

Text adventures

World Models

- Can't see without a light source
- When you eat something, it disappears
- Closed doors are opaque
- Bags and boxes
- ...and other things that you'd otherwise only learn through playtesting

Z-machine interpreters

- <http://www.inform-fiction.org/zmachine/interpreters.html>
- Frotz
- .z5 extension
- Games are at <http://mirror.ifarchive.org/indexes/if-archiveXgamesXzcode.html>
- Alternative to the Z-machine: Glulx

Z-machine compilers

- Inform
- Inform control language (.ICL extension)
- Inform story files (.INF extension)

- Alternative: TADS, Hugo

Game designs

- Intro/overview
- Game mechanics (What are the verbs? Is the game about getting everything in the right place? Figuring out a mystery? Finding your way home?)
- Game elements (What are the nouns?)
- AI (Pathfinding, conversation, combat, alertness)
- Story overview
- Game progression
- System menu