# Text RPG Framework

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## Process Overview

1. Getting started
2. Create locations
3. Link them together using “maplinks”
4. Create characters
5. Create quests
6. Create traps

# Getting Started

1. In the TestRPGPackage project create a new directory to hold your game files e.g. “MyRPG”
2. Under this directory create two sub-directories:-
   1. data
   2. saves
3. In the test.py module change line 13 to match the name of the directory you created e.g.

game = trpg.RPGGame("**MyRPG**")

# Create Locations

## Intro to locations

Here is an example location description in TRPG:-

You are **standing inside a large tent. Splendid woven rugs and silk**

**cushions cover the floor. The air is full of the scent of incense and**

**spices**. There are exits **South** to **the camp** **through a curtain across**

**the tent entrance** and **West** to **the dais**.

The **green** text is the location **description** and will always be prefixed by “You are ” by the framework.

The **orange** text is the **map link direction** that you can travel in from the current location. The framework prefixes these by “There are exits “.

The **blue** text is the location **name** and is used by the framework when giving directions to a location; a brief summary if you like.

The **red** text is the **map link description**. This is optional but gives you more description of how you get to the new location if you chose to travel in that direction e.g. **through a curtain across the tent entrance.**

## Creating locations

1. Create a file called “locations.csv” in the “data” directory
2. Add a header row as follows:-

ID,Name,Description

1. Add a row for each location with comma separated fields for:-
   1. A unique numeric location ID e.g. 10000
   2. The name of the location – a brief summary
   3. The description of the location which can be as long as you like but **cannot** contain commas. Remember this description be prefixed by “You are ”.

Examples:

10000,a strange cave,in strange cave in the heart of a mountain range

10001,a desert,in a vast desert

## Creating “maplinks”

### Intro

Maplinks are what link locations together to form a map. In their simplest form a maplink specifies what direction the player needs to go in to go **from** one location **to** another location. You specify the **From** and **To** locations using the unique IDs that you gave them in section 3.2 and the direction using one of the following; "NORTH", "SOUTH", "EAST", "WEST", "UP", "DOWN".

For example a maplink defined as “1,2,WEST” means that if you go WEST from location with ID “1” you will end up in location with ID “2”. By default the framework will also create the reverse maplink i.e. if you go EAST from location with ID ”2” you will get to location with ID “1”. This can be overridden if you want to create a one-way journey e.g. falling off a cliff!

### Maplink creation

OK, maplinks can also be defined with some extras:-

* Description – more description on how you get to the new location as mentioned in section 3.1
* Lockable – indicates if this link can be locked
* Locked – is the link locked at the start of the game?
* Locked description – if the link is locked what is the description?
* Reversible – is this link reversible?
* Hidden – is this link hidden at the start of the game?

So,

1. Create a file called “maplinks.csv” in the “data” directory
2. Add a header row as follows:-

FromID,ToID,Direction,Description,Lockable,Locked,LockedDescription,Reversible,Hidden

1. Now add some maplinks

Examples:-

FromID,ToID,Direction,Description,Lockable,Locked,LockedDescription,Reversible,Hidden

10000,1,NORTH,along a tunnel,FALSE,FALSE,,TRUE,TRUE

10000,200,SOUTH,along a narrow passage way,FALSE,FALSE,,TRUE,FALSE

10000,300,EAST,through a crack in the rock,FALSE,FALSE,,TRUE,FALSE

### Testing

OK you should now be able to run the framework (“test.py”) and explore the map that you have made!