# A Tutorial for Adrift, Version 5

Since Adrift is probably the fastest way for students to get their own IF stories up and running, we offer this rather lengthy tutorial.

Adrift Developer costs nothing and is available on the Web at http://www.adrift.co.

For this tutorial, we'll use the story "Lost Chicken" as an example. A transcript of this story appears earlier in this section.

When Adrift Developer starts, it usually displays five windows, using its "Simple Mode," which is adequate for this tutorial. The windows are labeled "Locations," "Objects," "Tasks," "Characters," and "Events."
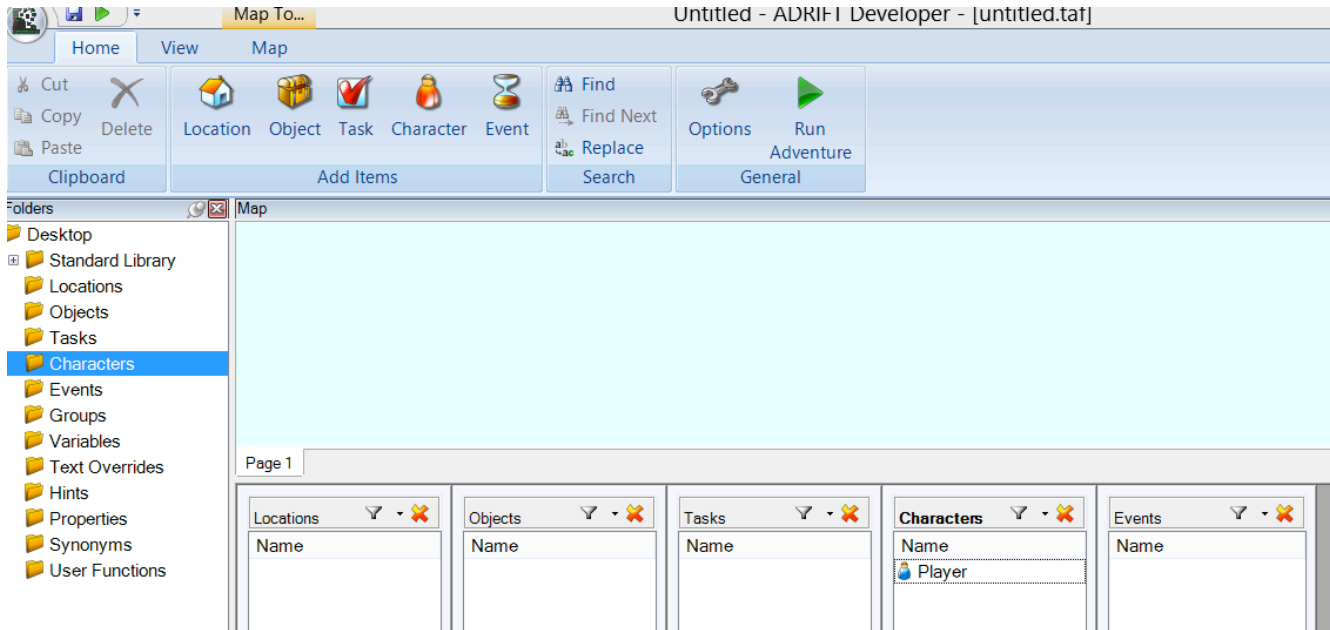
Use these steps to get started with Adrift Developer:
1. Start the computer program called Adrift Developer. Click on the "Home" tab at the top of the screen, if that tab is not already selected.
2. Click on "Options" and then on "Bibliography." Type in the title of your piece of writing and your name, in the appropriate spaces. Then, click on OK.
3. In the "Characters" section of the Adrift Developer screen, you'll notice that one character, the player/character, has already been created. Double-click on the word "Player," and type in the name of your player/character. Then type a brief description of your player/character in the appropriate space. Click on the appropriate gender for your player/character, male or female. Then click on OK.

Create your first location.
1. On the Adrift Developer screen, locate the section labeled "Add Items." In this section, click on "Location."
2. In the form that opens, fill in the "short name" of the location. This name should be three words or fewer in length. For our "Lost Chicken" story, we'll use "Outside Front Door"

as the short name of our first location.

3. Then, in the appropriate space, fill in the "long description." You can copy and paste the long description from your word processor, if you like. For our long description of "Outside Front Door," we'll use "You're outside your front door. The door is to the west, and your front yard is to the south."

4. Click on "OK" when you have finished with this form.

5. You can use the same procedure to make more rooms. For "Lost Chicken," we'll create two more locations, "Front Hall" and "South Yard." We won't need a long description for "Front Hall." Our long description of "South Yard" will be "This is the lovely south yard of your home."

6. Double-click on "Outside Front Door," from your list of locations. In the form that opens, click on the "Directions" tab. Using dropdown menus that appear, indicate that going west from "Outside Front Door" will take the player/character to "Front Hall" and that going south from "Outside Front Door" will take the player/character to "South Yard." When you've indicated these directions, Adrift may ask if you want these directions to work both ways. In other words, Adrift may ask whether going east from Front Hall should lead to "Outside Front Door" and whether going north from "South Yard" should bring the player/character to "Outside Front Door." For our story, we can allow both of these two-way pairs.
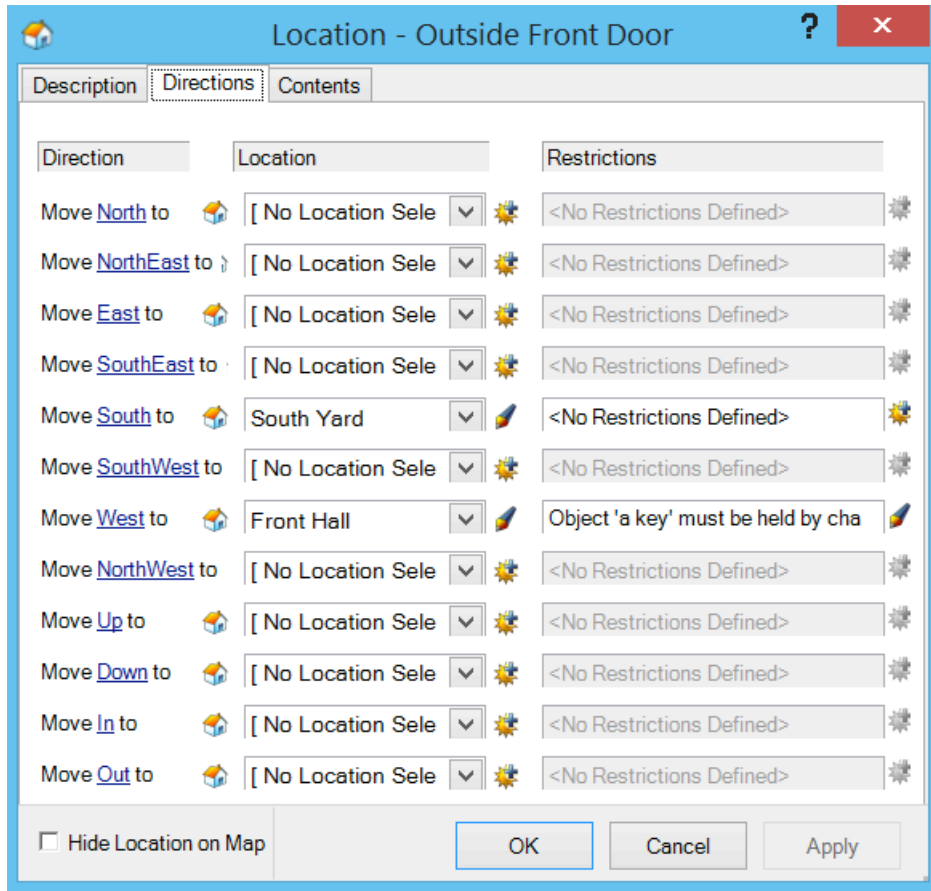
Save and Test Your Story, So Far
1. Though Adrift is a solid and mature program, it is important so save your work frequently. It's a good practice to save several versions of your work, in case something goes wrong with your latest saved version.
2. To save your story, click on the circular icon in the top left of the screen, and choose "Save As."
5. To test your story, click on the green triangle in the top center of the screen. This triangle is labeled, "Run Adventure." Adrift Runner will open and display your story. Your player/character should be able to move between the rooms you've created.
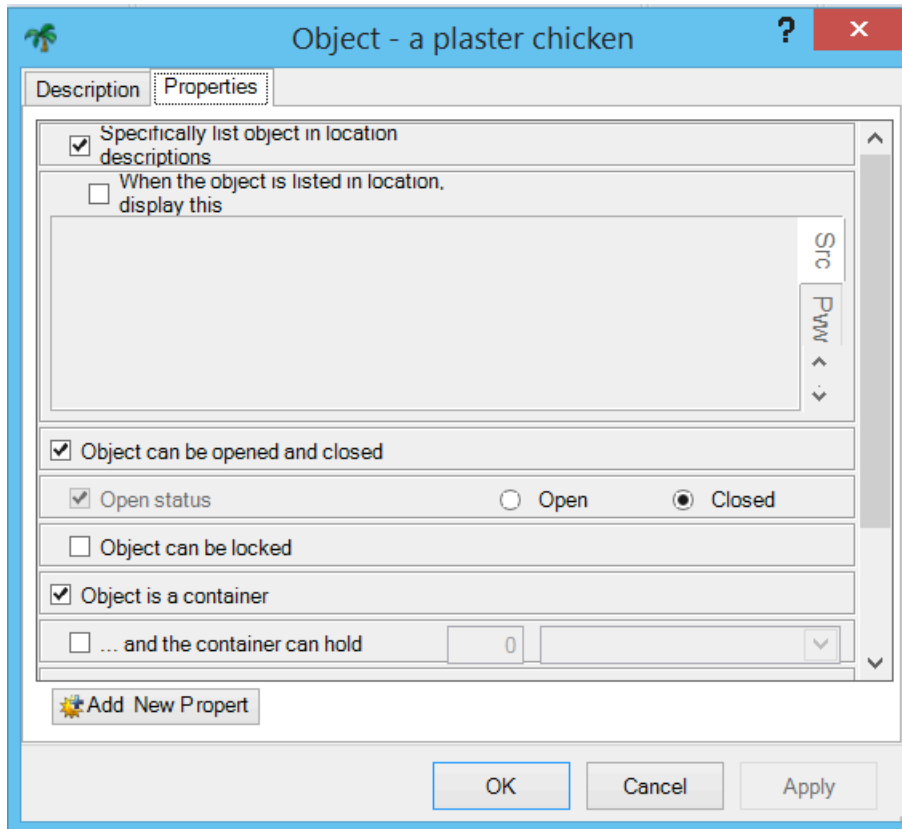
Create your first "object."
1. From the "Add Items" list, choose Object.
2. In the form that opens, type in the name of the object. In our example, we'll create the doormat as our first item. Using the buttons and dropdown menus, indicate that this object is "dynamic" and that its initial location is "Outside Front Door." A dynamic object is an item that the player/character can pick up.
3. Then, in the "name" box, type "doormat" and then press the Enter key. Next, type "mat." Now, we've signaled our intention to create an object named "doormat," which the user can also refer to as "mat."
 4. Next, type in the description of the object.
 5. Click on the Properties tab, and indicate that the object should be mentioned in room descriptions.

6. Click on "OK.
7. You can use the same procedure to make more objects.
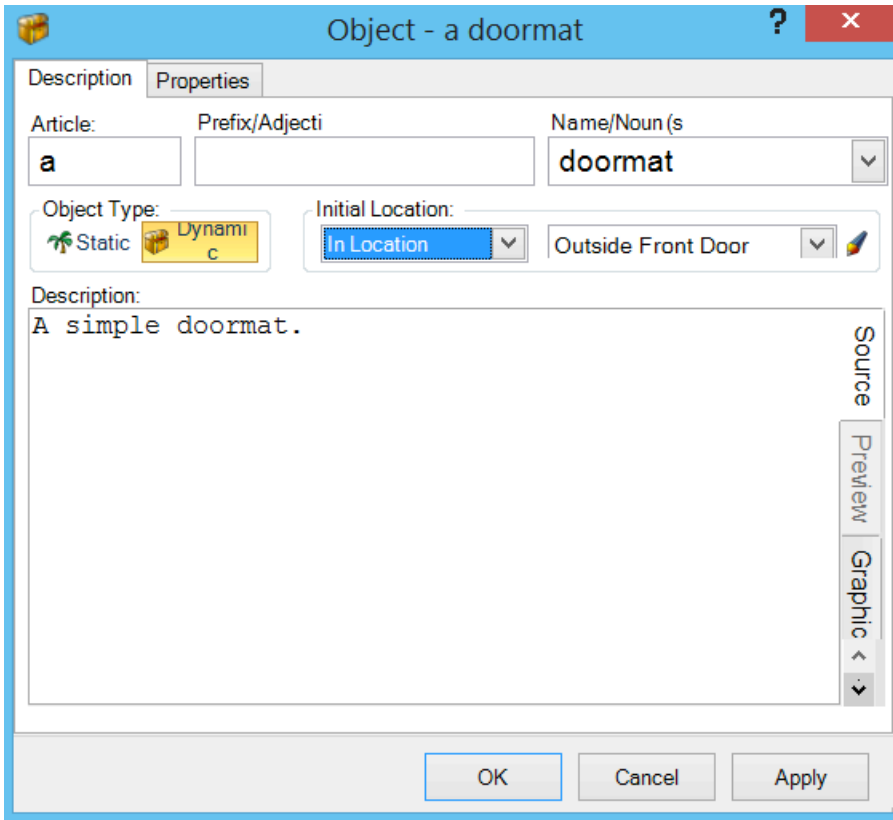
Create more objects.
1. Next, let's create the object called the "note." This object will be similar to the doormat, except that its location will be "hidden."
2. Now, let's create, or "implement," the plaster chicken, which will contain the key. This object will be similar to the others, with several differences.
1. It will be static, rather than dynamic.
2. It is in the South Yard.
2. Its properties, accessed through the "properties" tab, will specify that
1. it is a container,
2. it can be opened and closed,
3. it is closed, and
4. it should be included in room descriptions.

Object - a plaster chicken

Description | Properties

☑ Specifically list object in location descriptions
☐ When the object is listed in location, display this

Src
Pww

☑ Object can be opened and closed

☑ Open status   ○ Open   ◉ Closed

☐ Object can be locked

☑ Object is a container

☐ ... and the container can hold   0

Add New Propert

OK   Cancel   Apply

3. Finally, let's implement the key. It will be a dynamic object, and its initial location will be inside the plaster chicken.

Set the Opening and Closing Text
    1. Click on the circular icon that appears in the top left corner of the Adrift Developer screen. From the menu that opens, choose "Introduction & End of Game."
    2. The page that opens will have two tabs, one for the opening of the game and one for its ending.
    3. The "Introduction" tab allows for the creation of opening text, for specifying the story's first location, and for displaying, or not displaying, the description of the opening location.
    4. Fill in the opening text for your story, something like, "You've made it home as usual, but you've forgotten your key."
    5. Indicate that your opening location is Outside Front Door and that the story should display the description of the opening location.
    6. This would be a good time to save and test your story, so far.

Create your first "task."
    1. A task is an action that the player/character must, or may, take to produce a certain result. Adrift has lots of built-in tasks, such as picking up an object, but you'll want to create your own, too. Tasks that you create generally override Adrift's built-in tasks.
    2. Our first example of a task will implement what happens when the player/character first takes the doormat, thus revealing the note. Recall that, when

we created the note, we placed it in the "location" called "hidden." In other
words, it's not anywhere in the story's world until we bring it in.

3. In the "Add Items" section at the top of the screen, click on "Task." A fairly
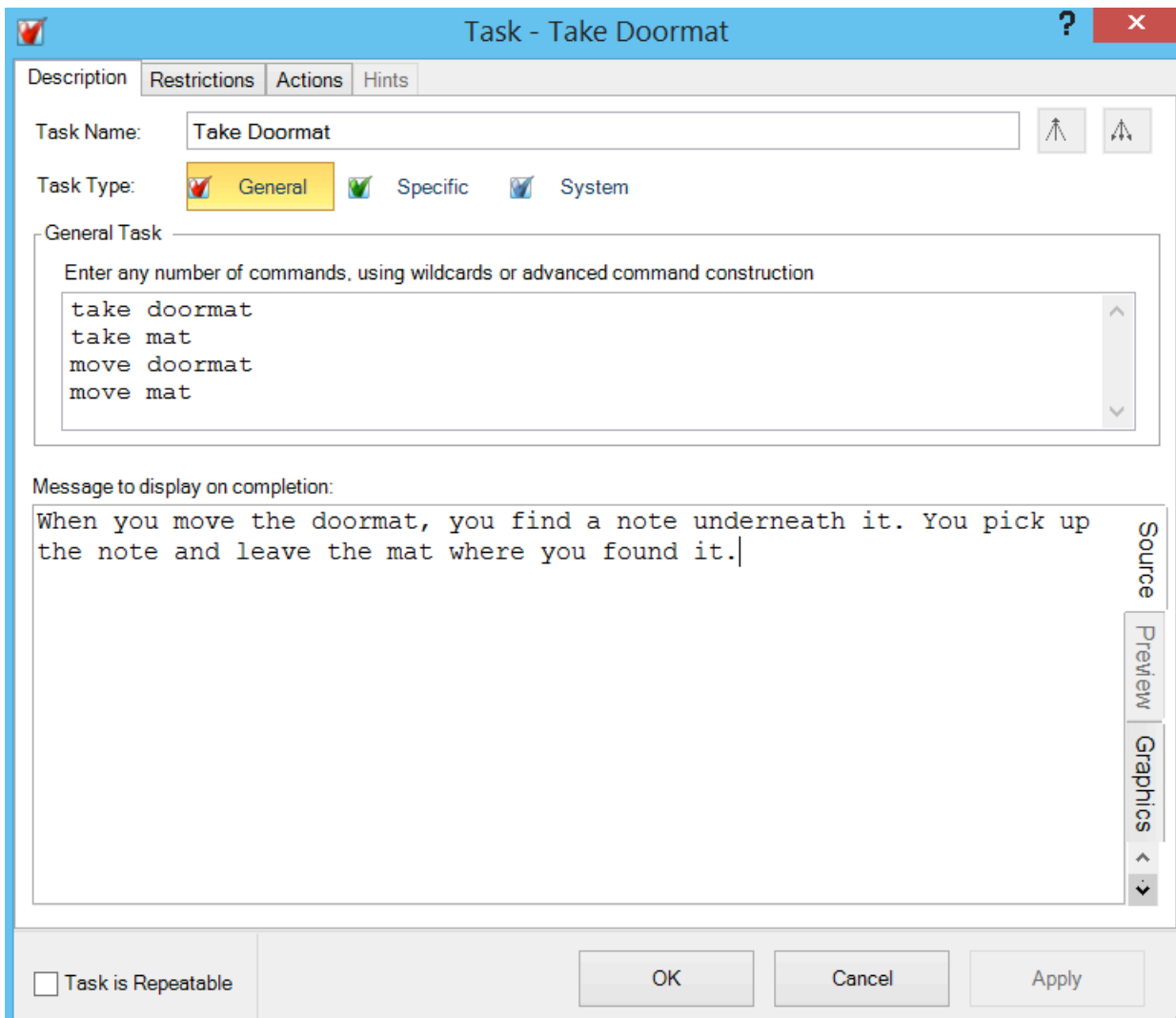complex window will open.

4. With the Description tab selected, type in a name for the task. We'll use "Take Doormat."
Our "Task Type" will be "General." (We could also implement this
task as "Specific," but, if we did, we would not be able to introduce the action
called "move," which Adrift does not normally understand.)

5. In the box labeled "Enter any number of commands," type in all of the   commands that the
reader will be able to use to activate the task. Put one
command on each line. In our case, we'll list these commands:

       take mat
       take doormat
       move mat
       move doormat

6. In the box labeled "Message to display on completion," type something like
"When you move the doormat, you find a note underneath it. You pick up the
note and leave the mat where you found it."

7. Since we want the note to be revealed only once, uncheck the box that's labeled
"Task is repeatable." Then click on "Apply."

Task - Take Doormat

Description | Restrictions | Actions | Hints

Task Name: **Take Doormat**

Task Type: ☑ General ☑ Specific ☑ System

General Task

Enter any number of commands, using wildcards or advanced command construction

```
take doormat
take mat
move doormat
move mat
```

Message to display on completion:

When you move the doormat, you find a note underneath it. You pick up the note and leave the mat where you found it.|

Source

Preview

Graphics

☐ Task is Repeatable   OK   Cancel   Apply

8. Click on the "Restrictions" tab. Here we'll indicate what conditions must be met for the task to execute. In this case, our only restriction will be that our character must be in the location called "Outside Front Door."

9. However, as of this writing, the screen that you're looking at right now is a little buggy. It displays a large box, currently blank. When you create restrictions, the box is supposed to display them. It should also allow you to change the order in which the restrictions are applied and to edit each restriction by clicking on it and then on an "Edit" button. However, when you've created a restriction, even if you make no mistakes in doing so, the restriction usually does not appear in the large box. To find out if the restriction is really in effect, you usually have to close the whole task-creation window by clicking on the "OK" button at the bottom of that window. When you do, you'll see that the name of your task appears on the "Task" list on the main screen of Adrift Developer. If you double-click on the name of your new task on the task list, and then on the "Restrictions" tag, the large box will list all the restrictions that you've created, just as it was supposed to all along. A bit later in this tutorial, when we create actions for a task, you'll work with a very similar big box that lists the actions that you've created.

This box exhibits the same bug.

9. With the "Restrictions" tab open, click on "Add." Using the dropdown menus   that appear, create the restriction that the player/character must be in the "Outside Front Door" location. Click on "OK" and then on "Apply." You should now see your newly-minted restriction in the previously-blank list on the "Restrictions" tab. Your restriction should read, somewhat awkwardly, "The Player's Location must be location location 'Outside Front Door'
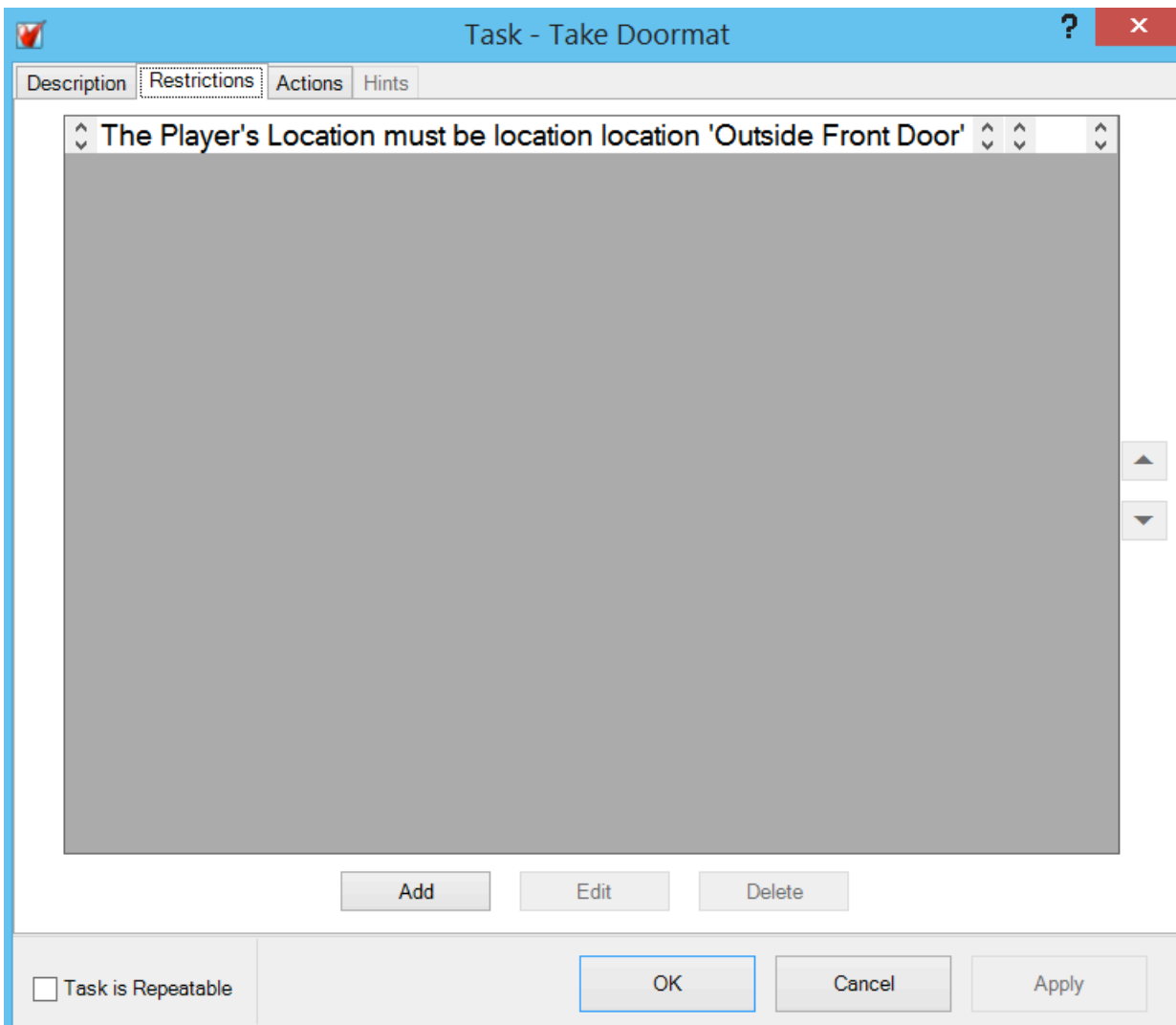
10. Click on the "Actions" tab and then on "Add."
11. Use dropdown menus to construct an action that moves the note from "Hidden" to "Held by the player." Click on "OK" and then on "Apply."
12. Your action should now appear on the previously blank list of actions, in the   nonstandard but functional form, "Move object 'a note' to held by character 'Player'
12. Click on "OK" until the "Task – Take Doormat" window closes.

Create a task that ends the story
1. From the "Add Items" Section, click on "Task." We'll call this task "Enter Front Hall."
2. This task will not require that we introduce any new verbs, and so our task type

will be "Specific."

3. Using dropdown menus, indicate that the new task should "override" "player
 movement"

"go west."

4. As a "Message to display on completion, use something like "You open the
door and walk through it."

5. Click on the "Restrictions" tab. Click on "Add."

6. Using the dropdown menus create the restriction, "The Player's Location must be
location location 'Outside Front Door'

7. Click on "OK," and "Apply."

8. Again, click on "Add" in the "Restrictions" tab. Using the dropdown menus,
create the restriction, "Object, 'a key' must be held by a character 'player'"

9. Click on "OK" and "Apply"

10. Click on the "Actions" tab.

11. Click on the "End Game" tab, and choose "In Victory."

12. Click on "OK" and "Apply." Click on "OK" again.

13. Save your work, and try out your story by pressing the green button.

Create your first character.
1. In the "Add Items" section, click on "Character."
2. In the "Proper Name" box, type your character's proper name, "Bronson Alcatt," in our example. In the "Descriptor/Noun" box, type "cat." In the "Description" box, type what you want the player to see when she types, "examine cat."
3. Click on the "Properties" tab.
4. Using the first dropdown menu, change the character's location from "Hidden" to "At Location." Then choose "Front Yard" as Bronson's location.
5. Use similar dropdown menus to indicate that Bronson is "male" and "standing."
6. Click in the checkbox after "Is the character known to the player?"
7. Click on OK.
8. Once again, save your work, perhaps using a new filename, and click on the green button to try out your story.

Create your first variable.
1. Variables enable you to achieve a huge variety of effects in interactive stories. We'll use one to block the player's opening the plaster chicken when Bronson Alcatt is feeling hungry.
2. In the list of folders that appears on the left side of the Adrift Developer screen, click on "Variables." You should now see a list for variables beside the "Events" list on your screen.

3. Right-click on a blank area in the new "Variables" list, and choose "Add Variable."
4. In the box that opens, indicate that your variable will be called "grumpy,
 that it will be a number, and that its initial value will be 0 (zero).

Create a task that uses a variable.

1. In the "Add Items" group, click on "Task." Name the new task, "Open   Chicken."
2. Indicate that your new task will be of the specific type. Using the dropdown
menus, indicate that your new task should override "Open Objects." Click on the
word "object," which appears in blue, and choose "a plaster chicken."
3. As a "message upon completion, type in something like "You open the plaster   chicken,
revealing a key inside."
4. Uncheck the box beside "Task is repeatable."
5. Click on the "Restrictions" tab and add a restriction, using the dropdown
menus. This first restriction should read, "Character 'Player' must be in same
location as object 'a plaster chicken'"
6. Now we'll make a restriction that uses our new variable. With the
"Restrictions" tab open, click on "Add."
7. Click on the "variable" tab. Then, using the dropdown menus, create a   restriction that reads,
"Variable 'grumpy' must be equal to 1"
8. In the box labeled "This restriction must be passed. Otherwise the following
will be displayed," type "Bronson tries to scratch you when you reach toward the chicken.
Maybe he's grumpy because he's hungry."
9. Click on "OK" and "Apply."
10. Click on the "Action" tab, click on the "Set Properties" tab. Use the dropdown
menus to create an action that reads,
"Set Property 'Open status' of object 'a plaster chicken' to Open"

Review the status of your variable

1. Since the use of variables can be a bit confusing, let's review the current state of
the variable that we've created.
2. The purpose of our variable is to make Bronson Alcott prevent the
player/character from opening the plaster chicken, as long as Bronson is hungry.   Once the
player/character feeds Bronson the cat treat, the chicken should be available for opening.

3. Our variable is called "grumpy," and it's numerical; that is, it represents a number. At the start of the story, this number is zero.
4. We have created a task called "Open Chicken," which prevents the opening of the plaster chicken unless the value of our "grumpy" variable is one.
5. So far, we have not implemented any way in which the value of the "grumpy" variable can change to one. Therefore, as our story now works, the player/character will never be able to open the plaster chicken.
6. What we need now is a new task that will include a change in the value of "grumpy." This new task should involve feeding Bronson.

Create a task that changes the value of a variable.
    1. In the "Add Items" group, click in "Task."
    2. Give your new task a name like "Give Treat," and make it a specific task.
    3. Un-check the box labeled "Task is repeatable."
    4. Using the dropdown menus, indicate that the task should override input of the pattern "give object to character." Click on the blue-colored word "object" and choose "a pet treat." Then click on the blue word "Character" and choose "Bronson Alcatt."
    5. In the box labeled "Message to display on completion," type something like, "Bronson accepts the treat and gobbles it up. He looks less grumpy now."
    6. Click on the "Restrictions" tab and create the following restrictions:
            1. The 'Player's Location' must be location location 'South Yard'
            In the box labeled, "The restriction above must be passed.   Otherwise the following will be displayed," type, "Bronson doesn't seem to be here."
            2. Object 'a pet treat' must be held by character 'Player'
            In the box labeled, "The restriction above must be passed.   Otherwise the following will be displayed," type, "You don't have the pet treat."
    7. Click on the "Actions" tab and then on "Add."
    8. Click on the "Variables" tab. Using the dropdown menus, choose "Set" and "grumpy."
    9. If you're looking carefully, you'll see a small symbol that looks like this: *123*. Click on that symbol. In the box that opens, type the numeral 1.
    10. Click on "OK." This, as you've probably already realized, is the action that changes the value of the variable. On the list of actions, this action should come first.
    11. Create another action. After clicking on "Add" use the "Move Objects" tab. The finished version of this action should read, "Move object 'a pet treat' to held   by character 'Bronson Alcatt'
    12. Save your changes and try out your story.

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File  Edit  View  Macros  Window  Help

Lost Chicken
You've made it home as usual, but it seems that you've forgotten your key.

Outside Front Door
You're outside your front door, which lies to the west.  Also here is a doormat.  An exit leads south.

➢ take mat
When you move the doormat, you find a note underneath it. You pick up the note and leave the mat where you found it.

➢ x note
The note reads, "The chicken hides the spare."

➢ south
You move south.

South Yard
This is the south yard of your home.  Also here is a plaster chicken.  Bronson Alcatt is here.  An exit leads north.

➢ x bronson
Bronson looks really grumpy. He may be hungry.

➢ |
```

A challenge to try on your own
     1. Implement the door, as mentioned in the transcript.
     2. The Adrift Manual Wiki (http://wiki.adrift.co) explains how to create a fully-featured door, but you could get away with something much simpler in this story.

Another challenge
     1. Create a new specific task, overriding Adrift's usual response to "Examine Bronson Alcatt."
     2. This task should produce two different descriptions of Bronson, one which appears before he gets the treat and the one which appears after.