

DoScope / DoScopeRooms

Personally, as an author, I like to write the initial objects for a game often without descriptions, getting back to that task after having taken care of some of the basic mechanics. The downside to this is that I sometimes lose track of my own code and miss objects that still need descriptions. I created these debugging verbs as a way to remind the author what the player can see from any given room. Typing **>SCOPE** will list all of the objects within scope in the current location, while **>SCOPE ROOMS** will list everything currently in scope in every room of the game.

DoVerbTest

Another feature I borrowed from Inform 7 development (specifically, an extension by Juhana Leinonen), the **>VERBTEST** command shows the response given when any standard library verb is applied to an object. It's surprisingly easy to forget to supply an answer to things like eating a food item. To use it, just type **>VERBTEST <object name>**.