Vn={<program>, <player>, <globalCode>, <localCode>, <code>, <globalDeclaration>, <localDeclaration>, <ifBlock>, <whileBlock>, <playerAttributeAssignment>, <if>, <elif>, <else>, <function>, <rand\_func>, <story>, <start>, <scene>, <end>, <sceneScope>, <endSceneScope>, <localScope>, <attribute>, <Identifier>, <expression>, <literal>, <function>, <MultOp>, <AddOp>, <CompareOp>, <BoolOp>, <write>, <choices>, <goTo>, <choice>, <choiceText>, <choiceCondition>, <choiceScope>, <number>, <String>, <Bool>, <Int>}

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

S={<program>}

P={

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

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

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

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

**-** <expression>| **!**<expression> | <expression><MultOp><expression>| <expression><AddOp><expression> | <expression><CompareOp><expression> |<expression><BoolOp><expression>

<globalCode> -> <code> | <globalDeclaration>

<localCode> -> <code> | <localDeclaration>

<code> -> <assignment> | <ifBlock> | <whileBlock> | <playerAttributeAssignment>

<globalDeclaration> -> **var** <assignment>

<localDeclaration> -> **local** <assignment>

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

< playerAttributeAssignment > -> **PLAYER.**<Identifier> **=** <expression>**;**

<ifBlock> -> <if> <elif>\* <else>?

<if> -> **if** <expression> **{**<localScope>**}**

<elif> -> **elif** <expression> **{**<localScope>**}**

<else> -> **else** **{**<localScope>**}**

<whileBlock> -> **while** <expression> **{**<localScope>**}**

<function> -> <rand\_func>

<rand\_func> -> **RAND(**<expression>**,** <expression>**)**

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

<start> -> **SCENE START {**<sceneScope>**}**

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

<scene> -> **SCENE** <Identifier> **{**<sceneScope>**}**

<sceneScope> -> <localScope> <write>{<choices>|<goTo>}

<endSceneScope> -> <localScope> <write>

<localScope> -> <localCode>\*

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

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

<choice> -> <choiceCondition>? <Identifier>**{**<choiceScope>**}**

<choiceScope> -> <localScope> <choiceText> {<goTo>|<write>}

<choiceCondition> -> **if** <expression>

<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