

ADLENGINE BUILD TRAPPED

Head on over to <https://www.adliberum.com/engine> to launch the web version of adlengine.

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CREATE A NEW MAP

// creating a new map clears everything except base engine stuff and starts a blank canvas to build from. You can choose to name your map OR by default it will be called game. The map name affects the name of the download file when you use the dl command. Changing map names is essential if you want to allow map transitioning or if you're working on more than one game.

// to set the map name you type map name is yourmapname i.e. map name is dungeon

// ok lets create a new map

new map

TURN CREATIVE MODE ON

// creative mode must be on in order to build stuff or edit the world. If you are in multiplayer and you are the host, all changes are automatically synced to the other players and vice versa. This allows for cooperative / collaborative map / game creation. Any new players joining will have the map automatically synced to their device.

.creative

SETUP THE MAIN ROOM

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```
31
32 room name is Trapped
33 room description is You are standing in a room with only a skull atop a stone plinth for company
34 room image is trapped
35
36 -----

37 BUILD THE MAIN OBJECTS
38 -----
39
40 build skull.obj
41 build plinth
42 skull description is It has an odd sheen to it
43
44 -----

45 ADD SOME CUSTOM COMMANDS
46 -----
47 // the .obj on the end makes it takeable after its created allowing the player to pick it up otherwise
48 you would type skull is takeable, otherwise it can not be picked up, like the stone plinth.
49
50 if take skull then delete skull and build key.obj
51 on take skull say It slips from your grasp, smashing on the ground below
52
53 if build key.obj then build skull fragments
54 > on build key.obj say You spot a small key amongst the broken skull fragments
55
56 -----

57 BUILD SOME HIDDEN OBJECTS
58 -----
59
60 // let's build an escape route (the .exit on the end loads special prebuilt parameters for the object
61 making it a working exit, reducing the lines of code you have to type)
62
63 build hatch.exit
64
65 // let's build an exit up.
66
67 build exit u
68
69 exit u is hidden
70 exit u is locked
71 exit u is closed
72
73 hatch is hidden
74 hatch is locked
```

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```
75 hatch is closed
76
77 // now lets make the hatch control our exit up. So everything we do to the hatch is mirrored onto the
78 exit up which will allow the player to escape.
79
80 hatch controls u
81
82 -----
```

83 CODE TO REVEAL THE ESCAPE ROUTE

```
84 -----
85 // we need to add some special code that will make the hatch visible to the player so they can escape
86 the room
87
88 if look up then hatch is visible and exit u is visible
89 on look up say You spot a hatch in the far left corner of the ceiling
90
91 -----
```

92 ADD SOME COMMAND VARIATIONS

```
93 -----
94 // now let's add a few command variations, as not everyone is going to type look up... these will
95 help reduce the amount of times the message "I don't understand that" will appear, by specifying
96 commands that are similar in wording or you could add common spelling mistakes to help improve
97 the accuracy of players typing.
98
99 // whenever someone types any of the commands below it will convert the text to look up and
100 trigger the look up code.
101
102 look u== look up
103 look around==look up
104 search==look up
105 search around==look up
106 look for exits==look up
107 scan room== look up
108 search room==look up
109
110 // in time there will be a library of already established command variations which can be activated /
111 deactivated as required.
112
113 -----
```

114 MAKING IT WINNABLE

```
115 -----
116 // the aim of this little demo project is to get through the hatch and escape the room so lets now
117 create the room above.
118
```

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```

119 // travel up by typing u or up
120
121 u
122
123 // you will appear in a blank room, if you want to you can change a rooms light level to pitch black,
124 barely lit, dark, light, well lit or bright. The level of lighting will affect what you can see or do
125 within the room
126
127 room is dark
128
129 // set the room name, description and image
130
131 room name is You Escaped
132 room description is You scramble through the hatch and run towards a set of stairs in the hope they
133 lead out to your freedom
134 room image is escaped
135
136 // there are a number of images built into adlengine but to import your own move the mouse to the
137 bottom right of the screen and use the chooser to pick a .jpg or .png file on your device.
138
139 // finally lets create an exit back down and go back into the main room
140
141 build exit d
142 d
143
144 -----

```

145 FINISHED? LETS DOWNLOAD IT

```

146 -----
147
148 dl
149
150 Your file will most likely be downloaded to the downloads folder; It will be downloaded as a
151 .adlengine file which you can share with others to play.
152
153 // you can load a previously saved file by either moving the mouse to the bottom left and using the
154 file chooser to pick a .adlengine file from your device OR you can type import mapname OR you
155 can use the load mapname command
156
157 // load mapname can be called using custom commands
158 // e.g. door on open load dungeon
159
160 -----

```

161 LET'S PLAY!

```

162 -----
163 // below is a quick run through of how to win the scenario you just created.

```

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```
164
165 [spoiler]
166 > look at skull
167 > take skull
168 > take key
169 > look around
170 > unlock hatch
171 > open hatch
172 > u
173
174 You Win.
175
176 [/spoiler]
177
178
179 -----
180 [ optional extras for increased accuracy and reduced 'I dont understand that' ]
181
182 > stone plinth==plinth
183 > small key==key
184 > skull fragments==fragment
185 > the skull==skull
186 > the key==key
187 > the plinth==plinth
188 > the stone plinth==plinth
189 > the small key==key
190 > the skull fragments==fragments
```