

CS 330: Homework 2

Sample World

1 Description

Your goal in this homework is to think hard and sketch down some ideas for a *world description language*, a language for writing works of interactive fiction. You will do so by writing by composing a sample world written in your language. This homework is part of your semester project.

If you haven't already done so, please read:

- Introduction to IF
<http://inform-fiction.org/I7Downloads/Examples/dm/IntroductionToIF.pdf>
- Zork: A Computerized Fantasy Simulation Game
<http://dx.doi.org/10.1109/MC.1979.1658697>

It is in your best interest to come up with clear, compelling, and straightforward ideas. In a few weeks, you and the rest of the class will converge upon a single world description language for which you will write an interpreter.

2 Requirements

To receive full credit for this assignment, you must satisfy the following requirements:

- Write your scenario in plain text in file named `scenario.txt`. Proprietary file formats are not allowed. An explicit formal grammar is not necessary.
- Your sample world must be composed of one or more scenes or stages that are connected to other scenes or stages. Somehow these relationships must be expressible in your language.
- Your sample world must consist of three goals (e.g., pull on a book to reveal a passage, subdue an enemy, get promoted to manager) the reader must surpass in order to finish your work. Think about how you can express these in your language. See the Zork paper for one way. No other length requirements are imposed.

3 Submission

Please submit according to these instructions. Violators will be prosecuted.

1. Drop your `scenario.txt` file into `W:\c s\CJohnson\cs330\<YOUR-USERNAME>`. You may overwrite this file as often as you like before the deadline.