

The XML is blue and in a different font. My explanation is in black and using Calibri font.

This line opens the XML file. It is required by the standard, but carries no useful information for our purposes.

```
<?xml version="1.0" encoding="ISO-8859-1"?>
```

This starts the description of the Zork universe.

```
<map>
```

This starts the description of a room in the universe.

```
<room>
  <name>Entrance</name> // The name of the room
  // the description of the room that is printed when the player enters the room.
  <description>You find yourself at the mouth of a cave and decide
that in spite of common sense and any sense of self preservation that
you're going to go exploring north into it. It's a little dark, but
luckily there are some torches on the wall.</description>
  This indicates there is an item in the room called torch. The items are described later, after all of
  the rooms are described.
  <item>torch</item>
  A trigger. Everything between <trigger> and </trigger> is part of the trigger description.
  permanent says the trigger is always in effect. <command>n</command> is the command that
  activates the trigger. The condition specifies that if the torch is not in the inventory, then print
  what is in the <print> clause.
  <trigger>
    <type>permanent</type>
    <command>n</command>
    <condition>
      <has>no</has>
      <object>torch</object>
      <owner>inventory</owner>
    </condition>
    <print>*stumble* need some light...</print>
  </trigger>
  What is to the north of the entrance is the MainCavern room.
  <border>
    <direction>north</direction>
    <name>MainCavern</name>
  </border>
</room> // end of the Entrance room description
<room> // A description of the room named MainCavern
  <name>MainCavern</name>
  <description>A huge cavern surrounds you with a locked door to the
north, a chest in the center, and a very dark corner...</description>
  <container>chest</container> // A container in the in the room that is called chest.
  <container>lock</container> // A container in the room that is called lock.
  <creature>gnome</creature> // a creature in the room that is called gnome.
  <border> // what is to the south of this room
    <direction>south</direction>
    <name>Entrance</name>
```

```

</border>
<border> // what is to the north of this room
  <direction>north</direction>
  <name>Staircase</name>
</border>
  The description of a trigger that is active in this room. It is activated when an n command is
  given, and can always be activated.
  <trigger>
    <command>n</command>
    <type>permanent</type>
    <condition>
      <object>lock</object>
      <status>locked</status>
    </condition>
    <print>lock needs a key... not to mention you don't want to get
too close to that side of the room... there's something in that
corner...</print>
  </trigger>
</room>
<room>
  <type>exit</type>
  <name>Staircase</name>
  <description>You found the exit!</description>
  <border>
    <name>MainCavern</name>
    <direction>south</direction>
  </border>
</room>
  A description of the torch item in the Entrance room. If the player reads it, the writing text is
  printed. It's initial status is lit. If the player executes the turnon command on it, its status is
  updated to inferno, and the text "the torch has erupted into a menacing
  inferno" is printed.
  <item>
    <name>torch</name>
    <writing>next to a small button it reads "push for big
flame"</writing>
    <status>lit</status>
    <turnon>
      <print>the torch has erupted into a menacing inferno</print>
      <action>Update torch to inferno</action>
    </turnon>
  </item>
  <item>
    <name>explosive</name>
    <writing>turn on for boom :-). Warning! Keep away from
gnomes!</writing>
    <status>idle</status>
    <turnon>
      <print>you hear ticking...</print>
      <action>Update explosive to ticking</action>
    </turnon>

```

```

</item>
<item>
  <name>key</name>
  <writing>Exit</writing>
</item>

```

A description of the chest and what it contains. An explosive is described elsewhere.

```

<container>
  <name>chest</name>
  <item>explosive</item>
</container>

```

A description of the lock container. It is initially locked (the status), and it accepts, i.e., can have put into it, a key. When a key is put into it, the trigger says to print the statement about the lock dropping off, and update the status from *locked* to *unlocked*.

```

<container>
  <name>lock</name>
  <status>locked</status>
  <accept>key</accept>
  <trigger>
    <condition>
      <has>yes</has>
      <object>key</object>
      <owner>lock</owner>
    </condition>
    <print>The lock drops off and the door opens</print>
    <action>Update lock to unlocked</action>
  </trigger>
</container>

```

A description of the gnome creature.

```

<creature>
  <name>gnome</name>
  <vulnerability>explosive</vulnerability>
  <attack>

```

```

    <condition>
      <object>explosive</object>
      <status>ticking</status>
    </condition>
    <print>A tiny squeek is uttered from the tiny and, although
scary looking, quite innocent creature before it vanishes in a very
loud explosion. Tragic, but you find he was sitting on a key!</print>

```

When the gnome is successfully attacked, a key object is added to the MainCavern and the gnome is deleted (using the background Delete command)

```

    <action>Add key to MainCavern</action>
    <action>Delete gnome</action>
  </attack>
  <trigger>
    <type>single</type>
    <condition>
      <object>torch</object>
      <status>inferno</status>

```

```
        </condition>
        <print>You see a gnome in the dark corner... watching you with
its super pointy hat...</print>
    </trigger>
</creature>
</map>
```