Natural script writing with Guile

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

Arne Babenhauserheide

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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
(Appplause!) ; :)

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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

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

- [wiki.wesnoth.org/WML_for_Complete_Beginners](https://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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Natural script writing with Guile
Spels with Lisp: from Casting Spels with Emacs

```
(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

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Natural script writing with Guile
Enter three witches (with inline-code, output)

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

Second Witch :resolute
   When the hurlyburly's done, (we 3)
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

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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!

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Natural script writing with Guile
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.
import : examples enter-three-witches

ice-9 rdelim