Lecture 21: Inform 7 Clinic

CM 148
Kathleen Tuite
ktuite@ucsc.edu
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Topics

• Ifs/conditionals
• Regions
• Doors
• Restricted regions and doors that can be unlocked through play
Declarative programming reminder

• Your Inform code includes **rules** and **facts**

• Facts
  – How the world is initially set up
  – Definitions
    – Definition: a room is recognized if it is adjacent to location and it is visited.
    – Definition: a room is unfamiliar if it is adjacent to location and it is not visited.

• Rules
  – How to change the world based on actions taken by the player
    • Event-driven programming
If statements

• Conditionals must be inside a rule
• Colon and indentation syntax
  – Similar to Python

NumBalloons is a number variable.

When play begins:
  say "This text prints at the very beginning.";
  now NumBalloons is 5.

Every turn:
  say "In the park, there are [NumBalloons] balloons. ";
  if NumBalloons is less than 5:
    say "That is not enough balloons!";
  otherwise:
    say "The quantity of balloons is sufficient."
Regions

• Regions are groups of rooms
• Regions cannot overlap
• Can define region-specific rules and actions
  – Actions that only work in certain regions
• Can define specific rules and actions for transitioning between regions
  – Display text upon entering a region
Doors

• How to get rid of the door’s description without getting rid of the door?
  – Make the door “scenery”

• Scenery
  – Makes things immobile (fixed in place)
    • But doors are already fixed in place
  – Does not mention them in the room description

• Doors can also have keys!
Inventory

• Region-locked inventory

• Switching inventory with another person/NPC
  – Can you just switch who you are and become another person?