问题1：我们是否可以假设在不同游戏的地点中实体类型总是相同的?比如人物、工艺品、家具?如果不是，我们如何在解析和添加内存时知道所有不同的实体类型(同时为不同的游戏保持多态)?

老师解答问题1:是的-实体类型的集合是固定的(永远只会有位置，文物，家具，角色和玩家)

问题2: 嗨，在简要中说所有entities都有一个描述，但似乎player没有一个描述?

解答：每个玩家通过不同的客户端进行游戏。不同的玩家会出现在同一个房间里。

问题3: 嗨，西蒙，我很可能错过了它，但我不能在extented entities文件中看到一个“start”位置?我以为每个实体文件都会有一个，但这可能是一个错误?

解答：在workbook9，Task 4，大约在“start”位置的中间段落，它不需要被称为“start”-只是dot file中的第一个段落

问题4: 嗨，能保证路径在自己的子图中吗?我一直在研究DOT，我注意到有时边被分开放置在其他子图中。

如果路径在它们自己的子图中是真的，那么子图是否总是在位置之后?

解答：是的，路径会在它们自己的子图中，那将是文档中的最后一个子图

问题5: 你好，还有一些问题: 1.玩家不会直接与其他玩家进行互动，这是对的吗? 2 . “look”命令是否会列出在相同location的其他玩家?

解答：从理论上讲，你可以与其他玩家互动(因为他们是一种特殊类型的角色)，但因为玩家的名字是由玩家动态选择的，所以你无法编写任何预先定义的行动

是的，应该把其他球员也列出来(否则你永远不会知道他们在那里!)

问题6: 嘿，怎么样?对于指令，我们是要让程序接受尽可能多的有意义的东西，还是有一个预定义的语法?

解答：没有预定义的语法(自然语言往往不符合明确定义的语法)——其目标是编写命令解析器来处理任何合理的输入

问题7: To check if an action is available, how can we tell a subject is needed to be "entity in the location", or "in the inventory" ? Is the sequence of subjects set in dot file have any hints for that? Eg: for action "cut down the tree with the axe", the subjects set is ["tree", "axe"]. How to tell "axe" should be in the inventory but not in the current location, as the narrations is not always have a "with" or "using" hint in the dot file?

解答：这并不重要——两者都应该得到支持。显然，如果你的库存中有实体，你就可以使用它。允许“地点中的实体”的目的只是为了更快的游戏玩法(游戏邦注:例如，你不必在使用前拾取某物)

问题8: 我也有类似的担忧。我理解在先决条件和触发问题中这并不重要(两者都可以测试)。然而，对于“消费”和“产生”的行为，我怎么知道主体属于哪里?例如，我尝试着对行动进行分类，如生成一条路径(属于Location)，消耗/产生命值(属于玩家)，树/洞应该属于Location，金子应该属于玩家等等。然而，这看起来很呆板。如果有任何其他新的预定义文件，我的解析器就会卡住。或者除了命值之外的所有东西都应该添加到Location中，然后玩家可以选择“获得”它们?我是误解了你的回答还是指令?谢谢你！

解答：健康是一个特例，因为它不是一个实体。生产的其他所有东西都应该添加到当前位置。如果生成的实体是位置，则添加路径。如果它是一个角色，家具或人工制品，那么它就会出现在某个地点。这取决于玩家是否想要拿起宝物。

问题9: 如果有人用钥匙打开了一扇门，游戏中的所有人是否都能打开它?比如说，每个人都能进入地窖吗?

解答：共享一个世界和现实

问题10: Will the unplaced location always be called “unplaced” and the last sub graph in the locations?

回答：it will always be called "unplaced", but it might not be the last subgraph

问题11: Hi, if you have one player logged in and playing, and then another player sets up their connection with the same name, would you prefer us to allow this through a playerId, or insist the player choose a different name?

回答：the server will view them as the same player - it's the client's responsibility to ensure uniqueness of username

问题12: Hello! in StagCheck, you test for the phrase "tree" after a goto command is executed; does this mean that you want us to essentially run the look command whenever the player moves to a new location? otherwise this test will fail

回答：yep, the user needs some kind of feedback when they change location - doing an automatic "look" is sensible

问题13: Hi Simon, for multiplayer I am assuming that the incoming message with has : as the delimter to distinguish the username is that just? Or can ur testing clients have a different format?

解答：yep, you can assume a : delimiter is provided

问题14: Hi! During the brief it was mentioned that our code should be able to handle commands which contain the verb/trigger even if the subject is omitted ("cut tree" is enough and "axe" is not needed in the command).

In the json file both objects and subjects are included in the "Subjects" field I'm struggling to identify which of these entries should be the object of the action and thus mandatory. Can we assume that the object in a command will always be furniture or a character so artefacts are not mandatory in a command?

解答：it's not perfect, but provides a reasonable balance between flexibility and ambiguity