Lecture 22: Inform Clinic (part 2)

CM 148
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Class announcements

• I have your midterms
  – Get them at the end of class

• TA evaluations today (1:25pm)
  – Instructor evaluations happen online
Playtesting next class

• Your game doesn’t have to be done...
• But it should be partly playable

• Good opportunity to test out specific mechanics/puzzles/interactions
Today’s Inform Topics

• Hidden objects
• Restricted areas and altered navigation
• Flags
• Dialog trees
Hidden objects (Emily Short’s blog)

• What’s the best way to make an object that the player can’t see or refer to until he’s examined something else in a room?

• Create the object off-stage — that is, don’t give it a location at all. Then move it to the location when the player first examines what he’s supposed to examine.

• https://emshort.wordpress.com/how-to-play/writing-if/inform-7/inform-7-faq/
Hidden objects

• Objects can be off-stage and out of play
  – Describe as being “nowhere” and then move to a certain room

• Containers can be closed and locked
  – If a container is closed, you can’t see inside of it
  – If a container is locked, you can open it with a key or unlock it in code
Restricted locations

• Can keep players out of places by
  – Locked doors
  – Instead or Before/Stop Action rules to check if certain conditions are met
  –Rooms that aren’t actually connected
    • Other actions that trigger teleportation to new rooms

• Can override specific ‘going’ verbs in specific locations
  – Instead of going south in the lobby:
Flags

• Binary properties of a person
  – A person can be code memorized or code unknown.
  – A person is usually code unknown.

• Locked status of doors and containers
  – Is the safe unlocked?
  – Built into inform: can’t open until unlocked via key or in code

• Possession of certain items
  – Does the player have the ticket to enter the museum?

• Presence of certain items in certain locations
  – Is the safe “on stage”? Safe becomes on stage when player moves painting.

• Boolean variables
  – jim-knows-ring is a truth state that varies. jim-knows-ring is false.
Dialog

• Multiple conversation extensions available
  – Ask/tell
  – Choose from a list

• Installing extensions is easy
  – Download
  – Open in Inform
  – Click Install
  – Check out the documentation for examples
Dialog

• Conversation Framework by Eric Eve

• Chatting characters about things (ask/tell)
• Showing objects to them
• Characters learning facts
  – now jim-knows-ring is true;
Dialog

• Adventure Book by Edward Griffiths
  • [http://inform7.com/extensions/Edward%20Griffiths/Adventure%20Book/doc_0.html](http://inform7.com/extensions/Edward%20Griffiths/Adventure%20Book/doc_0.html)

• A story with choices
  – Press 1) 2) 3) 4) to continue…