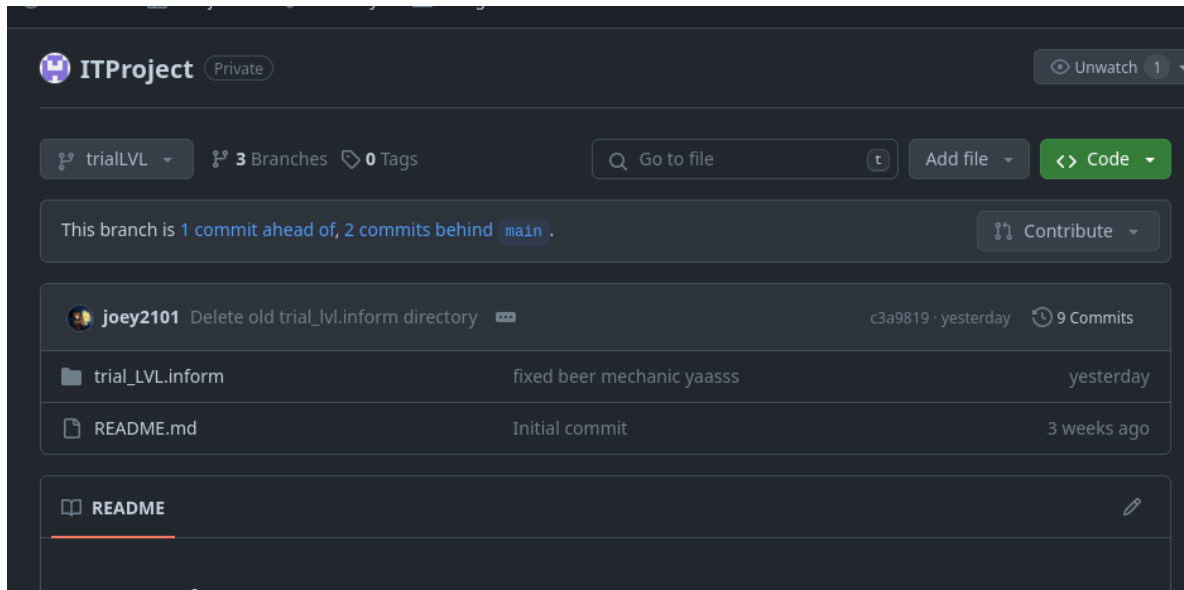


Github Branch für Trial Level



Dokumentation mit Devops

USER STORY 26

26 Trial level

Johanna Rossoll

0 comments

Add tag

State

Resolved

Area

ITProjects

Reason

Code complete and unit te...

Iteration

ITProjects\First Sprint

Description

Create a trial level with inform7 and get used to the language

Acceptance Criteria

- provides a clear overview of the language to us as developers
- depicts possibilities of the language to us as story authors
- creates a starting point for development of the real game

Discussion

Planning

Story Points

Priority

2

Risk

Classification

Value area

Business

ein paar Funktionen & Sourcecode des Trial Levels

```
Chapter 1
[variables]
WindowAction is a truth state that varies. WindowAction is false.
[declaring rooms]
Living Room is a room. "A dusty old living room. Bottles and cans are scattered across tables and the floor. It is boiling hot! Maybe you should open a window.";
Balcony is a room. "You step outside onto the balcony. The cool night air hits your face, providing some relief from the heat inside.";
Kitchen is a room. "A kitchen, which would have looked nice if it weren't for the mountain of dishes in the sink and the various unidentifiable stains everywhere. It smells like someone burnt something";
[map creation]
Window is a door and scenery. Window is north of Living Room and south of Balcony. The description is "A big closed window."; [moved the window out of the living room which actually makes it a [functioning door I think]
Kitchen is south of Living Room.
Balcony is north of Window.
[plot]
[Kitchen stuff]
toaster is a container in the kitchen, a burnt toast is in toaster, burnt toast is edible.
[Living Room stuff]
[Balcony stuff]
[window logic]
After opening the Window:
if WindowAction is false:
now WindowAction is true;
say "Ah the cool night air!"; [switched this with the continue action and now it actually say it when you open the window for the first time]
```

```
> open window
You close Window.
> open balcony door
Anne offers you a beer.
> take beer
You have the beer now.
> open window
(first opening Window)
Balcony
You step outside onto the balcony. The cool night air hits your face, providing some relief from the heat inside.
> open window
Living Room
A dusty old living room. Bottles and cans are scattered across tables and the floor. It is boiling hot! Maybe you should open a window.
You can see Anne here.
> open window
Kitchen
A kitchen, which would have looked nice if it weren't for the mountain of dishes in the sink and the various unidentifiable stains everywhere. It smells like someone burnt something
You can see toaster (in which is a burnt toast) here.
> open window
Taken.
> open window
You eat the burnt toast. Not bad.
```