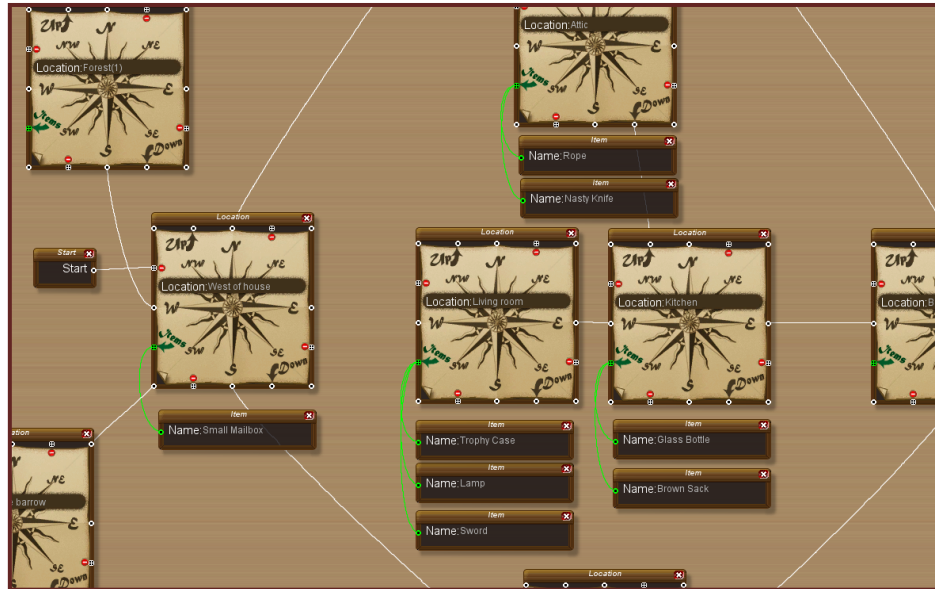# EXAMPLE 4 – TEXT ADVENTURE MAP

PURPOSE

This example shows how to implement a text adventure map, or, more generally, a map composed of separate locations linked by gates.

PANEL SETS

TextAdventureMap: Contains panels for locations and items.

RUNTIME SCRIPTS

AdventureMachine: Lets you "explore" the map using the commands W, NW, N, NE, E, SE, S, SW, Up, Down and Look.

DEMONSTRATED CONCEPTS

- EDITOR: Panels with images, colored links
- RUNTIME: Panel activation, State machine

PROJECTS THAT MAY REQUIRE A SIMILAR APPROACH

Graphical adventure map, star systems linked by jump gates, nonlinear campaign

MANUAL

Discussed in "Example 4 : Text Adventure map", page 16 et seqq.