Vn={<program>, <player>, <code>, <story>, <start>, <scene>, <end>, <attribute>, <Identifier>, <expression>, <literal>, <MultOp>, <AddOp>, <CompareOp>, <BoolOp>, <write>, <choices>, <goTo>, <choice>, <choiceText>, <number>, <String>, <Bool>, <Int>}

Vt={**PLAYER**, **{**, **}**, **PLAYER.**, **(**, **)**, **var**, **:**, **;**, **!**, **SCENE**, **START**, **write**, **choice**, **text**, **goto**, **\***, **/**, **+**, **-**, **==**, **!=**, **>**, **<**, **>=**, **<=**, **and**, **or**, **0**..**9**, **”**, **’**, **true**, **false**, **a**..**z**, **A**..**Z**, **\_**}

S={<program>}

P={

<program> -> <player><code>\*<story><end>

<player> -> **PLAYER {**<attribute>\***}**

<attribute> -> <Identifier>**:**<expression>**;**

<expression> -> <literal> | **PLAYER.**<Identifier> |<Identifier> |**(**<expression>**)** | **-** <expression>|

**!**<expression> | <expression><MultOp><expression>|<expression><AddOp><expression> |

<expression><CompareOp><expression> |<expression><BoolOp><expression>

<code> -> <variableDeclaration> | <assignment>

<variableDeclaration> -> **var** <assignment>

<assignment> -> <Identifier> **=** <expression> **;**

<story> -> <start><scene>\*<end>

<start> -> **SCENE START {**<write>{<choices>|<goTo>}**}**

<end> -> **SCENE END {**<write>**}**

<scene> -> **SCENE** <Identifier> **{**<write>{<choices>|<goTo>}**}**

<write> -> **write** **:** <expression> **;**

<choices> -> **choices{**<choice>+**}**

<choice> -> <Identifier>**{**<choiceText> <goTo>**}**

<choiceText> -> **text :** <expression> **;**

<goTo> -> **goto :** {<Identifier>|<start>|<end>} **;**

<literal> -> <number> | <String> | <Bool>

<number> -> <Int> | <Int>**.**<Int>

<MultOp> -> **\*** | **/**

<AddOp> -> **+** | **-**

<CompareOp> -> **==** | **!=** | **>** | **<** | **>=** | **<=**

<BoolOp> -> **and** | **or**

<Int> -> {**0**..**9**}+

<String> -> **”**?any printable character?**”** | **’**?any printable character?**’**

<Bool> -> **true** | **false**

<Identifier> -> {**a**..**z** | **A**..**Z** | **\_**}{**a**..**z** | **A**..**Z** | **0**..**9** | **\_**}\*

}

Also mention that we are ignoring any white spaces like space, tabs, new lines outside strings