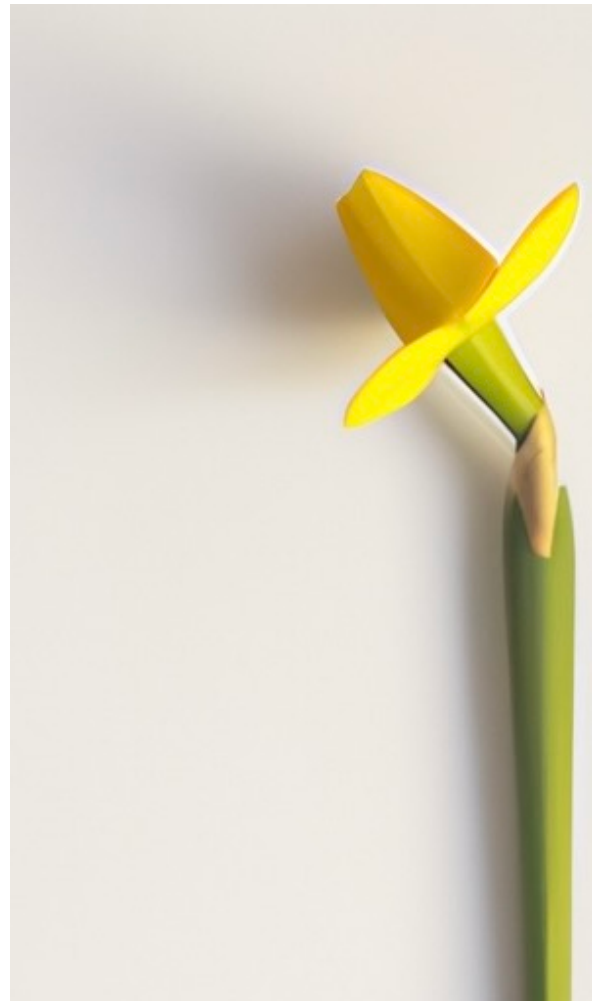

Ceptre0D Status

Feb. 7, 2024



Goal: Write Ceptre Dungeon
Crawler Game as a
Drawware Program

Gen0D First Light

Ceptre0D Drawing WIP

Gen0D

Generates Odin code for code components

Generates Odin code for predicate components

Not integrated into dc0D, yet. Expect to use COPY/PASTE to insert code manually into dc0D.

Not compiled with Odin compiler, yet, but the code looks OK and parses OK with emacs odin-mode.

DC0D / Ceptre0D

Made hand-drawn sketches for Jan. 19, 2024 presentation, currently converting the sketches to compilable draw.io and 0D.

Ceptre example game - *dungeon crawler* - written in 0D using Odin.

Gen0D

Generate code Components

name::code --- component title
contains *name*, then “:.” then verbatim
Odin *code*, incl. newlines

⇒ --- shortcut that generates code to
pass baton forward to the next
downstream component ; must be
edited into *code* portion ;
implemented as a non-Lisp macro

name --- this is just a string - it may
contain whitespace (unlike most PLs)

Use Unicode characters as markers
which allows ASCII to be used in code
without too many escapes

Code literally typed into boxes
representing components

2 languages - Odin for code, boxes for
control-flow (more languages will be
used)

Generate predicate Components

- *??expression* --- Generates Odin
code to test *expression* and send
bang to “yes” or “no” output port
(fires only one of “yes” or “no”
ports, not both - the other port
remains silent)

Source Code

- written as drawware

Ceptre OD

- All parts drawn in OD except Adventure component(s)
- Main
- Game
 - Game Ask
- Rest
- Shop
 - Highest technical risk
 - Needs Ask, dialog.js
 - Needs predicate generator
 - Needs code generator
 - α code done
 - Shop Choice
 - Format Shop Choice
 - Sync Ask
 - Adventure
 - Uses *through* connection to stub out innards
 - Das2json produced, both, *down* and *through* connections for each *through* connection ; bug fixed
 - Low tech risk - expected to be straight-forward after all of Shop bits have been implemented
 - Built and tested dialog.js (for Ask)

What's Next?

- compile stubbed-out version to remove typos and early mistakes
- Flesh out Adventure component(s)

Programming Simplicity

Repos:

<https://github.com/guitarvydas/0D>

<https://github.com/guitarvydas/gen0d>

<https://github.com/guitarvydas/dc0d/tree/dev>

Slides for dc0D talk Jan. 19, 2024:

<https://guitarvydas.github.io/2024/01/19/Cepte-Dungeon-Crawler-Example-Walk-Through.html>

Previous Updates: none

See Also

References <https://guitarvydas.github.io/2024/01/06/References.html>

Blog <https://guitarvydas.github.io/>

Blog <https://publish.obsidian.md/programmingsimplicity>

Videos <https://www.youtube.com/@programmingsimplicity2980>

[see playlist “programming simplicity”]

Discord <https://discord.gg/Jjx62ypR>

X (Twitter) @paul_tarvydas

More writing (WIP): <https://leanpub.com/u/paul-tarvydas>

