

Ludus Complete Syntax (v1.0)

Story "Your Story Title"

Character CharacterName:

- traits: list of comma-separated traits
- feelings: current_feeling
- trust: number (0-10 scale)
- inventory: optional list of items

Scene "Scene Name":

- narrate: "Opening narration text."

- [CharacterName feels: "emotion"]

Choice:

- option "Option Text" [if condition]:
 - CharacterName shows trait: "narrative explanation of gain"
 - CharacterName loses trait: "narrative explanation of loss"
 - transition to "Next Scene Name" with:
 - narrate: "transition narrative text"

- [option "Another Option" ...]

- [default:

- narrate: "fallback narrative"
 - transition to "Scene Name" with:
 - narrate: "narrative text"]

transition to "Scene Name" with:

- narrate: "narrative text during transition"

(* Variables *)

set CharacterName.trust = value

add to CharacterName.inventory: "item name"

remove from CharacterName.inventory: "item name"

(* Conditions *)

if CharacterName.trust > 5:

- transition to "Next Scene" with:
 - narrate: "conditional narrative"

(* Dialogue *)

CharacterName says: "quoted dialogue"

(* Scene End *)

End Scene

(* Story End *)

End Story

Key Concepts

- Story block wraps your entire narrative
- Characters define traits, states, feelings, and inventories
- Scenes contain narration, feelings, transitions, and choices
- Choices always use:
 - 'option' keyword
 - optional condition
 - shows/loses
 - transition to with narrate
- Narrate lets LLMs expand text
- JSON graph support for logic mapping