A comprehensive list of the functions which the scripting engine must be capable of supporting.

**BASIC LANGUAGE CAPABILITIES:**

Declaring a variable, whether an integer, String, or Boolean

Checking the equality of two variables and placing the result in a Boolean

Comparing two integer and placing the result in a Boolean

Initializing a variable

Setting a State equal to a variable

Deleting a State

Setting a variable to something from a State

Goto, or moving to another branch in the script

Waiting until some function executes to true

If a Boolean is true, then goto

**INTERACTION WITH THE GAME ENGINE:**

Opening a Dialogue Box for various characters

Opening a Prompt Box

Check how many of an item is in the inventory

Add a certain number of an item to the inventory

Remove a certain number of an item from the inventory

Add experience to the player

Add currency

Remove currency

**INTERACTION WITH NPC:**

Waiting for a certain number of milliseconds

Making the NPC face left/right/up/down

Moving the NPC for a certain number of pixels/tiles

Making the NPC say something out loud

**QUEST SPECIFIC FUNCTIONS:**

Change what the current quest description is

Mark that the Quest has been completed

**Sample NPC script**

NPCSetAnimation "Waiting"

-- Here is the normal action script--

-- That's right. It just waits there.

[Beginning]

Wait 30000

GOTO [Beginning]

-- This is the special dialogue tag which is jumped to whenever the player has a

-- conversation with the NPC

[Dialogue]

-- Check if the quest is already started, or done already

GetState "Doing50BearAssQuest" A

PutString B "COMPLETE"

Equals Bool1 A B

GetState "Doing50BearAssQuest" A

PutString B "YES"

Equals Bool2 A B

-- If the quest is finished already, then...

Iftrue Bool1 GOTO [ThanksAgain]  
Iftrue Bool2 GOTO [BearAssQuest]

-- Alright, everything below here is the part in which the NPC asks the player to

-- collect 50 bear asses

MakeStringVariable result

DialoguePrompt result 2 "Alright, I shall collect the bear asses for you" "YES" "No, I will not do it" "NO"

-- Remember at this point, B still stores "YES"

-- So this Bool1 will be "true" if the player selected "YES"

Evaluate Bool1 Equals A B

Iftrue Bool1 GOTO [AcceptBearAssQuest]

[RejectedBearAssQuest]

DialogueBox "Well then, I hope you reconsider."

ENDDIALOGUESECTION

[AcceptBearAssQuest]

DialogueBox "Oh, that is great."

AssignQuestID 24

DialogueBox "Please deliver the bear asses promptly."

DialogueBox "Thank you good sir."

ENDDIALOGUESECTION

-- Remember this is if the player already has the Bear Ass Quest

-- active at this point

[BearAssQuest]

-- Check if the requirements have been completed

GetState "Has50BearAss" A

PutString B "YES"

Equals Bool1 A B

Iftrue Bool1 GOTO [BearAssComplete]