Agenda

● Racontr Overview
● Motivation, Goals & Intended Audience
● Language Features
● Functions
● Demonstration
● Future Work
Racontr Overview

- Allows users to design and implement their own creative text adventure games
- Dynamic language where users can develop any kind of story with customizable people, places, and things
- Programmer decides their own storylines.
Motivation, Goals & Intended Audience

- Inspired by past projects: GAWK (2014), GRIMM (2004), ZIL
- Goals
  - Customize characters, scenes, and items
  - Syntax easier than existing object-oriented languages
- Intended Audience
  - People who may not be familiar with coding but want to make text-adventure games
Language Features

- Program starts with class declarations followed by body statements
  - Program with only class declarations will compile
  - Program with only body statements will compile

- Comments follow C Language syntax
  
  /* text */
Language Features cont.

● **Conditional Statements**

```plaintext
if condition {
    /* type declarations */
} else {
    /* type declarations */
}
```

● **While Loops**

```plaintext
while condition {
    /* body statements */
}
```

● **Inbuilt classes include: Scene, Character**

```plaintext
class identifier {
    /* type declarations */
}
```
Functions

```python
# instance type --> return type

def fib(n : i32) -> i32 {
    if n == 1 || n == 0 {
        return 1
    }
    return fib(n - 1) + fib(n - 2)
}

var fib_result : i32 = fib(10)
print_int(fib_result)
```
Demonstration
Future Work

- Users can utilize predefined storylines
- Mission, Achievements, Ending as additional inbuilt classes
- Machine learning/natural language processing in creating storylines
  - Use NLP and dictionary to parse user input
- Visualize storylines with Unity/UNREAL