



Interactive Fiction: creating a game with Inform 7

Below is a list of step-by-step instructions for creating a Hero Story using the program Inform 7. Inform 7 is available as a free download at:

inform7.com

Inform 7 Hero Story

Open Inform 7 and type everything below in the box on the left side of the screen.

“Hero Story” by Miss Jennifer.

Release along with an interpreter.

A person has a number called hit points. The hit points of the player is 3. The hit points of the monster is 2.

The Entrance is a room. "You find yourself in a dimly lit dungeon. You have [hit points of the player] hit points. There are exits to the east and south."

Room 2 is east of Entrance. "The light is dim, but you see two objects in the room. You have [hit points of the player] hit points."

The crate is a container in Room 2. It is openable, fixed in place, and closed.

After opening crate:

say "A flashlight is sitting in the bottom of the crate."

A flashlight is inside the crate. Flashlight is lit.

The clay pot is a container in Room 2. It is openable, fixed in place, and closed. The description of the pot is "Something seems odd about the pot."

After opening pot:

say "The pot explodes! You have lost 1 hit point!";

now the pot is nowhere;

decrease the hit points of the player by 1;

if the hit points of the player is 0:

say "You die!";

end the story.

Room 3 is south of Entrance. Room 3 is dark. "The flashlight has lit the darkness. There are entrances to the north and east. You have [hit points of the player] hit points."

A box is a container in Room 3. The box is openable, fixed in place, and closed.

After opening box:

say "A small gold key is inside."

A gold key is inside the box.

A safe is a container in Room 3. The safe is locked. The gold key unlocks the safe.

After opening safe:

say "In the back corner of the safe is a sword."

A sword is inside the safe.

Treasure Room is east of Room 3 and south of Room 2. "In the center of the room is a treasure trunk.

You have [hit points of the player] hit points."

The bronze medallion is nowhere.

A monster is in the Treasure Room. The monster is a person.

Instead of attacking the monster:

if the player has the sword:

decrease the hit points of the monster by 2;

if the player does not have the sword:

decrease the hit points of the player by 1;

decrease the hit points of the monster by 1;

say "You have lost 1 hit point! The monster has lost 1 hit point.";

if the hit points of the player is 0:

say "You die!";

end the story;

if the hit points of the monster is less than 1:

now the bronze medallion is in the Treasure Room;

if the hit points of the player is at least 1:

say "The monster dies! You see a bronze medallion fall to the floor.";

otherwise:

say "He has 1 hit point remaining."

The treasure trunk is a container in Treasure Room. The description of the treasure trunk is "It appears to be unlocked with something round." The treasure trunk is locked. The medallion unlocks it.

After opening trunk:

say "Inside you find hundreds of diamonds."

Diamonds are inside the treasure trunk.

After taking diamonds:

say "You are now rich! You win!";

end the story.

Click on the green go button to play your hero story!

To make a version that will run in an Internet browser (such as Internet Explorer or Google Chrome):

- Click on "Release" at the top of the screen.
- Then click on "Release" again.
- Open the .materials folder.
- Open the Release folder.
- Double-click on "play" to open the game in an Internet browser.

Other Interactive Fiction Websites:

For Creating Games:

Quest: textadventures.co.uk/quest

Adrift: (free download) adrift.co

For Writing Stories:

Inklewriter: inklestudios.com/inklewriter

Twine: twinery.org