@ ? d: -> =>

Lonelog: \[Add-on Name\] Add-on

\[One-line description of what this add-on enables\]

Version 0.1.0

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[Add-on Name] Add-on

Overview

[Describe the situation core Lonelog doesn't fully handle — the moment a player realizes they need more structure than the five core symbols alone provide.]

[Explain what the add-on provides concretely: new tags, structural blocks, or formatting conventions. Keep it brief here — the sections below go into detail.]

[State when *not* to use this add-on. Honesty here builds trust and prevents players from adopting notation they don't need.]

What This Add-on Adds

- `[TAG:Name|props]` — [What it tracks]. Example: `[TAG:Example|prop1]`
- [Structural block] — [What it delimits]. Example: `[BLOCK] ... [/BLOCK]`
- [Convention name] — [What it standardizes]. Example: [brief example]

No new core symbols. This add-on introduces no additions to `@`, `?`, `d:`, `tbl:`, `->`, or `=>`.

Design Principles

[Principle 1 — short title]. [One or two sentences explaining the principle and why it matters for this add-on's domain.]

[Principle 2 — short title]. [One or two sentences.]

[Principle 3 — short title]. [One or two sentences.]

1. [First Major Feature]

[Brief intro: what problem does this feature solve within the add-on's domain?]

Format:

```
[TAG:Name|required-field|optional-field]
```

Fields:

- `Name` — [what it identifies]
- `required-field` — [what it means, expected values]
- `optional-field` — [what it means, when to include it]

[1.1 Subfeature or Common Use Case]
[Explain the most common way this feature is used.]

Example — minimal:

```
[Compact single-line showing the feature
in fast-play context]
```

Example — expanded:

```
[Full sequence showing the feature in a
realistic play log:
action, roll, consequence, tag update. At
least 5–8 lines.]
```

[1.2 Another Subfeature or Edge Case]
[Cover the next most important variation or edge case.]

```
[Example]
```

2. [Second Major Feature]

[Intro paragraph.]

Format:

```
[Format specification]
```

Example — minimal:

```
[Compact example]
```

Example — expanded:

```
[Full sequence example]
```

3. [Structural Block — if applicable]

[Some add-ons benefit from a structural block that clearly delimits a mode of play within the log. If yours does, explain it here. If not, delete this section.]

Format:

```
[BLOCKNAME]
[Contents of the block]
[/BLOCKNAME]
```

When to open a block: [Specific trigger — e.g., "when initiative is declared" or "at session start when resources matter".]

When to close it: [Specific condition — e.g., "when all combatants are resolved" or "at session end".]

Digital format:

```
[Example in markdown context]
```

Analog format:

```
[Example for paper notebooks]
```

Cross-Add-on Interactions

Situation	Add-on(s) Used	Key Tags/Blocks
[Common combined scenario]	[This add-on] + [Other add-on]	[Main elements]

Combined example — [This Add-on] + [Other Add-on]:

```
[A realistic 10–15 line log sequence
showing both add-ons working
together. Should feel like actual play,
not a demonstration.]
```

System Adaptations

[System Name 1]

[One paragraph on how this system's mechanics map to the add-on's notation.]

```
[System-specific example]
```

[System Name 2]

[One paragraph.]

```
[System-specific example]
```

Best Practices

Do: [Positive pattern title]

```
✔ [Positive example — complete,
realistic, clearly correct]
```

Don't: [Anti-pattern title]

```
✗ [What to avoid — complete, realistic,
clearly wrong]

✔ [The corrected version]
```

Do: [Positive pattern title]

```
✔ [Example]
```

Don't: [Anti-pattern title]

```
✗ [Wrong]

✔ [Right]
```

Quick Reference

New Tags

- `[TAG:Name|field]` — [What it tracks]. Example: `[TAG:Example|value]`
- `[#TAG:Name]` — Reference to previously established element. Example: `[#TAG:Example]`

[Structural Blocks — if applicable]

Block	Opens When	Closes When
`[BLOCKNAME]`	[Trigger]	[Condition]

[Other element category — if applicable]

[Table or compact list of any remaining new elements.]

Complete Example

```
[The most useful single example for quick
reference during play]
```

FAQ

Q: [Most common anticipated question]
A: [Direct, practical answer. Point to the relevant section if appropriate.]

Q: [Design rationale question — "why did you…"]
A: [Explain the reasoning. This builds trust and helps players adapt the convention.]

Q: [Edge case question]
A: [Specific answer. If the edge case has no good answer, say so and suggest an approach.]

Q: [Integration question — "can I use this with…"]
A: [Yes/no/depends, with brief explanation.]

Q: [Analog question — "how does this work on paper?"]
A: [Practical analog adaptation.]

Credits & License

© [Year] [Your name or handle]

This add-on extends Lonelog by Roberto Bisceglie.

Version History:

- v 0.1.0: Initial draft

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