

while head < tail

head should still = \emptyset

ON RESIZE

CLEAR COMMAND LINE
CLEAR OUTPUT BUFFER

RECALCULATE FONT SIZES + CREATE NEW FONT

- FONT CREATE: FIRST TEST G1 font w/ IsFont + frees it if se

RECALCULATE X/Y COORDINATES

RECALCULATE COMMAND WIDTH

RECALCULATE OUTPUT WIDTH + BUFLINES

~~CREATEWINDOW OPENWINDOW~~

OPENWINDOWSCREEN AT MAXRES

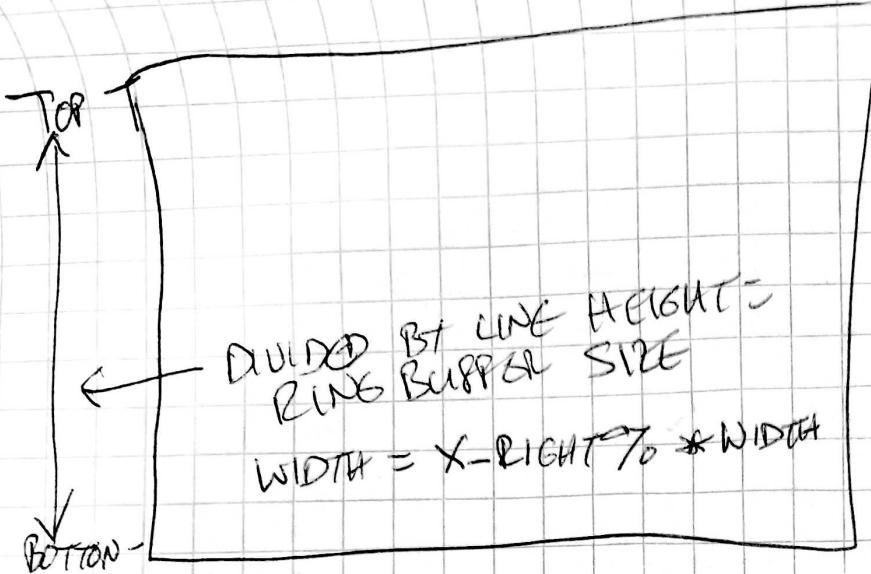
+ AND - USE EnumRes to change?
through set list of resolutions?
or through all enumerated resolutions

IF WINDOW IS 1920x1080, what size is client
area for windowed screen?

CREATE WINDOW 320x240, but ... MAXIMIZED!
PBT1_Get_InnerWindow - WindowWidth / Height
MAKE WINDOWED SCREEN * THAT SIZE*

* Pure BASIC Issues tool for TODOs

Event ~~Type~~_Resize



$$\text{BACK HEIGHT} = 2160$$

$$\text{BACK WIDTH} = 3840$$

$$X_START = \text{ABSOLUTE } X = 265$$

$$X_END = \text{ABSOLUTE } X = 3560$$

$$X_O_START = \text{ABSOLUTE } Y = 475$$

$$X_O_END = \text{ABSOLUTE } Y = 1705$$

$$Y_C_START = \text{ABSOLUTE } X = 1845$$

$$Y_C_END = \text{ABSOLUTE } X = 2030$$

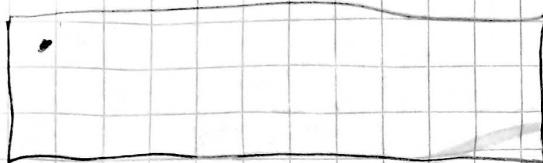
Textwrap: When line is printed, need callback or something so can store in buffer.

Add to buffer.

BOTTOM

Best fit of height * 2, calculate max width.

TOP : Just use same as bottom, Calculate # of Times to display



START ALREADY CALCULATED
DECIDE ON BOTTOM TOO?

~~Box~~ Box Bottom - Top is what percent of image?
Use that to calculate MAX height

BEST FIT IS MAXIMUM w/out exceeding

~~NEXTHEIGHT = 8~~ ; BestHeight = 0 , BestSize = 0

Loop

LOADPOINT (NEXTHEIGHT)

GET TEXTHEIGHT ~~THE~~

IF T.H. * 2 > MAXWIDHT HEIGHT

NEXTHEIGHT -- BREAK

ELSE ~~T.H. < MAXWIDHT~~

IF T.H. > BESTHEIGHT

BESTHEIGHT = T.H.

BESTPOUNTSIZE = NEXTHEIGHT

ENDIF

T.H++

1298 High

215 High

2262
2457

2272 Start
2447 end
2447 High
as
176 Hst

1 HEAD = 1 TAIL = 1 / TAIL = 1

2 TAIL = 2 / HEAD = 2

3 TAIL = 3

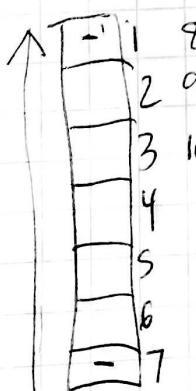
4 TAIL = 4

5 TAIL = 5

6 TAIL = 6

7 TAIL = 7

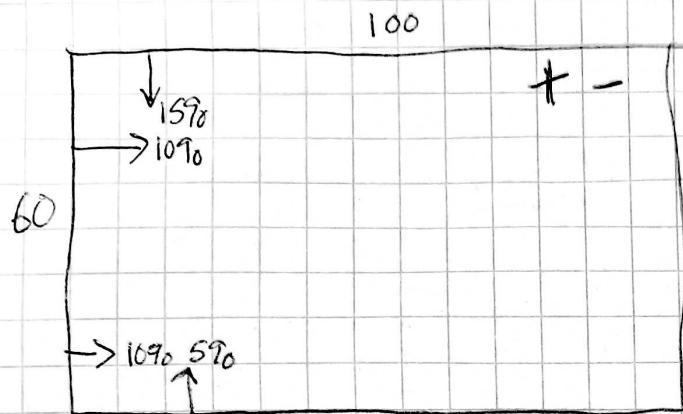
8 TAIL = 8



When tail <= head
head++
WRAP TAIL
WRAP HEAD

CREATE AT 1366 x 768
 SCALE IMAGE TO FIT
 SCALE FONT TO FIT

V-SCROLL - !!!



remove top right 4 squares
 smaller logo
 full screen only
 NO RESIZE buttons DEBUG
 CREATE window only IN DEBUG?

OUTPUTX = .10
 OUTPUTT = .15
 COMMANDX = .10
 COMMANDT = .05

$x = \text{ScreenWidth} * .0677083333$
 $0x = \text{ScreenHeight} * .2222222$
 $c1 = \text{ScreenHeight} * .86111111$

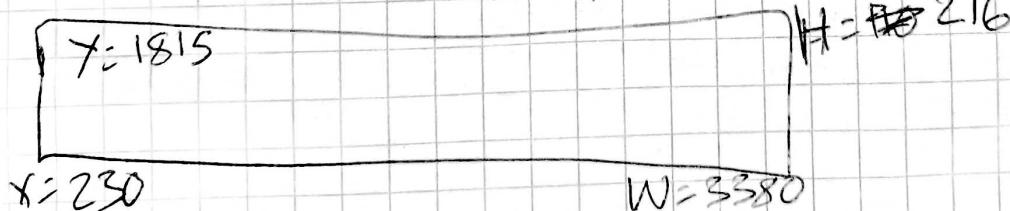
> based on background image
 pre-defined areas

- (A) FONT HEIGHT based on output rows - 10+ at least
- (B) FONT HEIGHT/WIDTH based on command height/width

? AUTOMATIC AFTER 2 MUS?

* About Box

? Which "Fn" keys to support?



1837 = START

260, 1860 = Start command

260, 480 = Staff Output

.0677083333 X START
 .86111111 = Y START command
 .222222 = T START output

SHUT 1 - 1

GRAY SCREEN ON SAVE
CHANGE RESOLUTION

HELP: Generic, then situational
ABOUT SCREEN
MAP?

10x10 MAP TO START
"PRINTF"

KEEP SCORE?

PRINT "THERE ARE %d DOGS HERE.", STR1, STR2, STR3

PARSER

GET CANS

TAKE ALL

TAKE BALL AND BAT

BARBARIAN GATES - NORTH

ZARBURG GREEN DRAGON - ZELAND

ZARBURG ARMORY - BELZAR

ZARBURG TR GALLERY

ZARBURG THRONE ROOM

ZARBURG WEST GATE

A BAR

BT A BAR STAFF/ORB

EMPTY ROAD

ROAD LEADING INTO WOODS

WOODS 1

WOODS 2

RANDOM, lost until
CLIMB TREE

WOODS TREE

WOODS 4

WOODS 5 TREE w/ object buried

ELVEN WOODS

ENCAMPMENT

LAGUNA RIVER

DEEP CHASM

BURROW

LARGE OPEN DOOR W/

DUNGEON ENTRANCE

HALLWAY

HALLWAY WITH GRATE

ALCOVE

HALLWAY SECRET DOOR

WANDERING HAWKS COUNT "SPEARS"

CHOOSE GENDER FOR
BT A BAR SWITCH. PLAY
AS WHO YOU WANT

DUNGEON STAIRS UP/PAWN

BRIDGE

LONG CORRIDOR

ACCIDENT LAB

ARMORY

RADIANT POOL

FOUNTAIN ROOM

UNFINISHED ROOM

CAVE?

FOUR WAY INTERSECTION

T-INTERSECTION

MAZE - TRIPLIC

CRYPT

CELLAR

PRISON CELL 1

PRISON CELL 2

BARRICADE (CELEST)

CLEARING

ELVEN VILLAGE

ELF TOWN HALL

Room

FIXED NOUNS (description? condition can change, i.e., tapped statue)
ACTION NOUNS (combine in certain location?)
EXITS (OPEN, CLOSED, 1-WAY/HIDDEN)

OBJECTS

LOCATION (on, in, behind something)

COUNT (5 torches / spears)

STATE /

CONDITION (burning, new, extinguished)

DURATION (torch)

DESCRIPTION

IF description is fixed, read from item

IF dynamic, flag to look in code

item can show in "you see list" or in code described place

DART ON TABLE

DART ~~is~~ IN DARTBOARD

"There is a dart here"

★ WISDOM, STRENGTH, HUNGER, ENDURANCE CAN CHANGE
BASED ON WHAT YOU DO - MAYBE?

POTIONS, TREASURE CHESTS, TRAPS, ONE WAY DOORS

ROOM-CENTRIC

Check inventory first for nouns?

Certain verbs have prepositions?

PREP ALWAYS ON 3RD SPOT?

PUT DART ON TABLE
GIVE CANISTERS TO BABY
TAKE SWORD TO PIRATE
LIGHT CANDLE WITH MATCH

PUT COIN AND FLASHLIGHT ON TABLE

PUT COIN OR FLASHLIGHT ON TABLE

AND OR PREP IN 3RD SPOT

Check VALID NOUNS at beginning of process command
MUST BE: IN INVENTORY OR IN ROOM (OR HAVE BEEN COMBINED?)

IF NOUN NOT VALID ~~OR~~ AND HAS BEEN PREVIOUSLY ENCOUNTERED
COMMENT DONT HAVE IT

IF INVALID OR NEVER SEEN
COMMENT ~~DO~~ NOT AVAILABLE

IF VALID
CHECK INVENTORY HANDLER
IF NOT HANDLED
CHECK ROOM HANDLER

IF IN INVENTORY AND
ROOM, ASK WHICH?
- OR CHECK APPLICABLE
VERBS AND DECIDE

"Inventory" is a room.

Room Handler?

NOUN IS VALID OR SPECIAL
IS VERB ASSOCIATED, ~~NOT~~?

IF NOT

COMMENT CAN'T DO THAT

WHAT ABOUT "SPECIAL" INVALID VERBS THAT
DESERVE A COMMENT? ADD TO VERB LIST

DURING DATA SECTION DECLARATION. "SPECIAL ONES"
SPECIALS AREN'T RECOGNIZED DURING PARSING, BUT
ONLY BY ROOM HANDLER?

"EAT" WOULD BE RIDICULOUS IF NOT DELIBERATELY
ASSOCIATED,

DO WE NEED ROOM HANDLER JUST TO DETERMINE
APPLICABILITY OF VERB? NO, NOT REALLY, BUT

VERB "OFTEN" HAS TO BE CONSIDERED IN CONTEXT
WITH NOUN. COMPLETELY UNKNOWN VERBS, HOWEVER,
CAN BE HANDLED IMMEDIATELY!

Decision
⇒ SEPARATE VERB LISTS? ONE FOR SPECIAL? ~~OR BOTH~~ YES,
FOR PARSER TO CONTINUE. CERTAIN VERBS CAN,
BE HANDLED WITH GENERAL HANDLER.

GOT VALID NOUN = PRESENT
GOT VALID VERB = NOUN ASSOCIATED OR STANDARD VERB

INVENTORY ROOM WILL BE BIGGEST. DO NOT FORCE-FIT
ROOM-CENTRIC JUST FOR FILE LAYOUT CONVENIENCE.

GENERIC FIRST

NOUN attribute is
fixed or state changed

DROP ITEM

ITEM SEEN BY OR NOT OR NOT EXIST

GET ITEM

"

" OR IS HERE + setstate

EXAMINE ITEM

Generic Description, unless item has state

0-9

i-n

NOUN^VERB1, VERB2, SPECIAL VERB1, SPECIAL VERB2 @ gettable, has state, count, "LOCATION"
DESCRIPTION? DESCRIPTION ALWAYS IN OBJECT HANDLER, INCLUDING STATE SPECIFIC ONES

VERB1/VERB2 "CAN" be generically handled or use handler

Few VERB/NOUNS CAN be handled generically.

CARRY, GET, TAKE, EXAMINE, LOOK, SEARCH

IF gettable and in room, CARRY/GET/TAKE WORK

IN ALL CASES, EXAMINE, LOOK, SEARCH WORK. AND

IF ITEM HAS STATE, GOES TO OBJECT HANDLER
UNLESS IN STATE 0, THE DEFAULT STATE
where it just displays description. * WAIT,
unless it's on or in something which would
actually be a different state. So, YES, state 0
is default description.

- BUT, getting some things might require a grab
Special reply: "With all your strength, you ~~can~~ the
statue" as opposed to "You get the statue."

TRY TO EXAMINE SOMETHING BUT IT'S BEHIND
COUCH, FOR INSTANCE, THEN NOT ALLOWED TO
EXAMINE IT. * EXCEPT* ITS "STATE" IS "BEHIND COUCH"
AND SPECIAL HANDLER WOULD COME IN.

Decision
→

"no
impediments"
"STATE": "heavy"

STATE CAN BE (DEFAULT STATE: JUST DESCRIBE OR GET)

IF STATE == "1" COULD MEAN BEHIND CONCRETE
IF STATE == "0" ALWAYS DARK
IF STATE == "2" COULD MEAN BURNING TORCH
IF STATE == "3" COULD MEAN "ON TABLE"
IF STATE == "4" COULD MEAN "FILLED WITH WATER"
IF STATE == "5" COULD MEAN "DART IS IN BULLETHEK"

OBJECT COULD HAVE MULTIPLE STATES, SO USE BINARY
BITS FOR STATE: STATE AND 2, STATE & 8, STATE | 4

INITIALIZE STATE IN DATA SECTION? OR WHEN ADDING
NOUN TO LIST? IF THE LATTER, THEN CALL PROCEDURE
WITH NOUN ID WHICH WILL SWITCH THROUGH HUNDREDS OF
LINES AND INITIALIZE STATE, UGH. EVERY NOUN SHOULD
BE INITIALIZED TO ONE STATE, IN DATA DEFINITION.

NOUN STRUCT SHOULD CONTAIN STATE VARIABLE.

WORK ON NOUN INITIALIZATION CODE

GET/TAKE/CARRY/GRAB

IF NOUN IS IN ROOM
IF NOUN IS GETTABLE
IF STATE IS 0
GET ITEM
ELSE
;STATE > 0
GO TO NOUN HANDLER (pass in verb)

OR COULD GO TO ROOM
HANDLER THAT RECOGNIZES
NOUN!

"IF ROOM IS #ALCOVE A [Noun = LADDER, FOR INSTANCE]

IF VERB IS GET

IF STATE IS 1

IT'S HEAVY, BUT YOU GRUNT AND STRAIN AND GET THE NOUN
END IF

ELSEIF VERB IS CLIMB or CLIMBUP

YOU CLIMB UP THE LADDER

ELSEIF VERB IS EXAMINE or LOOK

IF STATE IS 1

A HEAVY LADDER IS HERE

NOUN NO LONGER
PRESENT, HOW TO GET
HERE? MAYBE ALWAYS
DO ROOM HANDLER

IF STATE IS 2: 3 PASSES NEED TO BE HERE

ROOMLIST

$\text{ID}, \text{NOUN} = \text{gettable, state, count}$ $\text{^NOUN} = \text{gettable, state, count, exists}$

ADD ID TO MAP

Room STATE

NOUN LIST

PROCESS COMMAND

Get noun

Get Verb

IF INVALID VERB

SAT SO

IF INVALID NOUN

SAT SO

IF GENERIC VERB

IF AVAILABLE (here, gettable) NOUN

~~IS~~ SPECIAL STATE OF NOUN?

GO TO NOUN HANDLER

ELSE

DO GENERIC THING

ELSE

SAT NOT AVAILABLE IF HAVE SEEN BEFORE

SAT ALREADY HAVE

SAT "TRANSFORMED" if not available + special state

ELSE

IS VERB APPLICABLE

GO TO NOUN HANDLER

ELSE IS SPECIAL VERB

HANDLE SPECIAL VERB

ELSE SAT DON'T KNOW WHAT TO DO CAUSE NOUN NOT EXIST

COMMON
 #STATES
 ON / BURNING
 HIDDEN
 CONTAINED
 INACCESSIBLE
 INVISIBLE
 BROKEN
 NEW
 DARK
 LOCKED/UNLOCKED

ROOMS ARE FILLED WITH NOUNS
 THAT ARE AFFECTED BY VERBS
 ROOMS ALSO HAVE EXITS

Room State

IT IS ALSO DARK

Room #1 HAS A GATE THAT IS FIXED
 AND LOCKED, PREVENTING PASSAGE.
 IT ALSO HAS A TREE NEARBY THAT
 CAN BE CLIMBED TO SEE OVER THE GATE
 TO VIEW THE SLEEPING WATCHMAN

USER CAN TRY TO KNOCK, OPEN, KICK, BURN, (CHOP AXE)
 BREAK, UNLOCK, POUND ON THE GATE TOO

USER CAN TRY TO CLIMB, CHOP THE TREE
 CLIMB TREE TO SEE WATCHMAN
 CHOP TREE 3 TIMES TO HAVE IT FALL BUT
 MISS THE GATE, SOUND WAKES WATCHMAN
 KNOCK OR POUND GATE WAKES WATCHMAN TOO

WORLD STARTS DARK WITH FADE MOON. USER HAS TORCH
 + HEALING POTION IN INVENTORY, WHICH USER LIGHTS TORCH
 CAN SEE THE GATE, TREE + AXE.

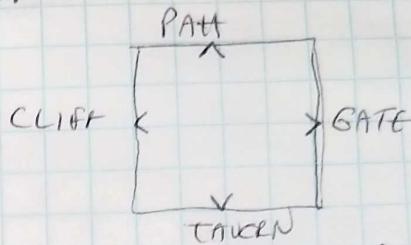
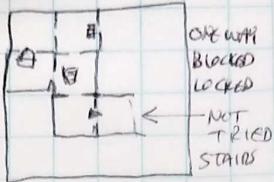
CODE: Where am I?
 What do I see here?
 What objects are here?
 What exits are here?

IN ROOM 1: IS IT DARK? THEN DARK DESCRIPTION, OTHERWISE LIGHT DESCRIPTION:
~~You are at~~ Check environment state. And 1 time description?
 STATE=PLIST: You are carrying a backpack and a spear. Room-specific message
 Descriptions: You see a locked gate and a tall tree with an axe leaning against it.
 OBJECTS: GATE, STATE: locked, TREE, AXE, STATE: AGAINST TREE
 EXITS: There is a road leading East. <TO ZABBUR CLIFF>
 OBJECTS: A large tree lies in front of the gate. A broken
 axe is embedded in the wood.

DESCRIPTIONS for world, for result of actions, for
 descriptions of items, for player state (sick, encumbered, etc)

ENV check + Description, by room - top of loop
 OBJECT check + Description; also by room
 EXIT check?

Easy verbs:
 help, N,S,E,W,U,D



Common verbs:

GET, TAKE, GRAB, CARRY, EXAMINE, LOOK, SEARCH, DROP, PICK UP, PUT DOWN

GET: seen before, gettable, state gettable, 1NN slots: gettable = 0^{NO}, 1 = YES, 2 = SPECIAL

EXAM: DESCRIPTION. STATE specific: state = ^{DEFINITE} 0, other state = SPECIAL HANDLE

LOOK: ENV + OBJECT check if alone. Otherwise same as examine

DROP: Carrying, VARID drop surface? STATE = ^{PROPER} 0, 1 = Special handle

DIR: VARID DIRECTION, ACCESSIBLE STATE? DIR = 0 or 1^{NORMAL}, DIR = 2 special handle, DIR = 3 = UNKNOWN

Room

ID, NAME, DARK, RANDOM MONSTER?

1366x768 RES

Base description

N = 0 or 1 or 2+ = STATE - SAME FOR S,E,W,U,D

STATE = 0: visible/default - 1+ = SPECIAL HANDLE

CONTENTS: NOUN INSTANCE LIST

EACH NOUN INSTANCE

NOUN, NAME ALWAYS DESCRIBED AS,
SYNTHMS

SETS? HEALTH? FOR MONSTERS

STATE

COUNT

DURATION

LOCKED?

ON/OFF?

STATE Ø Description

EVERY HANDLED VERB IS
ENUMERATED IN NOUN
DATASECTION DEFINITION

-
DO NOUNS CONTAIN KNOWLEDGE OF THE
ROOM THAT ARE IN, OR DO ROOMS JUST
ENUMERATE ~~KNOWN~~ NOUNS?

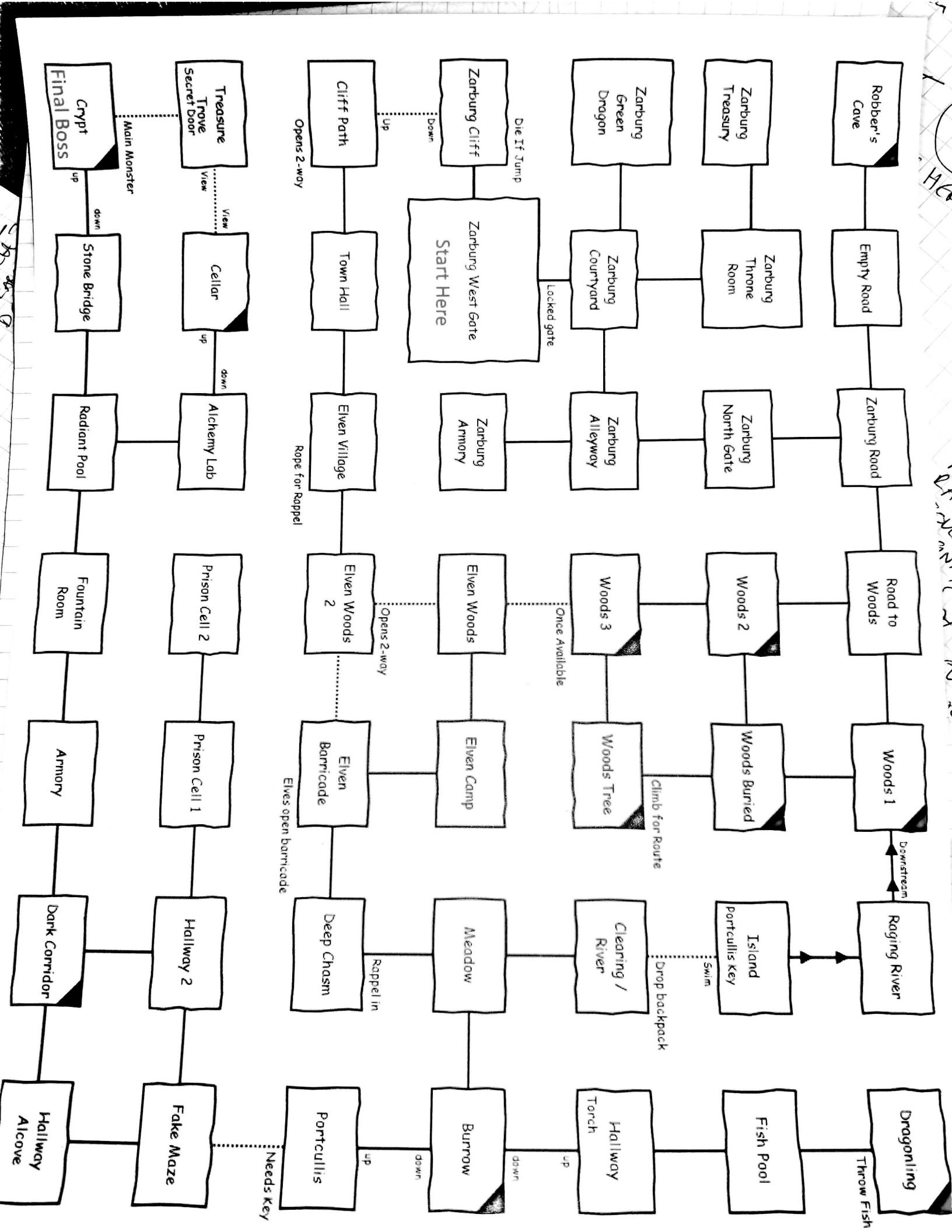
(FLOATING)
ACHIEVEMENTS?

(FED THE PELICAN), etc -
add to score

(ALWAYS SHOW
"LOOK" result at
top of output area
↑ PRECISION)

MULTI-NOUNS: FISH, SPEARS, ARROWS, TREES, POTIONS

"DEATH" RANDOMIZES YOU TO ANY PREVIOUSLY
ACCESSIBLE LOCATION? OR TO DESIGNATED
"GRAVEYARD" RESURRECTION SITES?



GET THE GREEN BOTTLE

Parser can know which nouns are present in inventory + in room!

SEARCH ~~NOUN LIST~~ AVAILABLE NOUN LIST, INCLUDING SYNONYMS. IF MATCH FOUND, RETURN LONGEST MATCH IF SYNONYM EXISTS. RETURN ALL NOUN MATCHES

FOR EACH AVAILABLE NOUN

SEARCH FOR NOUN IN COMMAND

IF FOUND, SAVE IN FOUND LIST

FOR EACH ADJECTIVE, SEARCH FOR ADJECTIVE IN COMMAND

IF FOUND, SAVE IN FOUND LIST

IF ADJECTIVE IS LONGER THAN PARENT NOUN, FAIL TO USE

IF NO NOUN FOUND

SEARCH GLOBAL NOUN LIST

IF FOUND, SAVE NOUN + WHETHER IT HAS BEEN SEEN ~~+~~

~~SEEN~~

REMOVE PUNCTUATION, THE/A/AN

EACH VALID VERB LIST FORMS

PUT <noun> <prep> <noun>

GET <noun> <prep> <noun>

DROP <noun> <prep> <noun>

SHOOT <noun> <prep> <noun>

EAT <count> <noun> <prep> <noun>

TALK <prep> <noun> <noun>

HOW EACH VERB CAN BE USED IN GAME

ELF, *, ^Dark Elf, ^Draw, ! TALK, ! BARGAIN, ! PAY, [O] Desc[1], OtherDesc[O].
ROBBERSCAPE, (O, O, 0010001, 1110000, BARRON, 12, O, @BON, !, !QE*) DarkDesc[O] Desc[1], OtherDesc[O].

VIO
Parser

Add Noun to MAP? No, ADD LEFT(4) of noun to MAP()
as that's what we search on. Add strName (full) to struct.
Add full synonyms to structure
Add relevant verbs

SEARCH for adjective or noun
IGNORE TO, THE, AT, A, etc.

- TALK TO ELF = "TALK ELF"

"ELF@1, DROW@1, ARROW@2, GREENPOTIONS@3, GREENEG@3, POTION@3, BOW@4

- GET GREEN POTION = "GET GREEN POTION"

V1.0 Reset #2

Two WORD Parser

Search verb, ~~if~~

Search noun / adjective.

DATA Statements for Rooms

DATA Statements for NOUNS/VERBS

Parse Command for Noun/Verb - pass in room &

Parse function should be inventory/roomHardware

Display Room function

State 7 of noun is "DROPPED" - causes to show in "You see" list

Display room description based on dark/light and objects/inventory

NOUN IN MAP VS NOUN INSTANCE

FOR NON-MULTI NOUNS, CAN BE THE SAME

MULTI-NOUNS REQUIRE AN INSTANCE FOR EACH OF -

EACH WITH UNIQUE STATE COMBINATION. LET'S

GO WITH EACH

- WORLD STATE MUST BE supported by parser

We have simple 2 word parser, so "MULTI"
objects are out for V1.0.

FISH caught by fishing pole found in ~~the~~ FISH POLE ROOM
"LOMILWA" ORB of village elders for light

NOUN IN MAP ~~IS~~ NOW NOUN INSTANCE
UNLESS IT'S AN ADJECTIVE, ADJECTIVE MAP ENTRIES
POINT TO BASE NOUN ONLY

PROCESS COMMAND

ERROR MESSAGES FOR MISSING/UNKNOWN NOUNS/VERBS
DISPATCH PRIMITIVES LIKE EXIT, QUIT, SCORE(?), LOAD, SAVE
ALL VERBS HANDLERS
APPLICABLE UGLBS HANDLER

ADD DISPATCH ROOM, ACCOUNTING FOR STATE

STRUCT ROOM DEFINITION

INITIALIZE ROOMS() WRITE PROCEDURE
ADD ROOM NAME TO MAP FOR SEARCHING

Each room contain list of nouns in it?
Or each noun specifies its room / inventory

Nouns must have a "DROPPED" flag so can appear
in "you see: ..." list.

Nouns must have a "SEEN" flag so ~~process~~ process command
can determine whether to act like user knows it.

All verbs list must use LEFT(#PARSELEN) only.

STRUCT NOUN: ADD STR ROOM, FDROPPED, FSEEN/PLAYER AWARE

?
?#
PureBasic Memory Strings - how to display?

?
Need modal dialog

~~//~~ PRINT DESCRIPTION OF ROOM

Room struct contains list of items in it
Include ptr to that noun instance + enum
What about TREE that is in 3 different places?

Need state for that TREE in the room struct?

OR... state can be 9: initialized in code

Struct { AVAIL, FIXED, STATE } - ATTRIBS.b [3]

Noun "TREE", FIXED, NOT DARK, UNKNOWN, STATE 0-9

Room declaration or handler may have to set noun bits. Keep nouns out of room definition.
So, room handler will have to choose noun state bits?
Or, noun declaration finds Room in Room Map (implies rooms initialized before nouns) + adds to noun list. This only works for first room noun is in! Baaaa.

~~No~~ Noun declaration includes \$Room def for each room.

Noun declaration initializes room state

Need state for a noun in a room

Highlight object nouns in descriptions

E

	A	F	T	-2	0
0	B	G	-1	1	
1	C	C	2	5	3
2	D	D		4	4
3	E	E		3	5

3 -1

COUNT = 0

iTemp = iLine + COUNT =

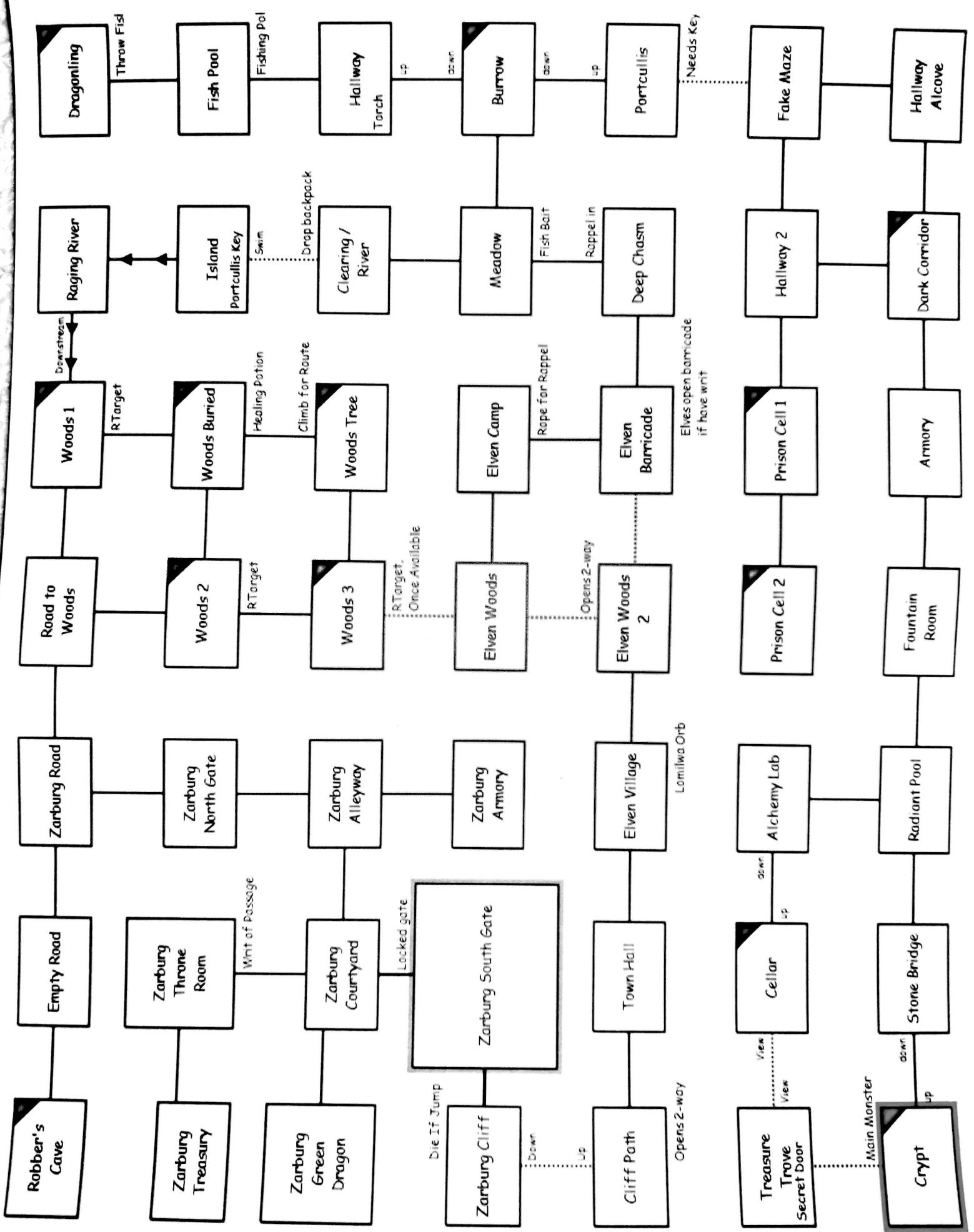
iTemp = iLine + COUNT

iLine + MAXBUF +

iLine

IF DOWN AND
CAN GO DOWN UNLESS UP

CAN GO UP 5



VERB NOUN

Lookup Noun

SEE IF VERB IS IN ALLVERBS LIST

IF SO, RETURN VERB NOUN

IF NOT, RETURN error

BB

JUMP BALLOON

Return Balloon not recognized

FROG BALLOON

Return FROG NOT FOUND

TURNIP SOUP

Return neither found

Look for verb in verb list - IF FOUND,

GREAT.

~~Look for verb in APPLI~~

Look for NOUN. IF NOT FOUND, Ret ^{NOUN} NOT FOUND

Look for VERB. IF NOT FOUND, Ret ^{VERB} NOT FOUND

FOUND NOT FOUND

VERB NOUN

VERB

| O

O O

NOUN

| O

O |

VERB

| |

| |

NOUN
VERB
VERB

O O

| |

BB

O

I don't know how to "COMMAND STRING"

O

Not sure how to VERB a [NOUN]

|

I know how to [VERB], just not with a NOUN

|

You typed "VERB NOUN"

FOUND NOUN + VERB, but verb no apply

VERB isn't something I know has to do with NOUN

FOUND NOUN+VERB, but NOUN not seen yet.

You can VERB, but there is no noun here.

Rooms : Do we need an actual array?

If in (3,4) AND want to go North, how to check?

Yes, or we won't know what room is up there.

At the very least, need an array with room name
so we can look them up in map.

Decision → JUST USE Room ARRAY; NO MAP

GetStateString(strIn, ~~bState~~.bArray rgState.b(1))

```
while
  Find [ starting pos at start pos.]
  IF found
    IF rgState[mid] ; state applies
      i+1 ; bump posse ]
      if if find(strIn, "["; i)
        end = that find pos
      else
        end = strlen
    strNew + mid(strIn, start, end-start)
```

endif

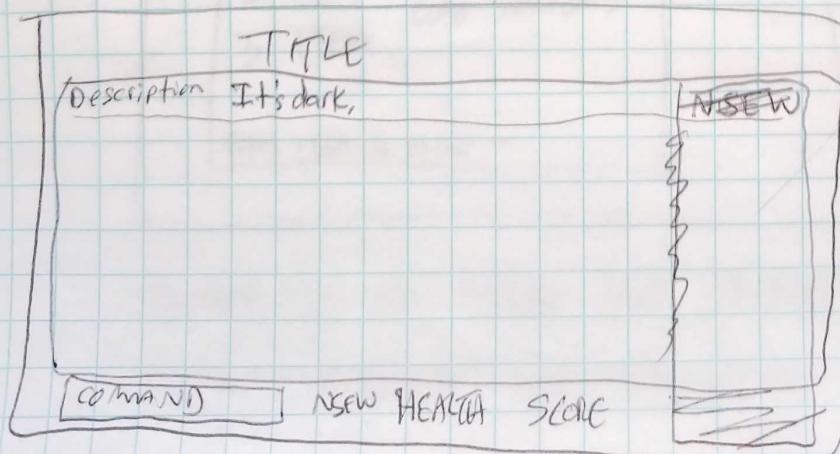
Break

endif

wend

* = "Dark" state in descriptions
Need special case for that.

85 left edge , 360x1295



3/21 Always 24 lines in
buffer array. Take
3 lines to print room,
P.O.B.C.)

NO Dedicated section for
Room Description, but always
at top of buffer.

IF DESC takes 2 lines, then
print buf displays starting at
Read+2!
This

✓ (PRINT PROC)

oooooooooooo

^ CARRIAGE RETURN / LINE FEED

- colorize word in output - yellow? nouns in descriptions mostly

N S E W, HEALTH, SCORE all use COMMAND FONT,
BUT TRT * SHADOW DRAWN. STATE of bMore can
influence color or transparency of NSEW text!

* MAKE SURE HELP IS A VERB, HINT ALSO

1 POINT FOR EACH DISCOVERED ROOM

1 POINT FOR TURNING ON TORCH FIRST TIME

-10 POINTS FOR RESPawning

5 POINTS FOR KILLING A MONSTER

n POINTS FOR PUZZLE SOLVES

-2 POINTS FOR EACH HINT

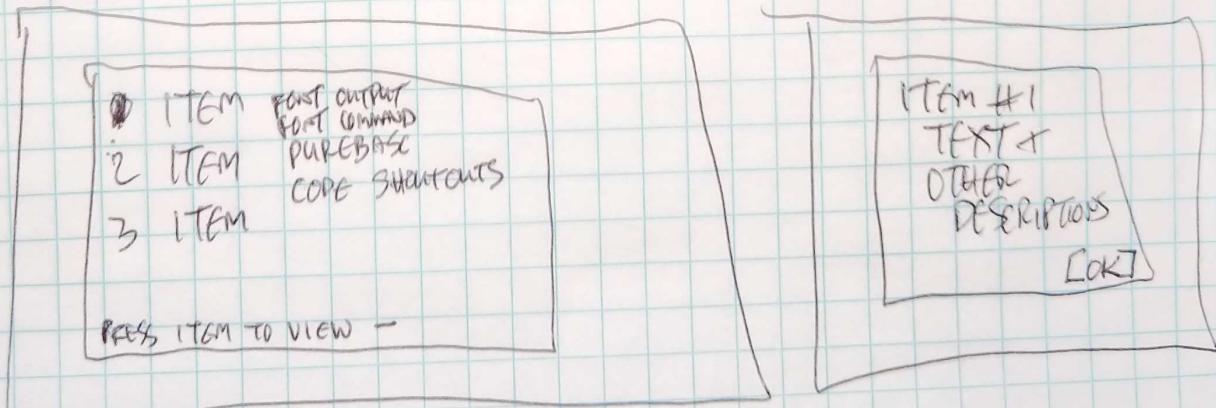
⇒ POINTS NEVER DROP BELOW ZERO

RETAINING: DO WE NEED "SCORE" AND HEALTH + WANDERING MONSTERS?
NO to HEALTH + MONSTERS. EASY TO CODE, but NOT ADDITIVE
COMPAT. SCORE, HOWEVER, MIGHT BE BETTER AS TO COMPLETE.

NEED LICENSE SCREEN THAT BLUES UP PAGE AFTER PAGE OF
LICENSE TEXTS AND ATTRIBUTIONS?

- ① ITEM - short desc
- ② ITEM + desc
- ③ ITEM + DESC

→ Press NUMBER FOR INSTANCE TO SEE



ABOUT BOX TOO. FIGURE OUT COPYRIGHT FOR OSS

"ENTER COMMAND" INTO STRINGTABLE if not already there.

It is dark here.

The rabbit blinks.

→ SCREAM

~~TORCH~~

LIGHT TORCH

- OR -

LOCATION ICON

You're in a torchlit room

The rabbit blinks.

→ SCREAM

It is dark here. ↙

→ LIGHT TORCH

The torch lights around you.

NO dedicated location area at top of
buffer. NOT IN V1.0 - not additive

~~PP~~

Detect Movement()

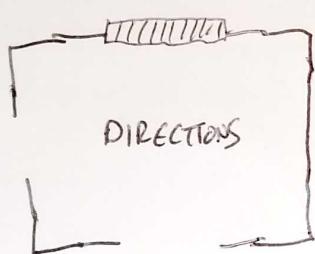
```

if bMove(#North) = 1
  PRINT "N"
else if bMove (#North) = 2
  PRINT "N" 

```

CALL into room handler proc to retrieve info like StateString
 for State [9] items.

0=no, 1=yes, 2=locked, 3=closed, 5=blocked, 6=teleport, 9=codebreaker
 7=hidden



light gray bar = locked
 green = okay/yes
 solid white = no, hidden
 red = blocked

North, N, Go North, Head North

IF VERB = GO

Noun should be North, South, East, West

IF VERB = North or N or [S,E,W]

DROP

IF VERB = Drop

IF NOUN = UNKNOWN error or UNKNOWN

IF NOUN = ~~NOT HERE~~ NOT IN INV, error

IF NOUN = FIXED error can't pick it up

IF NOUN = HOLE error have to pick it up first

IF NOUN = INVENTORY, is this a valid drop

SURFACE? CLIMBED UP A TREE = NO. DROP TARGET

ATTRIBUTE OF STATE should be checked. IF DROP

SURFACE = TRUE, DROP IT + SET NOUN'S DROPPED FLAG

NEW

HELP: key controls + parser hints + such

IF INT = LOCATION SPECIFIC? NOUN SPECIFIC?

Search for verb
Return count of verbs found + strVerb

Search for noun

Return count of nouns found and first noun in strNoun

IF >1 NOUN AND >1 VERB

ERROR

ELSEIF >1 NOUN

ERROR

ELSEIF >1 VERB

ERROR

ELSEIF NO VERB

ERROR

ELSEIF NO NOUN

Check VERB HANDLER, IS IT A SINGLE WORD VERB
LIKE NORTH, JUMP, CLIMB (when one tree), DOWN

①

IF SO - handle it

IF NOT - ERROR over VERB

ENDIF

STORE ONLY FIRST 4 LETTERS OF VERBS
FindNoun + FindVerb return word user typed

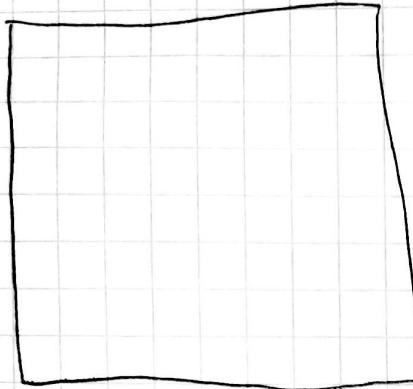
★ => JUST PUT VERBS IN A MAP TOO & done

① some one word verbs use an implied noun, like
"CLIMB". IF NO TREE NOUN SPECIFIED, AND
TREE IS HERE (OR INVENTORY?) THEN ASSUME THAT
NOUN.

INITROOMS before nouns. When initializing nouns, place noun
in \$room specified. Each room has noun list. Can use a
List() or "NOUN,NOUN,NOUN," string. RemoveString() to remove
noun from room. List() is correct, but maybe too much overhead.

Use List() with AddElement(), Foreach, + compare.

IF VERB + NOUN EXISTS here... generate check for noun
exists here first. Also check for applicable verb.



~~Add To Output~~

About Text

PRINT 10 lines

Get ptr to ?AboutText

while

start = ~~anchor pos~~

CALL

If PgDN or PgUP or (INT) ~~PASS~~
Fill list with new set
of lines.

If fDialog - AddTS (~~line~~
string)

If !fullList -> AddToOutput(mid, start)
else
AddToOutput(mid, start))

List PageStarts(); static int
static start = 1, PageStarts() / AddStart
AddTS (str, start)

If GDI f Page = 1

~~start = end~~
PageStarts() / AddStart
start = end + 1

elseif GDI f page = -1

Callback

DrawText
Lines

If Lines = MAXLINES

Display PgUp/PgDn

Lines + 1

DrawText

end + strlen(textin))

If fSetup

iChars + strlen

jLines++

iPages ++ if full + more

Redim pgStart

34 = charheight

000A

Q ★
I A
2 B
3 C
4 D
F

Oh... F1 or F2 can bring up the dialog
Not toggle of them
PRESS ESC to close

Or a consector

Cras rutrum

33

a mat brem

★ ON INIT FIRST TIME OF THE DIALOG
=> INIT UI LAYOUT FOR ALL

IF ABOUT KEY AND NOT GUIABOUT, DIALOG =
LOAD F2 for Credits text
LOAD about text
GUIABOUT = GUI.DIALOG = ABOUT #TRUE
ELSEIF CREDITS KEY AND NOT GUIABOUT, DIALOG = CREDITS
LOAD F1 for About
LOAD credits text
GUI.DIALOG = CREDITS
INIT TEXT = #TRUE
ENDIF

IF INIT TEXT
Prepare for load text
ENDIF

DO ALL DRAWINGS

Should we chop words to LEN(4) before searching in parser? Allows things like

"LIGHT TORCHED" to work,
Hm, No, let's search on the full length.

LIGHT = LIGHT
Search MAP for LIGHT
MATCH IF LEN(LEN OF WORD TORCH) = Verbs()

Not everything a player gets
will change the state of a room.
Some things a player gets will change
the state of that room.

SOLO
185

2342

IF GET AXE

State of Zalburg South Gate loses the state that says "axe leaning against the tree."

When get meal bar in courtyard, state describing price is turned off.

③ GET-5 ZARBURGSOUTHGATE for things that change room state
④ GET-0+1 for things that change their own state

ptrNoun|strGetAction

When GET an object

IF ptrNoun|strGetAction

~~GETState~~

ChangeGetState(strNoun)

When GET an object

IF ptrNoun|strStateAction

ChangeStateAction(~~ptr~~ LEFT(strNoun, #PARSELEN))

YES

PASS IN LEFT(4)
strVerb & 00

Lookup Noun

i = ~~#~~ FindString (StrStateAction, "-")

IF i = 0

i = FindString (StrStateAction, "+")

ENDIF

~~ptr~~ strAction = LEFT (StrStateAction, i - 1)

IF strVerb = StrAction

iState = MID (StrStateAction, i + 1, 1)

strRoom = MID (StrStateAction, i + 2)

'7594

ptrRoom = Lookup Room StrRoom

ptrRoom|iState & ^ (iState)

* Don't allow GET or other actions in a dark room.

When light turned on, make player aware of room objects
When ~~first~~ contains lit room, make player aware of objects

NEAR FAR example of room state changes

Get must remove from room + add to inventory

If I have a chest and a key in a room
and I try to move a "locked" direction, find the
~~#\$FIXED~~ object to say "The chest is locked."

MARSHALLING
UNLOCK FIXED

NO Chroma Key

Get Handler

Tree Handler
Torch Handler?

Draw Torch

Inventor Handler

MESSAGE Handler

unlocked Strengths

more random strings

Room State change on get

Drop Torch

Turn off Isht
Change torch beam state to off

MAPNouns() =

key(4) Val(full noun)

Drop / GET HANDLER

With Strayson?

WHAT ACTION?

StrNounIn to StrFullNoun

SAVE

SAVE GG except pointers

Enumerate Noun MAP - ~~SA~~ for EACH

SAVE iState

Enumerate Rooms MAP - for EACH

SAVE iState

Enumerate map nouns

Save ~~each~~ name



SAVE ("NAME of FILE", fPermitted = #false)

if NOT fPermitted

DialogBox "Are you sure?"

else

SAVE.

INIT PHAS: set iState to zero for now

if New or Init, Find or Add MAP exception

ptrRoom/~~ptrRoom~~ lastVisibleLightsource = ~~last~~ reset

ptrInventory iCount = 0

NEW GAME - prompt

SAVE GAME - no prompt

LOAD GAME - prompt

DELETE GAME - prompt

EXIT GAME - prompt, End

QUIT GAME - prompt, New game?

UP AND DOWN

CLIMB UP, RAPPEL DOWN

Up + down are not in list of nouns, but must be valid.

Parser can special case them in FindNouns() proc if there are only two words. Switch gets "CLIMB" & "UP." Must find associated noun for climb, do this in HandleVerbNoValidName(). Will find ~~tree~~ tree + then we already have the Up or Down

IF FWD TREE & GATE, SAY CLIMB WHAT?

IF NO associated noun found, say

IF UP & AT TOP SAT CAN'T GO UP

IF UP & ON GROUND OR MIDDLE, GO UP

IF DOWN & ON GROUND SAT CAN'T GO DOWN

WORKS FOR CLIMB, JUMP, RAPPEL

FALSE, not in bad word list

IF NOT SPECIAL CASE FOUND, THEN BADWORD will catch in FindNoun

Never return as counted Noun in FindNoun, WANT
HandleVerbNoValidName handler.

NOPE

→ IF ~~VERB~~ VERB NOT IN SELECT CASE, CALL BADWORD handler?
OR, WAIT, UP & DOWN aren't actually in BADWORD list!!!

GET HANDLER

UP + DOWN error messages

* IF Search at cliff, let them find path to does? NO

DELAJ: 'n' commands after an action, flag
a subsequent action. CHOP OAK WAITS 1 TURN
THEN the watchman comes out.

"I don't see BLAH here", applies when it's in a dropped backpack, but message should be different, about being in BACKPACK, All noun/verb commands, Get, Drop, Exam

BACKPACK, All noun/verb commands, Get, Drop, Exam

When Drop Backpack, all items except for torch + backpack go to #BACKPACKDROPPED Room, AND BACKPACK ITSELF GOES TO whatever room it was dropped in. Torch must be dropped separately.

Torch lasts ~~100~~ so? turns when lit
"comes" becomes new or replacement ENCHANTED TORCH.

It burns "forever", but must be lit with LOMILWA command.
LOMILWA lasts for 20 turns, can be used unlimited times

Do look, load, save, get, drop, help, hint, etc. count as NumCommands?
Ideally not.

BACKPACK SCENARIOS

CLIMB TREE - can't with pack? Nah. No. Let them keep it.

DROP item-not carrying — Get item - not in room (ptf Room)

Valid command - see no noun here; it's in your pack

Invalid command - "

→ Looks like all commands will be handled properly.

DAMAGE + HEALTH

WANDERING MONSTERS

Kill with bow -or- attack with fists, fist attack ^{kick} hit punch improves with use. User can fight/attack/kill/shoot/battle the monsters.

User can suffer damage from monsters, Liches, guards, falling, drowning, etc.

User heals with NumCommands -or- GREEN POTION
Need UI to reflect user health.

NumCommands healing increases fastest with movement.

* which implies separate counter for healing moves.

MONSTER TYPES: LICH, WOLF, BRIGAND, DROW, DRAGONLING?

COINS: Start with 1 coin in INVENTORY: Spend it to open gate, goes to #ITGONE. KAB Gives you 5 coins, ADD BACK To INVENTORY. Set GGI:Coins = 5. WU special cases COIN + says how many you have. Drop COIN just drops them all & get takes them all. When used to pay, decrease GGI, Count of only move to #ITGONE when needed. EXAM HANDLED TOO. ItemStateChange goes from 1 to multiple

MERCHANT

HAS MEALBANS

|
|
|
|
|
|
|
O

ANGBT

O
O
O
I
I
I
O

TALKED ONCE

O
I
I
O
I
I

TALK twice

O
O
I
O
O

STAR MEALBAR = -2 + 3

```

    :Start
{NOUN, ↑SYNONYM <CR>    iPos
  @ GET;-1
  {O}String. <CR>
>END

```

OA OD

MOVE DATA TO

TXT FILE

OD OA both can indicate
new line

Protected : Start.i, iPos.i

iPos = ? Start.nouns

- FIND STRING IN MERCHANT -

Protected : Start.i, Str.i

~~Static~~ iPtr.i

~~HelloWorld~~ iPtr

HelloWorld

HelloWorld

iPtr

static iPtr.i ~~Start~~ = ? Start.nouns

while ! TRUE

iStart = iPtr - ~~iPos + Start~~

Select PeekBG(iPtr)

Case OD, OA

PokeBG(iPTR, 0)

Str = Peeks(iStart)

iStart = ~~iPos + iPtr + 1~~ iPtr + 1

~~Case Default~~

Case ~ iFalse

break ; all done < Poke O + set string first

~~Default~~

~~iPos + iPtr + 1~~

End Select

iPtr + 1

Wend

Timer or chop tree for watchman
to come out or open gate.

Chop tree twice ..

EXAM AXE - EX handler no UACD noun

Remove Axe from INV

Look noun AS EXAM

Pills up - Starting to
Clif desc

but a watchman is ... after bite

Chop tree after watchman guess

LOOK + EXAM

Chop tree - watchman shakes his head -
haven't seen watchman yet

Chop tree after chopped down

Add Output upon bite

Fight, attack, kill, shoot

EXAM MEAN

of PURAASING

EXAM MGRC AFTER GETTING METABAR
Still describes bar

3 RTK, 2 Cool/Team, Sell want, 0 base

EXAM MGRC And says For

EXAM MGRC after buy still wants to sell

After pay, Merc still selling

TALK Merc after buy = "I Left"

No Change State Action

~~OK~~ Fight Merc, still nods, TALK = still sorry

Now fierce, minus "now"

PAY MGRC: Thanks - you when angry

PAY MGRC after fight: Nods still

* Angry State Buy while angry, still adds
Non state

By Give com to watchmen

ONE or Two word commands

CUT TREE

UP+DOWN by themselves

CAN See watchman when chopping tree; don't set player aware when view watchmen + tree

INV: torch instead of torch

USE TORCH as synonym for LIGHT

GIVE MONEY

L shot for look?

TAKE TRAY

I CAN LEFT APPLE BOUGHT MACBAR

DASH State \$16 store

Instead with Blunderbuss

LIST for saved games

6848 SCALE indent in credits

Trim(left(trim))

forever! in credits

Ellipsis

LIGHT, BURN, FIGHT WATCH -
watchman is revealed.

Get Back

GIVE handler for merchant
"Give coin?"

CLIMB DOWN = Too many OVERS

All items plural in inv lists if const

Put the backpack in your backpack when
picking backpack

GATE, !BARRICADE, !BURN, !CHOP

IF @ BURN

+ GRAY

+ BLOCK

+ SOOO

PRINT ^{is to wake up...}
GATE.BURNED = 1

IF @ BURN

IF NOT ~~STATE~~ GATE.BURNED

ELSE

PRINT Not again

ENDIF

IF GATE.S_DEFAULT

PRINT

ATTACK

STATE + INTERPRETER
WITH OUTPUT TEXT.

NOT v 1.0 ^{is}

Add To Output

Line ends with ... , keep ... on same line

helloⁱat iLen

• hello
↑
iNext

? & be... big

iLen - (iNext - 1) lenLen

IF MOD(sText, 1) Len + 1) = ". "

DO

Len - 1
UNTIL MOD(sText, 1) Len, 1) <> ". "

Then

hello^a! hello^a hello^v. helloⁱ.

FORMAT STRNG ANY/A/AN

I don't see %AI %I to get.

IF LEFT(%I, 1) =

Vowel:

IF RIGHT(%I, 1) = "S"

strout + "angy"

else if ~~text~~ findStr("aeiou", LEFT(%I, 1), #PB-NoCase)

strout + "an"

else

strout + "a"

endif

KNG ECDRED - "kneel" and get always
burning torch - never goes out + cleanses
torch icon too!!

CLIMB TRFL in Woods should not say 'I haven't
seen any + ee around here.'

Problem: don't break
ellipsis at end of
line.

← ZSG

Chop tree - it falls in front of gate. 1 command later, watchman comes out and closes gate behind him.

Knock gate. 5 seconds later watchman opens window in gate. Must still be in room to see it. Otherwise, triggers when back in room. This is a new room state.

Climb tree - see into Zarburg and notice the watchman. Watchman noun state becomes playeraware.

Burn gate - knocked out and revived 5 seconds later.

Burn tree - Smokey Bear won't allow.

Climb gate - can't climb

Pay/Bribe watchman-unlocks and opens gate

attack watchman-laughs and pins you immediately, "oh good, a game." never takes your attack attempts seriously.

HINT: Try a different vantage point if haven't seen watchman yet

HINT: Money talks if you have seen him.

← ZarburgArmory

Item: Blunt iron dagger - iron is key because needed to kill lich

EmptyRoad

You're on a long, empty road, devoid of any interesting feature or landmark.

USE DAGGER

dagger handler decides who to attack in particular room and calls that handler.

← Isla de la Muerte

I Island Portcullis Key

Portcullis (below floor)

Fake shape

Banana

Hammered

Fish Roast

Draughting

→ Island w/ Portcullis key

* Stone box. State: open/broken, locked, key inside
FIXED

UNLOCK: nope, not possible, probably have to break in.

USE DAGGER: Doesn't work

USE LOCKTOOLS
PICK LOCK > Doesn't work

SNIFF/BREAK: Box state open. Key inside or not dep. State

* Key. State: in box, in gate lock

USE: island on box, nope, already snuffed open

USE: Portcullis gate - in lock already or Portcullis gate opens

- UNLOCK: if ! state in lock, port gate rises + retracts into ceiling
Key no longer available

* Portcullis: Stake locked or up

UNLOCK

BREAK > NO USE
FORCE

CLIMB: goes from floor to ceiling

SWIM: Back to clearings, South also

→ Burrow

It's a burrow slightly under the ground.. DARK / Resistant

0000 Honor Kings / Eldred

How do you wish to?

> require blessing to defeat
Lich? Light weakens him?

→ Portcullis Room

Room with passage to N + S. Dim light from burrow opening
DARK, torch

~~Hallway~~ leads from burrow to Fish Pool. Glow from the North fish pool walls, leads N+E.

~~Fish Pool~~ - room glows, but not from walls
Stat: ~~No state~~, fish pole ~~in~~ against wall or NOT
Pool with a few fish darting below the surface

JUMP/SWIM/KNIFE/GO: water repels you and prevents entry

FISH POOL? CONFLICT between fish Verbs/burrows

USE POLE: already caught fish AND HAVE FISH?
~~CATCH?~~

~~FISH?~~ too

fish avoid your hook, no luck

~~DON'T HAVE FISH?~~ AS above

FISH to Desonter? AS above,
no have fish & no fish to Desonter
CATCH FISH!

CLIMB DOWN THE GREEN TREE With THE ROPE

Find Noun

If Found

 Find Prev+Noun

 If Not Found

 Find Noun+Next

 EndIf

Else

 //noun from context

EndIf

Back up from found noun

Loop from 1 To Before found noun

Is Word Not an article

 Add To verb + " "

End If

Next

Did we Not find a noun?

Loop through objects in grid location

 Search For a matching verblist

 If found

 If we already have a contextual noun

 Respond With "<VERB> what?"

 Else

 Set contextual noun

 EndIf

 End If

Loop up

DoneNounCheck

Search Verb List For the

Start right after noun

Loop from right after noun To End

Is Word "AND or OR?"

 Flag Need 2nd Noun

Else

 Is Word

Find noun. If found... crawl noun synonym List.

ptrnew = Add element For new noun

ptrbase = Lookup "refers to" noun

 If Not ptrbase

 ERROR

```

        Else
            ptrnew\ptrnoun = ptrbase      ;new node always points back to parent
    While ptrbase exists
        If ptrbase\ptrSynonym
            ptrbase = ptrsynonym
        Else
            ptrbase\ptrsynonym = ptrnew
            Break
        EndIf
    Wend
EndIf

If Not ptrbase
    ptrbase = addnewelement

Data.s "TREE,*,!CLIMB,!CHOP<p>WITH;USING<n>AXE,!SEARCH"
Data.s "AXE,!USE"
Data.s "HATCHET,^AXE"
Data.s "FISH,*,!CATCH,!COOK<p>ON<n>FIRE,!CLEAN,!GUT,!EAT"

```

So, I won't even search for hatchet unless i find axe first? untrue, I will find axe

```

;Data idea from February 2018
[BOTTLE]
verbs=DIG,SEARCH
stateflags=0100
state=10000000
room=$WOODSBURIED
adjective=
multi=
statestring="[0]It's a hard glass bottle, but most of it is buried. You'll have to dig it up."
statestring="[1] There really isn't a state 1.
statechange=DIG,@BOTTLE:+1-2,$WOODSBURIED:-1

[POTION]
verbs=DRINK,IMBIBE,QUAFF,SIP
stateflags=0009
state=10000000
room=$WOODSBURIED
adjective=ELIXIR
statestring="[0]Effervescent, green liquid swirls inside. Drinking it will heal you of damage."

```

ZSG

Chop tree - it falls in front of gate. 1 command later, watchman comes out And closes gate behind him.

Knock gate. 5 seconds later watchman opens window in gate. Must still be in room To see it. Otherwise, triggers when back in room. This is a new room state.

Climb tree - see into Zarburg And notice the watchman. Watchman noun state becomes playeraware.

Burn gate - knocked out And revived 5 seconds later.

Burn tree - Smokey Bear won't allow.

Climb gate - can't climb

Pay/Bribe watchman-unlocks And opens gate

=====CRYPT NOTES=====

CRYPT

=====

ONENTRY

IF don't have ward or if torch off

Die immediately on entry ***DEAD***

Mention ward and need for light

ELSE

A darkened, wizened lich glides toward you. "Who dare disturb Queen D'rella?!"

If have dagger

Your dagger explodes into brilliant white and vibrates fiercely; you almost drop it! The lich pauses, then continues. "I fear not thy weapon, foolish adventurer."

If have Eldred's everlasting light

The undead wizard shies away from the light of your torch. "The Lightbringer's bane! Most interesting." In a moment, light springs from your torch and becomes a part of the room, filling the space. Your torch flutters out, but the light remains.

If have scepter

"A scepter worthy of a prince. Thou hast met mine dragonling!"

TALK

If first talk

If not have all 3

fAboutToDie = #True

else

"Let me be lest I strike thee down, worm."

#STATE7 ;talked once already

endif

else

"Take thy leave, runt. My patience runs thin."

endif

FIGHT

If have all 3 items

Lich dies (add lich #STATE7 and move to #ITEMGONE)

```
#STATE7 Lich - lich dead so secret door can be found and opened
#STATE3 dagger removed, no more dagger hum
else
    fAboutToDie = #True
endif

If fAboutToDie
    D'rella screams, "you have come unprepared, now die!" Shocking streaks of blue and velvet
    streak from her withered claws. You feel like you're being torn apart before you die, most
    wretchedly. ***DEAD***
endif
```

get something you already have
gethandler checks for max count before determining if item is already being carried or even if it's gettable

pay while coin not in inventory (dropped)

carrying two coins = you dropped the coin
drop coins = you're not carrying any coins
the following items are here: coin -- even if have 2+

what happens if i drop coin before buying mealbar. then inv will show zero coins, and courtyard look will show 1 coin. when treasurer gives me 5 coins... inv will now show i am carrying SIX coins because there is only one GG\iCoins variable indicating how many exist in the world.

Don't allow dropping coins independently of backpack
or have a GG\iCoinsCarried AND a GG\iCoinsInWorld - ugh.

Drop map says how frustrating but shows marked directions clearly

GRAB
FEED DRAG

you teleport out of the maze
s/b
you WILL teleport out of the maze

on entry to armory.
if have dagger
 if skeleton here
 say it begins to vibrate
if no have dagger, say you could really use a weapon. do you know of another armory?

Skeleton #STATE7 is NOT in armory any more
Armory #STATE7 is skeleton gone
On Entry

killing skeleton doesn't stop dagger hum
use dagger after skeleton dead

rack handler

no malnourished after feed

Need ROCK handler

prisoner is starving after feeding
out of the cell to HIS freedom

remove PRes F5 text

how to deal with dropping the torch in crypt, or the torch going out.

once crypt lit, it stays lit as long as player is in it, even if torch dropped or extinguished

need some way to keep GG\fLightSource on while in the crypt and with light permanent on

#STATE7(?) of the torch is set on entry to crypt. #STATE7 removed onentry to archway

in TorchHandler, if light turned off, keep it on if state 7.

similarly, if light goes out, keep it on anyhow with state 7. need to ensure we turn it
OFF again in onentry to archway (check #torchturns left)

TAVDOOR close / open

MAP buy

give gold (to draw not working

climb down at chasm -- too many verbs

CLIMB DOWN in tree does nothing