

# Worldbuilder for Human Interpreter **Dwarf Fortress, Research, and Work**

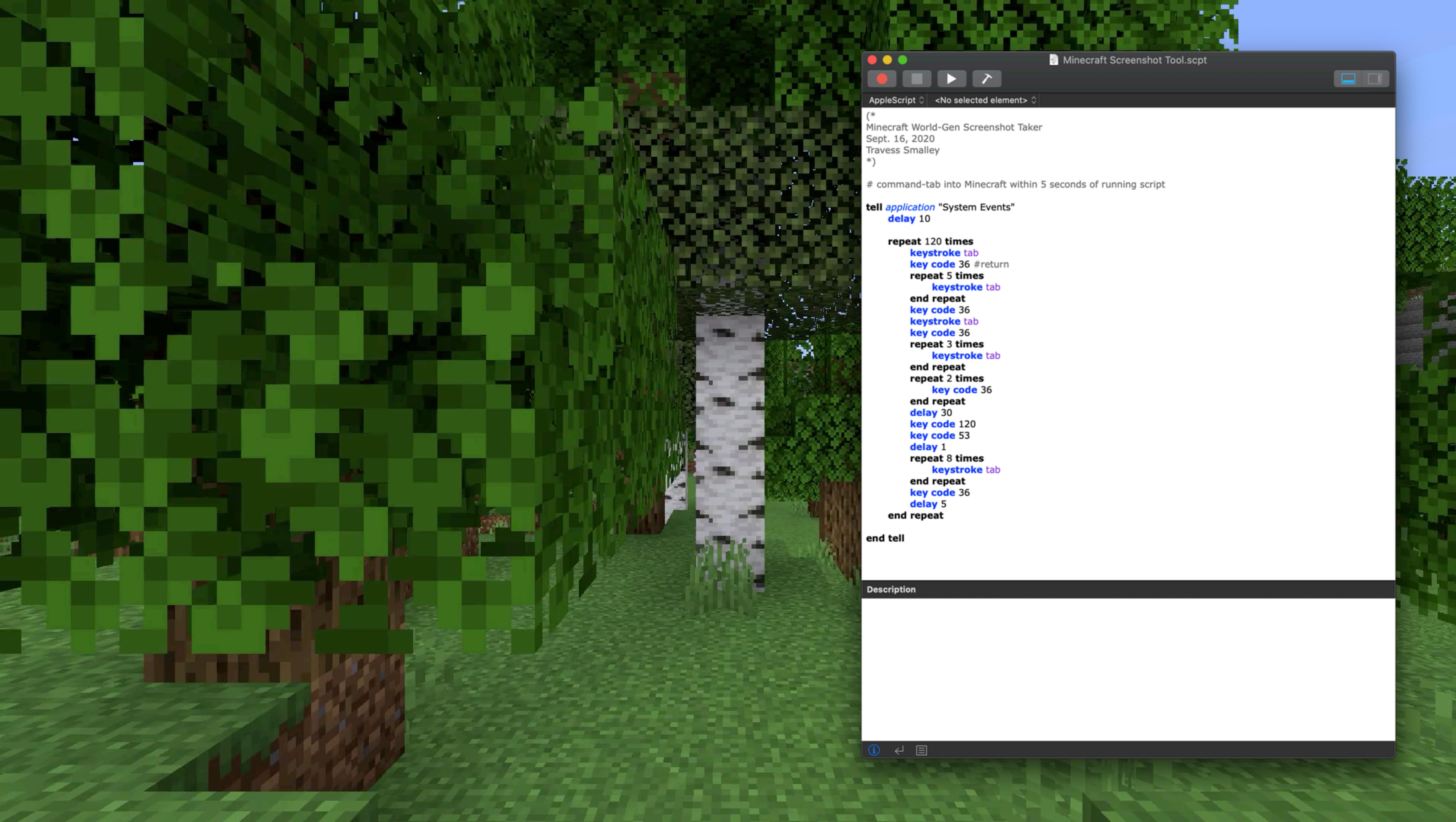


Travess Smalley, September 18th, 2020

# Worldbuilder

for Human Interpreter  
**Dwarf Fortress, Research, and Work**

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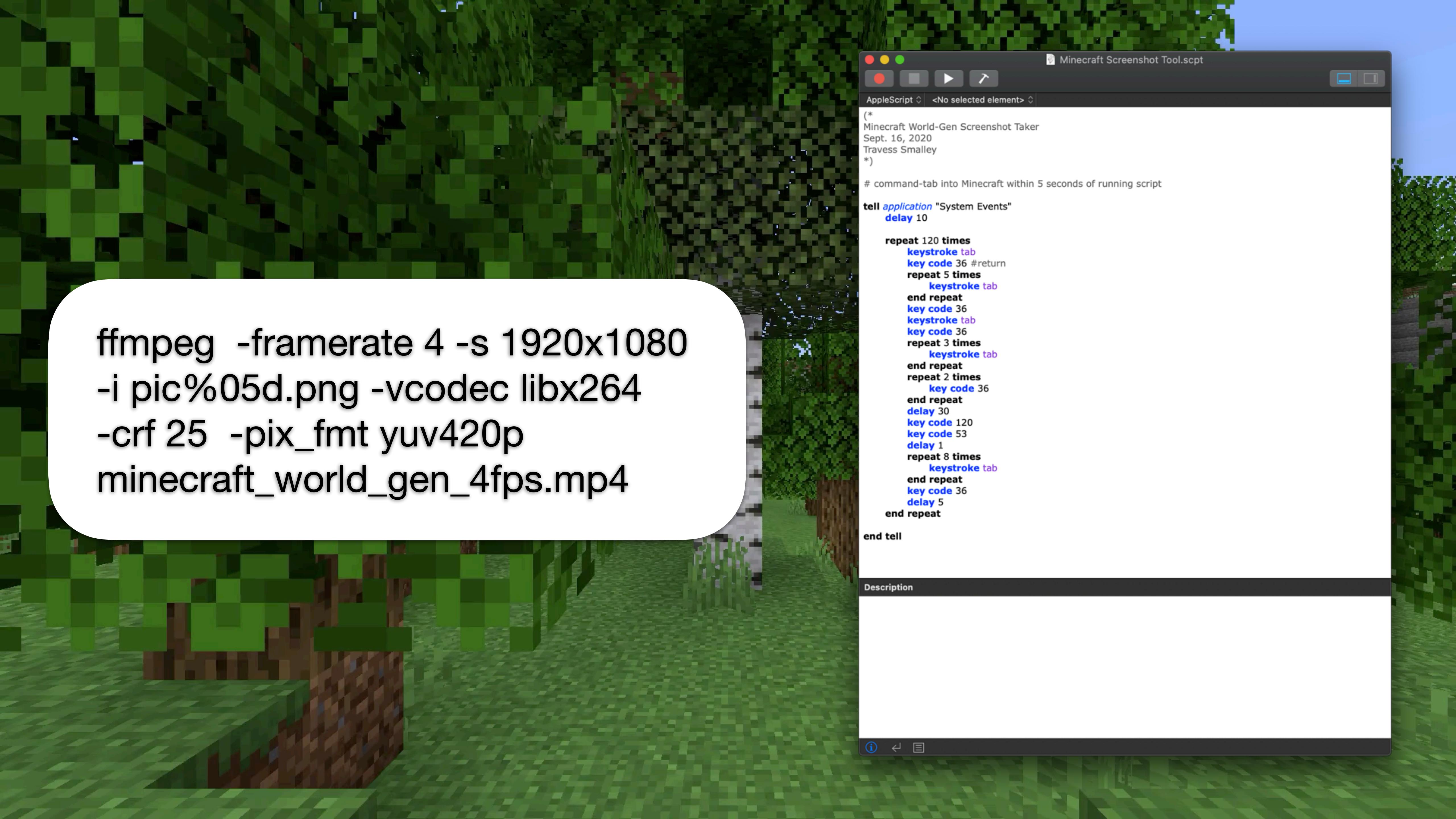


Minecraft Screenshot Tool.scpt

```
AppleScript ◊ <No selected element> ◊
```

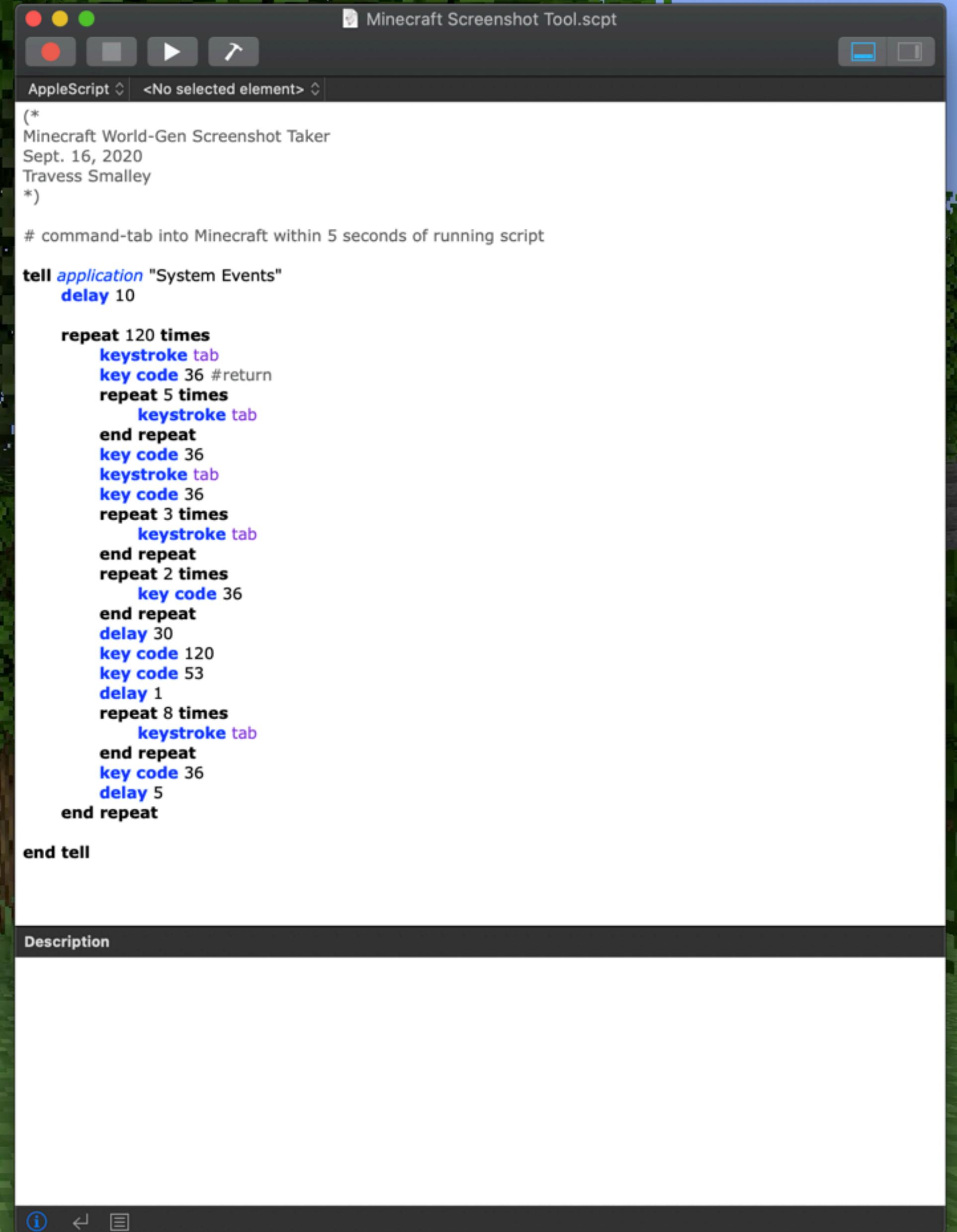
```
(*  
Minecraft World-Gen Screenshot Taker  
Sept. 16, 2020  
Travess Smalley  
*)  
  
# command-tab into Minecraft within 5 seconds of running script  
  
tell application "System Events"  
    delay 10  
  
    repeat 120 times  
        keystroke tab  
        key code 36 #return  
        repeat 5 times  
            keystroke tab  
        end repeat  
        key code 36  
        keystroke tab  
        key code 36  
        repeat 3 times  
            keystroke tab  
        end repeat  
        repeat 2 times  
            key code 36  
        end repeat  
        delay 30  
        key code 120  
        key code 53  
        delay 1  
        repeat 8 times  
            keystroke tab  
        end repeat  
        key code 36  
        delay 5  
    end repeat  
  
end tell
```

Description



A white callout bubble is overlaid on the left side of the image, containing the following text:

```
ffmpeg -framerate 4 -s 1920x1080  
-i pic%05d.png -vcodec libx264  
-crf 25 -pix_fmt yuv420p  
minecraft_world_gen_4fps.mp4
```

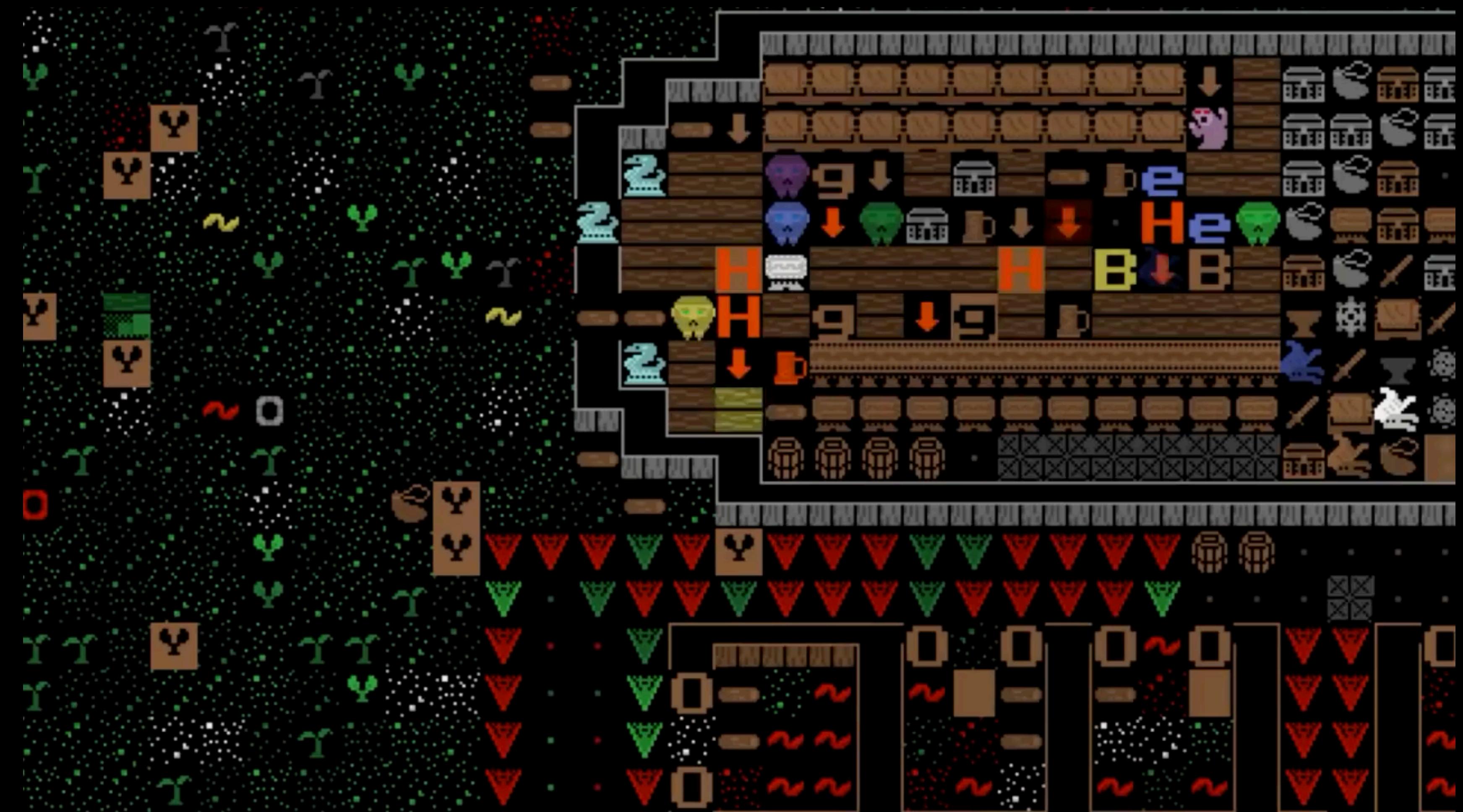


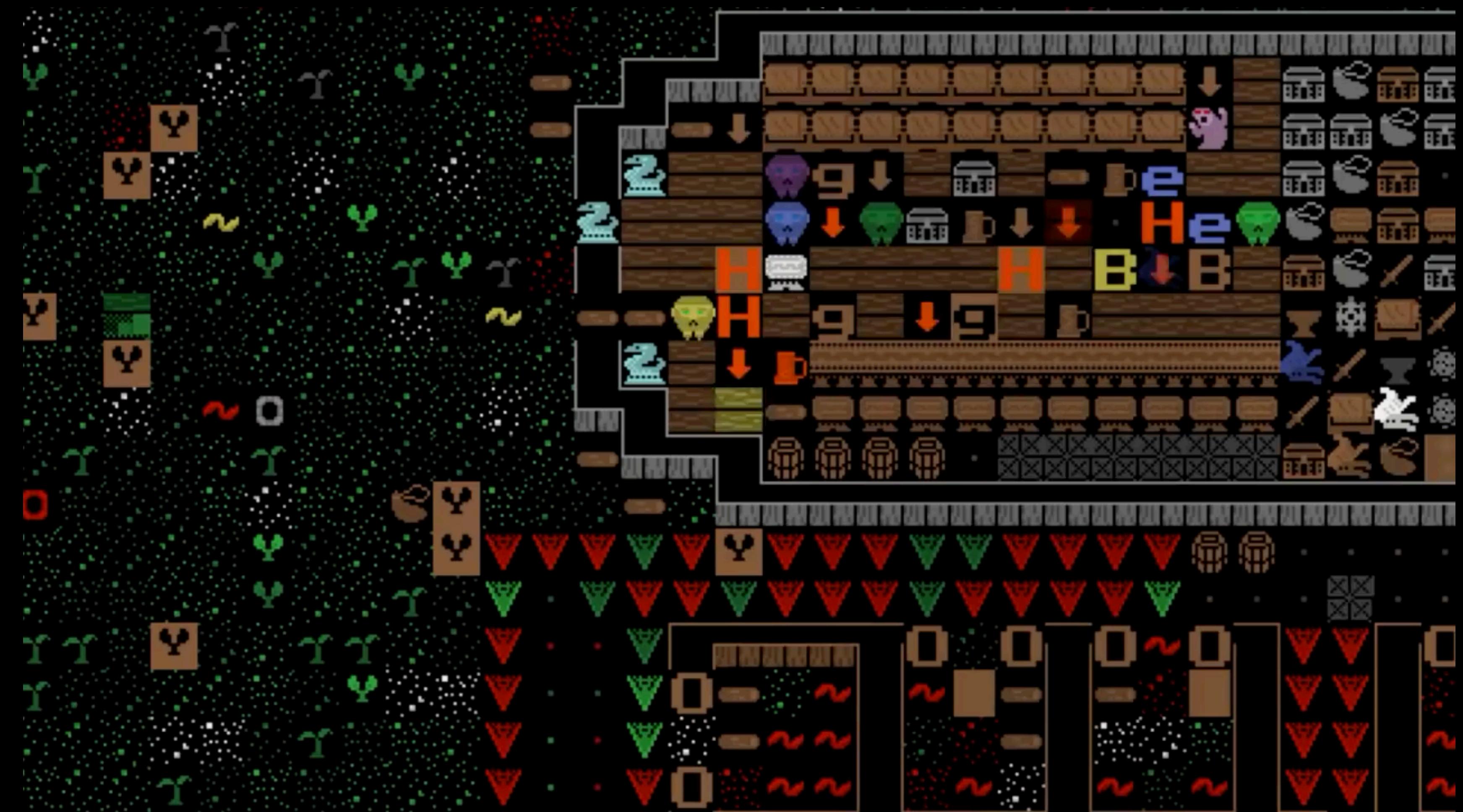
The AppleScript Editor window shows the following script:

```
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key code 36  
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keystroke tab  
end repeat  
repeat 2 times  
key code 36  
end repeat  
delay 30  
key code 120  
key code 53  
delay 1  
repeat 8 times  
keystroke tab  
end repeat  
key code 36  
delay 5  
end repeat  
  
end tell
```









moma.org

# MoMA

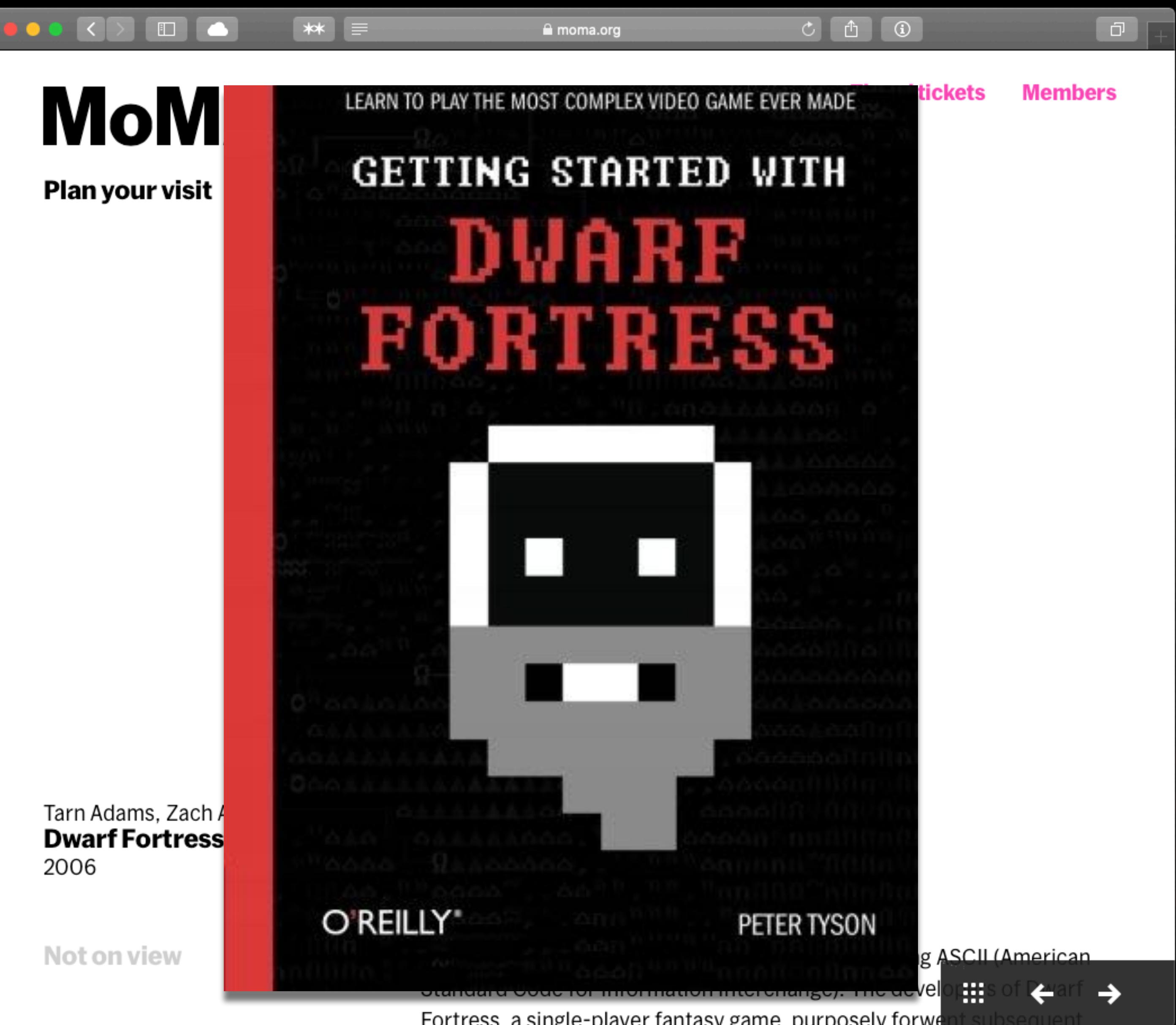
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Timed tickets   Members

Tarn Adams, Zach Adams  
**Dwarf Fortress**  
2006

Not on view

The earliest computer games were programmed using ASCII (American Standard Code for Information Interchange). The developers of Dwarf Fortress, a single-player fantasy game, purposely forwent subsequent





World Map Generator, Travess Smalley

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World Map and Landmark Generator

Use this sheet to generate (x,y) location values, growth values, landscape types, landmarks, and inhabitants for accompanying PDF script. Check box to randomize.

You start in a turquoise glacial tundra. You see a incredibly small labyrinth inhabited by wicked hobgoblins.

Round #	Location	Growth	Landscape	Landmark	Inhabitants
1	(5,3)	<input checked="" type="checkbox"/>	turquoise glacial tundra	incredibly small labyrinth	wicked hobgoblins
2	(1,4)	<input checked="" type="checkbox"/>	misty desert oasis	huge newly made temple	gluttonous fairy queens
3	(3,3)	<input checked="" type="checkbox"/>	pale glacial tundra	incredibly small haunted greenhouse	gluttonous crow-people
4	(4,1)	<input checked="" type="checkbox"/>	vibrant lightly wooded forest	enormous haunted dungeon	covetous crow-people
5	(4,5)	<input checked="" type="checkbox"/>	wildflower field	spacious haunted farmhouse	bellicose pixies
6	(5,4)	<input checked="" type="checkbox"/>	desert brush	castle	disgruntled wereboars
7	(5,1)	<input checked="" type="checkbox"/>	pale dark ocean	big infested library	noble crab-people
8	(5,5)	<input checked="" type="checkbox"/>	red snow dune tundra	huge sundial	devious pixies
9	(4,4)	<input checked="" type="checkbox"/>	turquoise dark ocean	burnt temple	golden fairy queens
10	(4,4)	<input checked="" type="checkbox"/>	misty cloud of nothingness	small infested castle	wicked crow-people
11	(2,1)	<input checked="" type="checkbox"/>	vibrant snowy plain	average-sized labyrinth	sponged sailors
12	(4,3)	<input checked="" type="checkbox"/>	coral reef	huge burnt tower	sponged wereboars
13	(4,4)	<input checked="" type="checkbox"/>	pale snow dune tundra	big infested sundial	baleful bluecaps
14	(4,5)	<input checked="" type="checkbox"/>	vibrant snowy plain	infested sculpture	portly priests
15	(5,5)	<input checked="" type="checkbox"/>	misty dark ocean	isolated mineshaft	marble priests
16	(5,6)	<input checked="" type="checkbox"/>	vibrant cloud of nothingness	big temple	magical artisans
17	(5,3)	<input checked="" type="checkbox"/>	pink bog	isolated sculpture	noble sailors
18	(4,6)	<input checked="" type="checkbox"/>	bog	graveyard	noble skeletons
19	(5,3)	<input checked="" type="checkbox"/>	pink glacial tundra	spacious newly made mineshaft	bellicose artisans
20	(1,4)	<input checked="" type="checkbox"/>	vibrant bog	spacious isolated beast husk	disgruntled priests

World Generator

Code

Step One  
LOCATION

1. Mark one tally under the word "Round" to signify that you're starting a new round of map generation.

If you already have ten tallied marks skip immediately to Step Five - WORLD-FILL because you're done with Steps One - Four.

2. Roll dice twice, first roll is the x-value, second roll is the y-value.

3. Find your (x,y) coordinate and place a star in the top left corner of that tile, like shown to the right.

If your tile already has a star: circle it, and proceed directly to Step Three.

If your tile already has a circled star: roll dice once to assign one of the inhabitant types:

- 1 = Frogs,
- 2 = Scholars,
- 3 = Butterflies,
- 4 = Culinarians,
- 5 = Ants,
- 6 = Treasure Hunters.

Write name of inhabitant type on your tile. And return to the beginning of Step One to start next round.

Step Two  
GROWTH:

1. Roll the dice once for growth. Fill in your starting and surround tiles using the below chart:

- 1 = dot starting tile
- 2 = dot starting tile, and tile above
- 3 = dot starting tile, and tile above, and tile to the right
- 4 = dot starting tile, and tile above, and tile to the right, and tile below
- 5 = dot starting tile, and tile above, and tile to the right, and tile below, and tile to the left
- 6 = circle the star at your starting tile and proceed directly to Step Three.

Note: Most likely you'll have to dot tiles that are not part of our small map grid. Don't create more tiles or fill them in.

If any tile you are supposed to dot already has a dot, circle it.

If any tile you are supposed to dot already has a circled dot, circle it again and roll the dice once for a chance at a volcano.

If you roll a 1 this tile is considered a volcano. Write "volcano" on the tile, no further dots or landmarks can be placed on this tile in future rounds.

If you roll 2 - 6 proceed to Step Three.



Step Three  
LANDSCAPE:

1. Roll the dice once to decide the LANDSCAPE type of all the tiles you edited in Steps One and Two:

- 1 = Forest (vertical green lines, evenly spaced)
- 2 = Desert (horizontal yellow lines, evenly spaced)
- 3 = Tidal Flats (diagonal light blue lines starting low on left going high on right, evenly spaced)
- 4 = Snow (diagonal gray lines starting high on left going low on right, evenly spaced)
- 5 = Sea (wavy horizontal dark blue lines, evenly spaced)
- 6 = Jungle (wavy vertical brown lines, evenly spaced)



Forest



Snowy SEA

Note: Most likely you'll have to fill in tiles that already have landscape information from previous rounds. Landscapes can stack to make more diverse hybrid biomes.

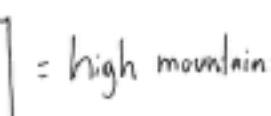
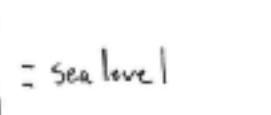
Step Four  
LANDMARK:

If you didn't circle a star in Steps One or Two return to the beginning of Step One to start the next round.

If you circled a star in Steps One or Two of this round roll the die to select a landmark for the tile.

- 1 = Labyrinth
- 2 = Fort
- 3 = Dungeon
- 4 = Greenhouse
- 5 = Temple
- 6 = Ancient Machine

Write the landmark on your tile. Return to the beginning of Step One to start the next round.



Step Five  
WORLD-FILL

After the ten rounds have been complete you will most likely have empty tiles. Roll the die once to determine which LANDCAPE will fill in the remaining tiles.

- 1 = Forest (vertical green lines, evenly spaced)
- 2 = Desert (horizontal yellow lines, evenly spaced)
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- 5 = Sea (wavy horizontal dark blue lines, evenly spaced)
- 6 = Jungle (wavy vertical brown lines, evenly spaced)

Ten rounds of world generation is minimum but the world becomes even more complex the more rounds you run it.

Step Six  
STORY GENERATION

Roll the die twice to get an (x,y) coordinate on your map. Look at the surround landscape, the topography. Write a short description of that part of the world.



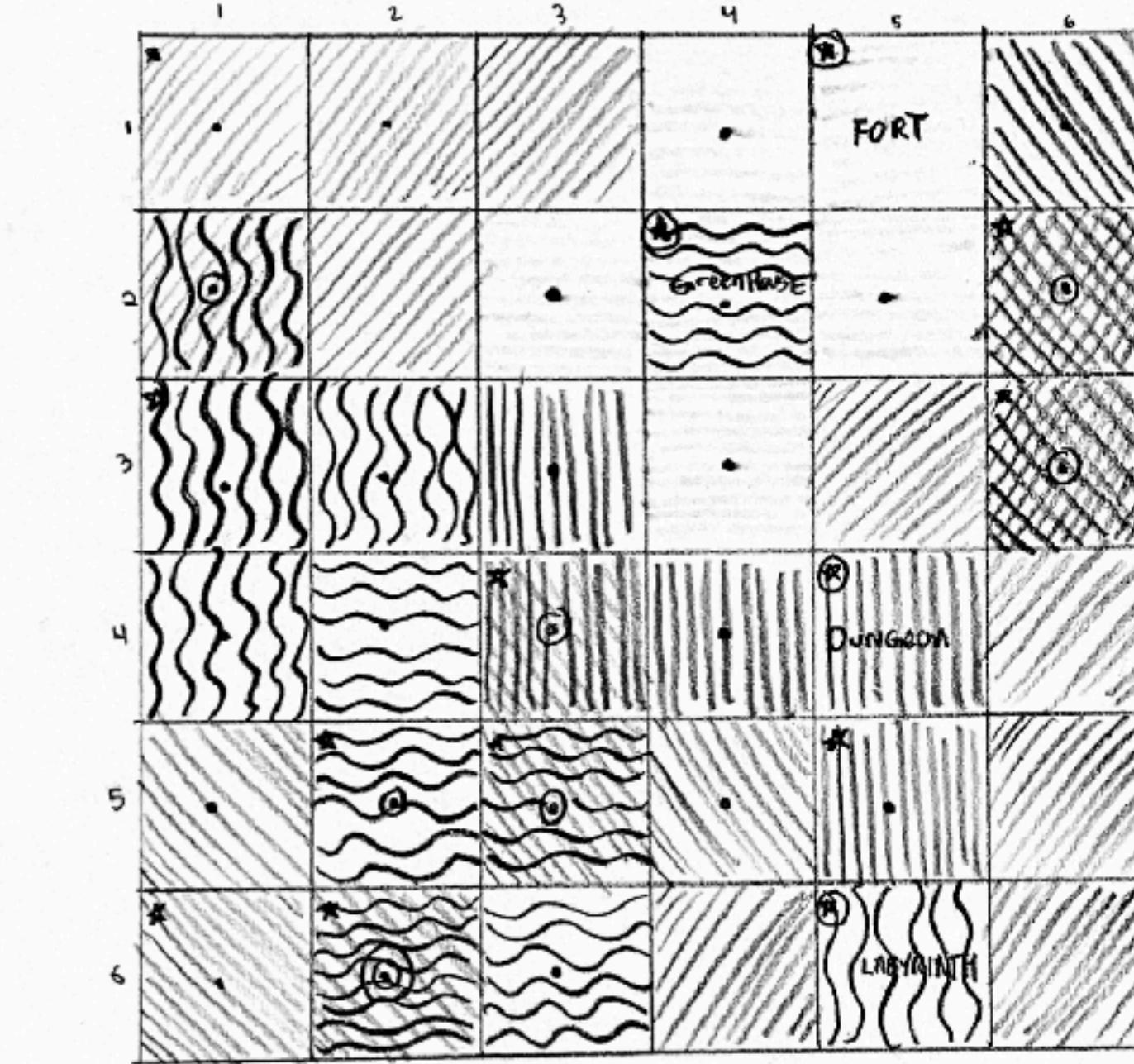
Sea +  
Jungle  
with high  
mountains

## PRINTABLE MAP

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

ROUND TALLY:

STORY GENERATION:

EXAMPLE 1  
by Travess Smalley

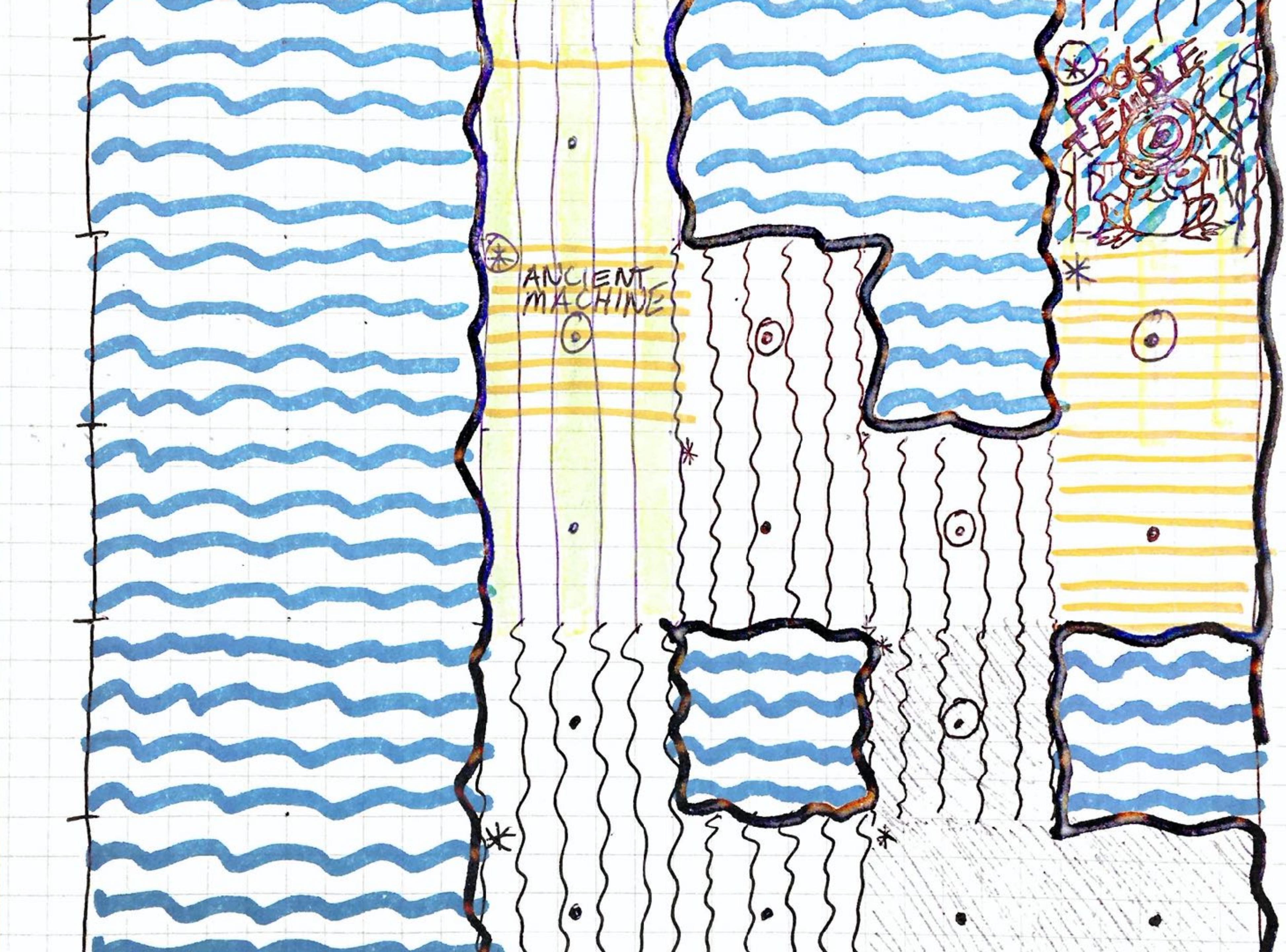
ROUNDS  
 TTTTLL  
 TTH

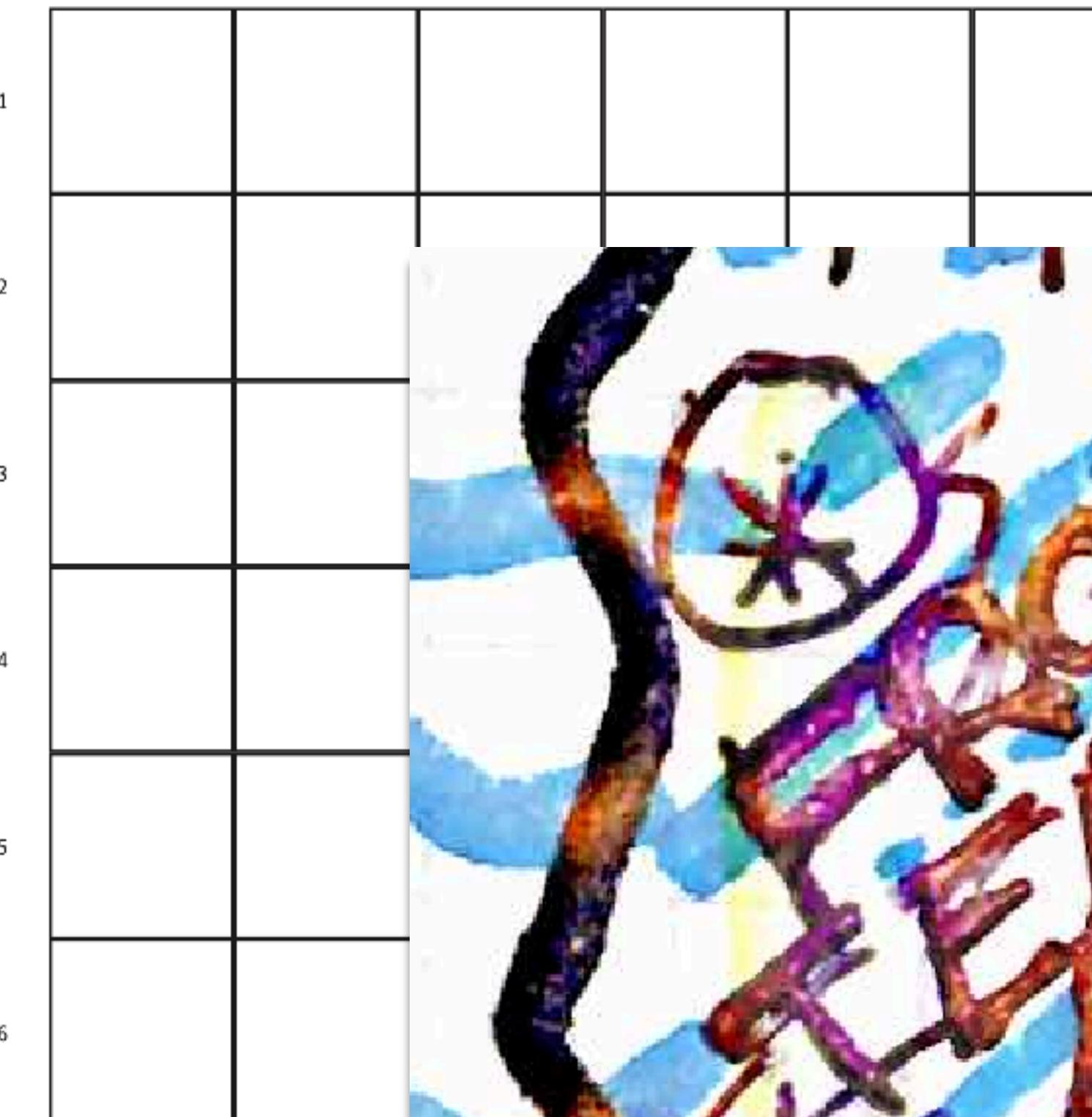
STORY = wooded hills situated near  
 (4,4) a dungeon hidden in the low living  
 forests, tundra hills, tundra/snowy  
 mountains to the west and  
 low desert dunes to the  
 north

PRINTABLE MAP

ROUND TALLY:

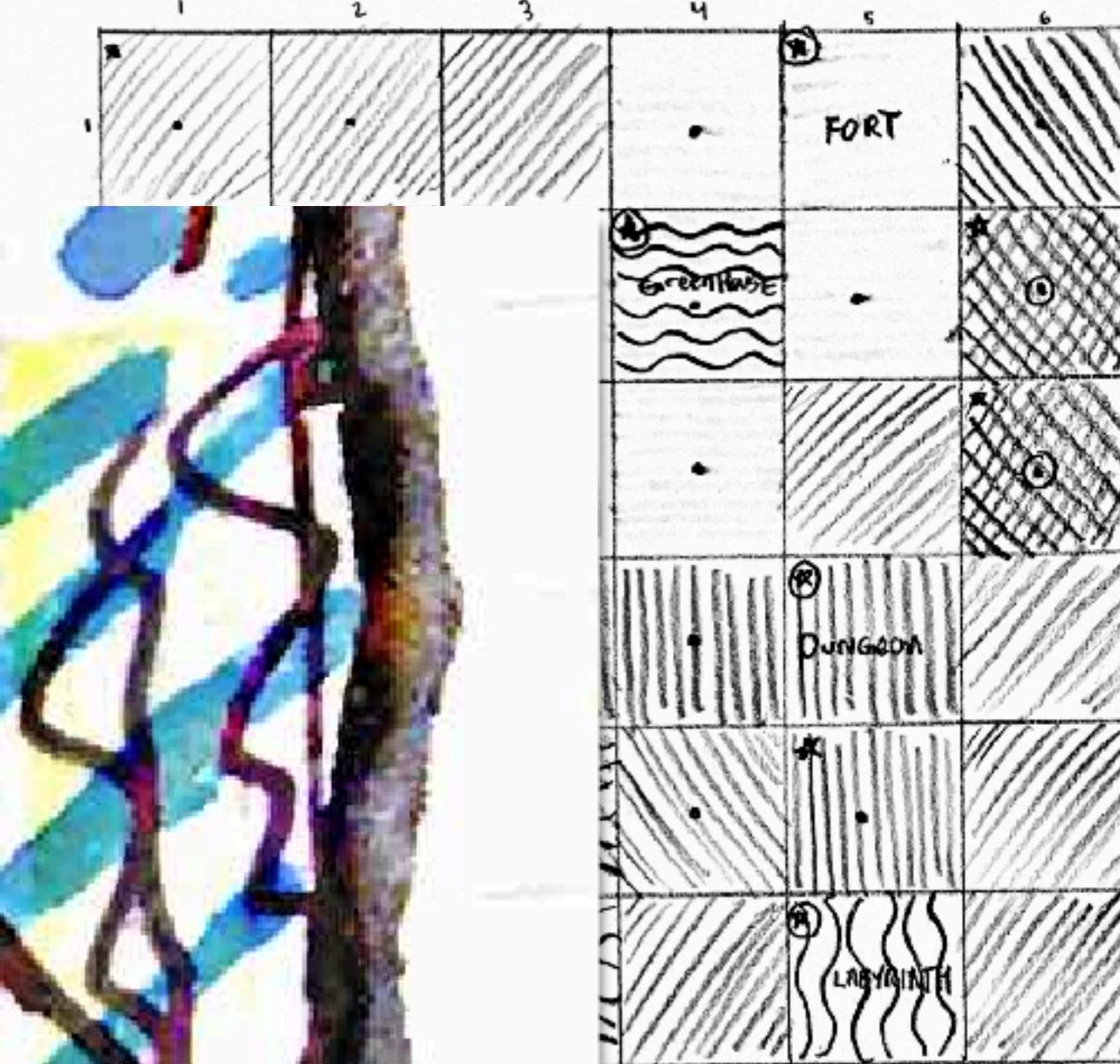
STORY GENERAT





ROUND TALLY:

STORY GENERATION:

105  
4L

RY = wooded hills situated near a dungeon hidden in the low lying forests, tundra hills, tundra/snowy mountains to the west and low desert dunes to the north

World Map Generator, Travess Smalley

File Edit View Insert Format Data Tools Add-ons Help Last edit was yesterday at 10:37 AM

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World Generator

Code

World Map Generator

File Edit View Insert

100% 100%

fx A B

1

2

3

4

5

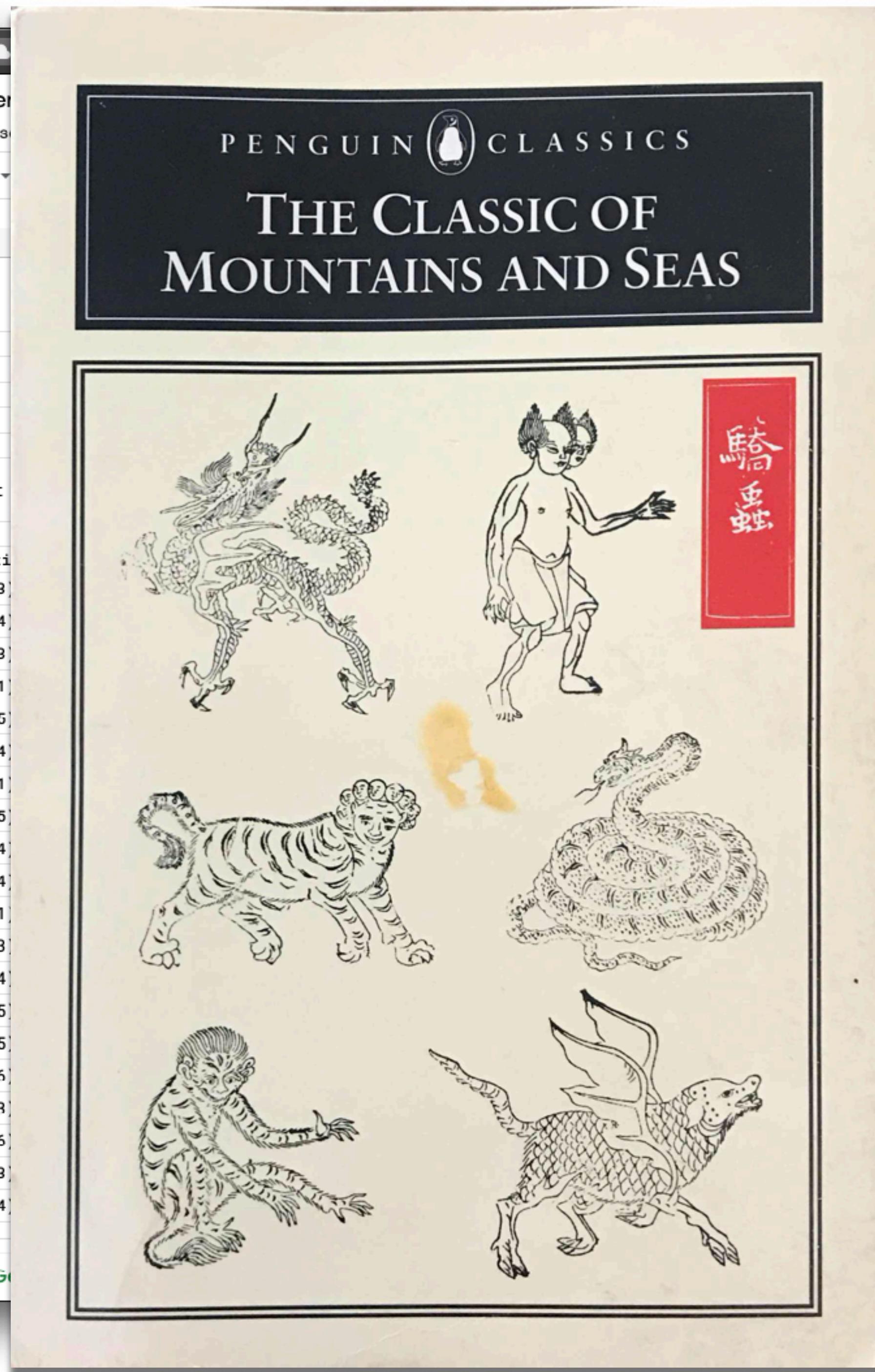
6

You start

Round # Location

1	(5,3)
2	(1,4)
3	(3,3)
4	(4,1)
5	(4,5)
6	(5,4)
7	(5,1)
8	(5,5)
9	(4,4)
10	(4,4)
11	(2,1)
12	(4,3)
13	(4,4)
14	(4,5)
15	(5,5)
16	(5,6)
17	(5,3)
18	(4,6)
19	(5,3)
20	(1,4)
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+ World Ge



Share

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J

oblins.

Inhabitants

- aked hobgoblins
- mous fairy queens
- oncuse crow-people
- tous crow-people
- llucose pixies
- untled wereboars
- le crab-people
- evious pixies
- len fairy queens
- aked crow-people
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- leful bluecaps
- ortly priests
- arble priests
- gical artisans
- oble sailors
- ble skeletons
- lucose artisans
- runtled priests

World Map Generator

File Edit View Insert

100% fx

	A	B
1		
2		
3		
4		
5		
6		
7	You start	
8		
9	Round #	Location
10	1	(5,3)
11	2	(1,4)
12	3	(3,3)
13	4	(4,1)
14	5	(4,5)
15	6	(5,4)
16	7	(5,1)
17	8	(5,5)
18	9	(4,4)
19	10	(4,4)
20	11	(2,1)
21	12	(4,3)
22	13	(4,4)
23	14	(4,5)
24	15	(5,5)
25	16	(5,6)
26	17	(5,3)
27	18	(4,6)
28	19	(5,3)
29	20	(1,4)
30		

+ ⌂ World Ge...

## Chapter 1

The first peak in the Classic of the Eastern Mountains is Mount Bushgrub. To the north it looks on Mount Drieddark. The River Food rises here and flows north to empty into the sea. This river contains numerous tench fish which look like a brindled ox. They make a noise like a grunting pig.

Three hundred leagues further south is a mountain called Mount Bramble. There is jade on its summit and gold on its lower slopes. The River Lake rises here and flows east to empty into the River Food. There are great numbers of tadpoles in the River Lake.

Three hundred leagues further south is a mountain called Mount Bellframeform. There is an abundance of gold and jade on its summit, and numerous dark green jade stones on its lower slopes. There is an animal on this mountain which looks like a dog with six paws. Its name is the from-from. When it cries, it calls itself: 'Tsong-tsong.' There is a bird here which looks like a cock but it has rat's hair. Its name is the whisker-rat. Wherever it appears, that town will have a severe drought. The River Socket rises here and flows north to empty into the River Lake. The River Socket contains numerous needle-fish which look like sudden-fish, but their jaws are like needles. If you eat them, you won't be brought down by an epidemic.

Three hundred leagues further south is a mountain called Mount Quickequal. It has no plants or trees, nor any water.

Three hundred leagues further south is a mountain called Mount Turntwig. It has no plants or trees, but a great deal of sand. The River Abate rises here and flows north to empty into the sea. There are numerous yellow-cheek fish in this river.

Four hundred leagues further south is a mountain called Mount Motherinlawchild. Lacquer trees are plentiful on the summit, and silk mulberry and dye mulberry trees are numerous on its lower slopes. The

Share

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J
obblins.
Inhabitants
sked hobgoblins
mous fairy queens
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len fairy queens
ked crow-people
onged sailors
nged wereboars
leful bluecaps
ortly priests
arble priests
pical artisans
oble sailors
ble skeletons
llucose artisans
runtled priests

Story Generator v1.scpt

```
repeat 30 times
    # Intro phrase
    # the word in might also be at, on, floating above, digging into

    set introPhrase to some item of {"You begin in ", "The story begins in ", "You materialize suddenly in ", "You start in ", "You awake in "}

    # list of landscape possibilities, pull from video games

    set lsChoice to my (random number from 1 to 4)
    if lsChoice < 2 then
        set landscapeAdj to {"pink ", "purple ", "blue ", "green ", "vermillion ", "golden ", "smokey ", "humid ", "turquoise ", "misty ", "clear ", "pale ", "gray ", "hazy "}
    else
        set landscapeAdj to {""}
    end if
    set landscape to {"wildflower field", "bog forest", "lightly wooded forest", "pine forest", "craggy beach", "marsh", "mountain", "dense forest", "coral reef", "dark pond", "underwater garden", "empty body of water", "empty tundra", "glacial tundra", "snow dune tundra", "ice sheet tundra", "desert oasis", "dune desert", "desert garden", "desert brush", "desert valley", "ocean", "apple orchard", "low valley", "valley", "bog"}
    set landscapeSelection to some item of landscape
    set landscapeChoice to some item of landscapeAdj & landscapeSelection
    # list of directions
    set ddChoice to my (random number from 1 to 4)
    if ddChoice < 4 then
        set directionDescriptor to {"many leagues ", "across the bridge to the ", "over the mountains to the ", "a little ways ", "a fields length ", "", "", ""}
    else
        set directionDescriptor to {""}
    end if
    set direction to {"north of ", "north-east of ", "east of ", "south-east of ", "south of ", "south-west of ", "west of ", "north-west of "}
    set directionChoice to some item of directionDescriptor & some item of direction

    set landmark to some item of {"labyrinth", "sundial", "sculpture", "temple", "granary", "library", "castle", "greenhouse", "farmhouse", "graveyard", "mineshaft", "dungeon", "beast husk", "boulder", "cathedral", "fortress", "fossilized whale skeleton", "tower"}
    set inhabitantFreq to some item of {" inhabited by ", " often visted by ", " worshipped by ", " feared by the ", " settled by ", " revered by ", " guarded by "}

    set inhabitantAdjWeight to my (random number from 1 to 3)
    if inhabitantAdjWeight < 3 then
        set inhabitantAdj to some item of {"shambling ", "portly ", "timid ", "a gathering of ", "marble ", "gluttonous ", "bellicose ", "illusive ", "covetous ", "noble ", "pious ", "golden ", "spirited ", "magical ", "invisible ", "wicked ", "baleful ", "disgruntled ", "cheerful ", "devious ", "hoary ", "a guild of "}
    else
        set inhabitantAdj to some item of {""}
    end if
    set inhabitantType to {"frogs", "hobgoblins", "elves", "gremlins", "ogres", "dwarves", "goblins", "gnomes", "spriggans", "crow-people", "swampthings", "necromancers", "woodwoses", "cat riders", "changelings", "skeletons", "scholars", "artisans", "furniture makers", "architects", "troubadours", "shepherds", "pixies", "treasure hunters", "priests", "crab-people", "bluecaps", "sailors", "fairy queens", "ghosts", "wereboars", "mammoth snails", "weretcats", "weavers", "bronzesmiths", "bellmakers", "spoon whittlers", "toy makers", "herbalists", "cave bears", "trolls", "frost trolls"}
    set inhabitantTypeSelection to some item of inhabitantType

Result
error "User canceled." number -128
```



