Natural script writing with Guile

The newest step on my path towards the perfect script writing syntax

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February 4, 2017

Hello

```
Enter : The Audience
        The Presenter
        Arne Babenhauserheide

Arne Babenhauserheide :imaginary:
    Sorry for not being here in person.
    My deepest gratitude to the presenter!

The Presenter
    Hello ,(read-line) ..

The Audience
    (Applause!) ; :)
```

Hello (output)

```
Arne Babenhauserheide :imaginary:
  Sorry for not being here in person.
  My deepest gratitude to the presenter!

The Presenter
  Hello Schemers
  Schemers.

The Audience
  (Applause!)
```

Scheme-Warning

This is actual Guile code, parsed to Scheme at read time.

`(import (language wisp spec))`

For more information, see draketo.de/english/wisp

Prior Art

Where we start from.

@Presenter: Just for impression. Best give these slides 15s each.

WML: from Battle for Wesnoth

```
name=start
[message]
    speaker=MyLeader
    message= _ "I see the orcs!"
[/message]
[message]
    speaker=EnemyLeader
    message= _ "Grrrr!"
[/message]
```

- wiki.wesnoth.org/WML_for_Complete_Beginners

Verbose, but dialogs are not its main purpose.

SCUMM: from Monkey Island

```
cut-scene {
    ...
    actor nurse-edna in-room edna-bedroom at 60,20
    camera-follow nurse-edna
    actor nurse-edna walk-to 30,20
    wait-for-actor nurse-edna
    say-line nurse-edna "WHATS'S YOUR POINT ED!!!"
    wait-for-talking nurse-edna
    ...
}
```

- en.wikipedia.org/wiki/SCUMM

Not bad, but something is odd (personal impression).

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Python: My last try

```python
from rpg_lib.textrpg import *
name = ask("What's your name?")
char2 = Char(source="tag:1w6.org,2008:Nasfar")
char1 = Char(source="tag:1w6.org,2008:" + name)

story("""A hero is born to save us.
""")

char2.say("""I only know I want to live.
""")

char1.say("""You're a wimp!
""")
```

All these quotes, no action between words.

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Spels with Lisp: from Casting Spels with Emacs

```lisp
(setq map '((living-room
              (you are in the living room of a wizards house -
               there is a wizard snoring loudly on the couch -)
              (west door garden))))


(defun describe-location (location map)
  (second (assoc location map)))

(describe-location 'living-room map)
```

- lisperati.com/casting-spels-emacs/html/casting-spels-emacs-1.html

Close, so close.

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Examples

Where I am.

Enter three witches (with inline-code)

```
Enter : First Witch
        Second Witch

First Witch
    When shall we three meet again
    In ,(color 'cyan) thunder, ,(color 'white)
      . lightning, ,(color #f) or in ,(color 'blue)
      . rain? ,(color #f)

Second Witch :resolute
    When the hurlyburly's done, (we ,(+ 1 2))
    ; ... inline-code is executed when it is displayed
```

Enter three witches (with inline-code, output)

Duel

```
Enter : Galtag Nimbleday
        Lowlife Pirate
        choose your answer

define answers
  ‘
    : You fight like a Dairy Farmer!
      How appropriate! You fight like a cow!
      And I've got a little TIP for you, get the POINT?
; ... (define (Duel ...) ...) for interaction
Duel
  Galtag Nimbleday
  Lowlife Pirate
```

Duel (output)

```
Lowlife Pirate
   You fight like a Dairy Farmer!

choose your answer
   1  How appropriate! You fight like a cow!
   2  And I've got a little TIP for you, get the POINT?


1
Galtag Nimbleday
   How appropriate! You fight like a cow!
```

Summary

It works. I'm happy ☺

Next step: Making Games.

Main complication: Shipping Games made with Guile.

Find the code in the org-mode source and in the wisp-repo:
http://bitbucket.org/ArneBab/wisp/

Thank you!

⌣

Three Witches (basic)

```
Enter : First Witch
        Second Witch
        Third Witch

First Witch
    When shall we three meet again
    In thunder, lightning, or in rain?

Second Witch :resolute
    When the hurlyburly's done,
    When the battle's lost and won.

Third Witch
    That will be ere the set of sun.
```

Three witches (basic, output)

```
First Witch
  When shall we three meet again
  In thunder, lightning, or in rain?

Second Witch :resolute
  When the hurlyburly's done,
  When the battle's lost and won.

Third Witch
  That will be ere the set of sun.
```

Prep

```
#!/usr/bin/env bash
# guile-2.0 ~/wisp/wisp.scm ~/wisp/examples/enter-three-wit
guile-2.0 ~/wisp/examples/enter-three-witches.scm
exec guile-2.0 -L ~/wisp --language=wisp -s "$0" "$@"
; !#
import : examples enter-three-witches
          ice-9 rdelim
```