

**value\_identifier** := a-z{ A-Z 0-9 \_ }  
**type\_identifier** := A-Z{ A-Z 0-9 \_ }  
**int** := [-]0-9{ 0-9 }  
**string** := "{ :printable\_char: }"  
**boolean** := true / false

## CONTENT GRAMMAR

**content\_script :**  
resources { resources }

**resources:**

character value\_identifier { }  
image value\_identifier { }  
background value\_identifier { }  
sound value\_identifier { }

Character  
Image  
Background  
Sound

**field :**  
value\_identifier = field\_value;

**field\_value :**  
string  
{ field { field } }

String  
Array

## DIALOG GRAMMAR

**dialog\_script :**  
npc { npc }

**npc :**  
npc string value\_identifier [ (int {, int } ) ] { { label } }

Npc

**label :**  
value\_identifier : expr

Label

### ***expr :***

expr { expr }  
instr ;  
if(simple\_expr){ [ expr ] } { elseif(simple\_expr){ [ expr ] } } [ else { expr } ]  
switch(simple\_expr){ case\_expr }  
for(assign\_expr ; simple\_expr ; assign\_expr){ expr }  
while(simple\_expr){ expr }  
do { expr } while(simple\_expr) ;

Sequence  
Instruction  
If  
Switch  
For  
While  
DoWhile

### ***case\_expr :***

case literal : case\_expr ;  
case literal : [ expr ] break ; [ case\_expr ]  
case literal : default : [ expr ] break ;  
default : [ expr ] break ;

### ***simple\_expr :***

literal  
value\_identifier  
player\_variable  
(simple\_expr)  
simple\_expr operator simple\_expr  
simple\_expr bool\_operator simple\_expr

Literal  
Variable  
Player Variable  
Sub Simple Exp.  
Arithmetical Op.  
Boolean Op.

### ***literal :***

boolean  
int  
string

Boolean  
Integer  
String

### ***instr :***

type\_identifier value\_identifier [ = simple\_expr ]  
assign\_expr  
open  
msg simple\_expr  
next  
close  
input variable  
menu(string {, string }){ case\_expr }  
show img\_path, simple\_expr  
cleanfgd  
setbgd value\_identifier  
cleanbgd  
switchchar value\_identifier  
removechar  
set player\_variable, simple\_expr  
goto value\_identifier::value\_identifier  
play  
stop

Var decl./def.  
Assignment  
Open Dialog  
Dialog Message  
Next Messages  
Close Dialog  
Input  
Selection List  
Show Image  
Clean Foreground  
Set Background  
Clean Background  
Switch Character  
Remove Character  
Set  
Goto  
Play Media  
Stop Media

### ***player\_variable :***

#value\_identifier

\$value\_identifier

Int Player Var.

String Player Var.

### ***assign\_expr :***

variable update\_operator

variable assign\_operator simple\_expr

### ***assign\_operator :***

=

+=

-=

/=

\*=

### ***update\_operator :***

++

--

Increment

Decrement

### ***img\_path :***

value\_identifier

value\_identifier[string]

Image Resource

Char. Image Res.