Cragne Manor Info for Veterans and Neophytes

Hey, wonderful people!

I. INTRODUCTION

This is a busy weekend for Ryan and Jenni. We have *eighty-four participants,* each with a location in Cragne Manor or around Backwater, Vermont. We have puzzle tracks lined up and a complicated series of locked doors and keys figured out. I have a bunch of index cards stuck to my bedroom wall with string connecting them.

On the Slack, we've been talking about the ground rules for using Inform 7 to make your room in a way that won't break other people's rooms. The "compliance sheet" is more or less finished. We'll be sending it out with the room assignments on Monday, but there's still time for Inform 7 experts to join #tech and comment on the current draft.

II. EXTENSIONS

In particular we've been talking about extensions. Zarf has been ultrahelpful in identifying factors that could affect performance, which is a big issue—an Inform 7 game with this many rooms and hundreds of objects isn't gonna be speedy under any circumstances.

(This might be a good place to point out that, while virtuosic code is often very impressive and impactful, virtuosic prose can be just as impressive and impactful with a far lower risk of ruining everything.)

The upshot of the extension discussion is this: With your room assignment, you'll receive a Cragne Manor-specific I7 extension including the following:

- Basic Screen Effects by Emily Short
- Modified Exit by Emily Short
- a version of Conversation Framework by Eric Eve, tweaked to use...
- ...an optimized version of Epistemology by Eric Eve, called Optimized Epistemology by Andrew Plotkin
- a small amount of code specific to this game, mostly dealing with books and the READ action

The whole project will use this extension, so you should use it too. **For the average Inform 7 user, this changes very little. Don't worry, guys.**

Do you think the project needs more extensions? *Are you sure?* If so, you should join the Slack so we can talk it over. **We have to finalize this stuff before people start coding.** We really don't want to force any changes on the rest of the team in medias res.

III. MENTORING

So one reason to join the Slack, if you haven't already, is to get in on all this scintillating technical talk! But you may also want to join Slack if you're on the extreme opposite end of the skill tree.

We have #mentoring and #inform-help set up for people looking to get long-term and short-term assistance with their rooms. In the first survey we sent out, a total of 20 team members expressed a willingness to mentor somebody. (A total of 6 team members said they were better than Ryan at Inform 7, which is probably lowballing it.)

We organizers can't match all these mentors to mentees by hand. *We don't have enough hands.* We're leaving it up to you to get on the Slack (or email the organizers) and request the assistance you need, or render the assistance you can render.

So you should join the Slack if you want to talk tech with the tech talkers. You should join the Slack if you need a mentor; you should join the Slack if you want to be a mentor. You should join the Slack if you plan to do something wild with your room, so that you can keep the organizers apprised of your wildness and we can let you know if you're exceeding your bounds wild-wise.

IV. JOINING THE SLACK

On the other hand, if you're reasonably confident with Inform 7 and you're just doing a normal room with normal stuff in it, I guess the only reason to join the Slack is to hang out with other team members—if you want to do that.

Here's the link to join the Slack: https://join.slack.com/t/cragnemanor/shared_invite/enQtMzkxODA1NDAzNDc4LWY4ZDNlMzA3Y2EwNGUwY2ExZmU4Y2ZmZDMzODdhZTU3YjA5ZjA0NTVhZDllNjgyOGFlYzl4MTM1YWRkODBkNTU I forget how much longer that link is going to work! Let me know if you need help getting on the Slack!

V. ONE MORE THING

This was on the schedule when you signed up, but I'd like to remind you: We're going to be asking for an update on your room every Friday (the 13th, the 20th, and the 27th) until the deadline (August 3rd). You're not *required* to give us an update, and there are no benchmarks for how far along your room should be on a given date, but **early and frequent communication with the organizers will spare us all from many headaches.** I'm sure you understand what "not required" means, when the "required" part is italicized.

Okay that's it! Get ready for room assignments! Let us know if you have any questions!

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