Interface Design Description for The Badlands API

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# Overview

The Badlands game is implemented using an internal general cross-platform text-based adventure game API written in C++. The intention is for anyone wanting to learn to code to be able to pick up The Badlands API (TBA) and learn to use function calls to create a world that they have designed.

# Simplicity

At the present time, the interface to TBA is being kept as simple as possible to facilitate ease of implementation for the customer and for the implementer (me). Additional features may be added at a later time.

# Class World\_Map

The World\_Map class contains all public and private data and methods pertaining to locations, links, and navigation. Publicly accessible operations include the following:

* World\_Map() – default world is created with no locations or links.
* create\_location(string name, string description) – creates a new location with the given name and description.
* get\_current\_location() – returns the location of the player character (PC), currentLocation.
* get\_link() – returns a list of locations accessible from the current location.
* move(Location newLocation) – Sets currentLocation to newLocation.
* createLink(string name1, string name2) – creates a link between the two specified locations.

# Class Character

The Character class contains all public and private data and methods pertaining to non-player characters (NPCs) as well as player characters (PC). Publicly accessible operations include the following:

# Class Object

The Object class contains all public and private data and methods pertaining to items in the game, to include wearables, wieldables, consumables, and special items. Publicly accessible operations include the following:

# Class Event

The Event class contains all public and private data and methods pertaining to events, including triggers, descriptions, options, and results. Publicly accessible operations include the following:

# Class Quest

The Quest class contains all public and private data and methods pertaining to quests, including description, completion criteria, and reward. Publicly accessible operations include the following: