Inform 7

A DSL for text adventures.

Damien Guard, damieng@gmail.com

A little history

> 2002
Project began by Graham Nelson

> 2005
White-paper on Inform 7

> 2006
First public betas

Creating a room

The drawing room is a room with the printed name *"The Drawing Room"*.

"I AM in the drawing room - a peaceful place, furnished simply but (if I may say so) elegantly, with soft leather armchairs and a sofa, and carpets of many plies and agreeable in colour. A glowing hearth keeps the night at bay, and lights also the countenance of my father, whose portrait hangs above the mantel. The air of the room is however tangibly close, and almost muggy; I fear it threatens thunder."

Another room

The hallway is west of the drawing room. It has the printed name *"The Corridor"*

"THE long corridor of the house runs north-south. I have adorned its walls with fine oils; a magnificent grandfather clock also stands here. Doors open to the south and on either hand."

Oils are here. They are scenery with the description *"Mostly by lesser known painters, but I am nevertheless proud of my collection."*

Primitive types

🏠 room

📷 thing

🌀 direction

🚪 door

📦 container

💺 supporter

🌆 backdrop

🙋 person

⌚ device

🌎 region

Variables

> Age is a number that varies.

> Deadline is a time that varies.

> An excuse is some text that varies.

> My favorite toy is a thing that varies.

> Your current manager is a person that varies.

> Your office is a room that varies.

Type defaults

> Age is usually 29.

> Deadline is usually 4:30 pm.

> The excuse is usually *"I didn't know."*

> My favorite toy is usually the Tesla.

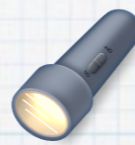> The light switch's boolean is usually true.

Kinds (traits)

📘 openable   👗 wearable

🔓 lockable   🔦 switchable

A briefcase is usually openable, lockable, open and unlocked. The briefcase contains a book.

Creating objects

An electric light is a kind of device. Carry out switching on an electric light: now the noun is lit. Carry out switching off an electric light: now the noun is unlit.

A flashlight is an electric light. It has the the description *"A flashlight comprised of rubberized plastic.[if lit] It is currently shining brightly[end if]."*

Revealing an object

A grandfather clock is here. It is scenery with the description *"The time is [the time of day in words]."*

After examining the clock for the first time:
    move flashlight to corridor;
    say *"I spot a flashlight in the shadow of the clock."*

A dark room

The study is north of the corridor. **It is dark.** It has the printed name *"The Study"*. *"THE scent of leather pervades my study; the pale brown leather of the desk-top; the bound hide of the volumes in the bookcase; the deep red of the chair seat upholstery. It gives a pleasant, permanent feel to the room."*

A desk is in the study. It is scenery with the description *"The brown leather desk-top is stained from fevered correspondence. Its heavy oak frame holds two small drawers, side by side."*

Parts of objects

A drawer is a kind of container. A drawer is always openable. A drawer is usually fixed in place. A drawer is usually closed.

The left drawer is a drawer. It is part of the desk. It is locked.

The right drawer is a drawer. It is part of the desk.

Simple puzzle

A small brass key unlocks the left drawer.

A leather-bound diary is in the right drawer. The diary has the description *"Possessed of a sentimental nature, I open the diary and reminisce about its content; certain entries hold my attention most strongly…"*

Simple puzzle

After examining the diary for the first time:
  move the key to the location of the player;
  say *"A small key falls from the diary to the floor."*

A note has the description *"Well done on completing this tiny adventure!"* It is in the left drawer.

A richer world

> People
Moving, conversations & quests

> Vehicles
Entering, exiting & driving

> Difficulty
Hunger, weight, scoring, randomness

Debugging

> **showme clock**

grandfather clock - thing

location: in the The Corridor

singular-named, improper-named; unlit, inedible, fixed in place, scenery

list grouping key: none

printed name: "grandfather clock"

printed plural name: none

indefinite article: none

description: "The time is ten past eight."

initial appearance: none

Good bits

> Graphical cross-platform IDE

> Compiles to Z-Code or Glulx

> Many extensions available

> Docs & recipe book included

More goodness

> Declarative language

> Organized sections & chapters

> Easy to get started with basics

> Many different views of source

Not all roses...

> Can be hard to figure out syntax

> No Intellisense!

> No extension versioning

> Changing prompts & behavior

In summary

> Run with your imagination

> So much done for you already

> Changing that can be hard work

Extra resources

> Official Inform 7 site

> Interactive Fiction Database

> Source code to Standard Rules

> Inform 7 for programmers

"It is pitch black."

–All good adventure games

"It is pitch black."

"You have been eaten by a grue."