

CSCI 321, IF Game Specs, Spring 2014

Due date: Wednesday, June 3, midnight

- Minimum game size: 2000 words. You can see the word count in the “Errors” panel after you run the game. There is no minimum number of rooms, objects, *etc.* as different games have different requirements.
- Inform7 creates a **folder** with a `.inform` extension. Zip this folder and submit to canvas.
- Clear out the **Skein** except for one or more “best” paths through your game. I will play your game briefly, but I want to be able to advance to any point without spending hours solving your puzzles.
- **Bless** your best transcript, as well. I will read the entire transcript.
- There is no need for separate, printed, documentaiton for the IF game. If there are any special instructions, verbs, *etc.*, they should be printed out, in-game, before the play begins.
- Reread the general game specifications for things I’ll look for in your game. However, since this is interactive fiction, I will be looking for elements of *story* and *character*.
- Once again, if you want to call my attention to something, perhaps subtle, that you put into this game, place some autobiographical information about it in a comment block at the beginning of the game. [Comments are surrounded by square brackets in Inform7.]