# Builder Instructions

1. Write a basic map of the area using a spreadsheet. Don't put all the descriptions in, just important information like objects, room title, and exits.
2. Write out a list of objects in each room and where they are located.
3. Write descriptions of each room and object.

# Writing Descriptions

1. Single rooms can be more than one room. If the room is large and there are more than 7 significant objects in the room, then make it 2 or 4 rooms, depending on the shape. The room should be proportional to the building though.
2. Room titles should be a brief description of a room. "South East corner of Lab", "Western hallway", "Men's Washroom".
3. Only significant objects need to be described. These include objects that should be interacted with, and landmarks, such as the metal box to the right of the door of 230.
4. Bottom line is you are giving people enough information to enjoy the space and navigate the space without being there. You're drawing a map with your words and your descriptions should give users enough information to see the space in their imagination.

# Writing Descriptions

(taken from:

<http://www.dreamsmud.com/builder1.htm#ROOMS>)

## 1. What you should NOT do.

Before I tell you what you should do when making rooms, I'll first tell you what you should NOT do when making rooms for your area.

a. You should NOT use the same room description over and over again. Doing this makes the area look "cheaply" and hastily done. Using the same one maybe twice in an area is all right in special cases (i.e. a maze), but try to avoid doing this.

B. You should NOT start every room description with "You". I myself have been guilty of doing this on occasion. Instead of "You have entered a bathroom", you could instead write "upon entering this pestilent and disgusting washroom, you notice that...". This looks better.

## 2. Making rooms

When writing room descriptions it is important to make the player "see" the elements of the room as vividly and concisely as possible. Therefore, make good use of powerful adjectives and nouns to give the room as realistic of a feel as possible. Here are a few examples of good substitutions for "vague" adjectives.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sad | Happy | Angry | Dirty | Nice |
| Morose | Gleeful | Enraged | Filthy | Pleasant |
| Melancholy | Ecstatic | Barbaric | Pestilent | Comfortable |
| Depressing | Blissful | Spiteful | Smutty | Blissful |

These adjectives sound better than the plain vague adjectives and exude a better response from the reader.

The description needs to be vivid enough to draw a picture in the player's mind. For example:

Large Bedroom

(exits west)

This bedroom appears to be the domain of a slightly messy individual. In the northwestern corner there is a large well-used backpack alongside an air-conditioning vent. Directly to the north, a TV sits on a shelf of DVDs and games. The northeastern corner contains an warn and decrepit couch and next to the couch, on the north wall, is a window. To the east there is an inexpensive glass desk with a chair. Between the couch and desk there is a tiny trashcan. A closet is in the southeast corner and a messy queen-sized bed is in the southwestern corner. On the ceiling a fan spins gently and the floor is made of wood.

Going through each direction: northwest, north, northeast, east, southeast, south, southwest, west, up, and down, of the room is a good strategy for providing an overview of what is around.

## Describing Objects

Only describe objects that are important, the player will interact with, or that are unique. For example, in the above room, the TV and bed are rather important.

There are three parts to the object:

1. The description the object has when it is in the room. "A TV sits on a shelf of DVDs and games", "A partly made bed is to the southwest". The description has two parts, the slightly detailed description of the object and the verb describing what the object is doing.
2. Keywords. These are something the user would type to look at the object, separated by semicolons ";". For the TV these would be: "TV;games;shelf". The player would type "look games" and get the description.
3. The description. The description is very similar to the description of the room. You want to give the player information on how to interact with the object, or what is important about the object. The TV description would be:

Look TV

This black TV is 90 centimeters wide and 60 centimeters high. On the top rests a playstation controller. Behind you can just make out an outlet where the TV is plugged into. The front of the TV has five buttons. On the bottom right of the TV there is a large round button, about 2 centimeters in diameter. About 10 centimeters to the left of the large button, there is a line of four smaller buttons. From left to right, these buttons are volume down, volume up, back a channel, forward a channel. The shelf under the TV consists of several games and DVDs. From left to right there are: "The Fellowship of the Ring DVD, Mortal Combat game, Mind Craft game, and Harry Potter and the sorcerer's Stone DVD.

Note that if a description of one of the smaller objects, such as the shelf, takes up more than a few lines, make it its own object.