Text Adventures

Key Learning

- To find out what a text adventure is.
- To use 2Connect to plan a story adventure.
- To make a story-based adventure using 2Create a Story.
- To read and understand given code for a text adventure game.
- To debug and improve a text adventure game.

Key Resources

purple mash

2Create a Story   2Connect

Key Vocabulary

Text-based Adventure
A computer game that uses text instead of graphics.

Debug\ Debugging
Fixing code that has errors so that the code will run the way it was designed to.

Sprite
A computer graphic which may be programmed to move on-screen.

Selection
When selection is used, a program will choose a different outcome depending on a condition.

Function
In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Flow of Control
The order that the computer program executes the commands it contains.

Step Through
A way of executing one line of code at a time to help programmers see what happens at each stage of a program. This can be helpful when debugging.

Key Questions

What is a text based adventure?

A text based adventure is a type of game that uses text rather than graphics to tell the story. The player normally selects the next move from a series of text based options.

Why is it important to plan a text based adventure?

Text based adventures can often be complicated and give the player lots of options about what to do next. Planning the game ensures the player doesn't make a decision that has no outcome.

Key Images
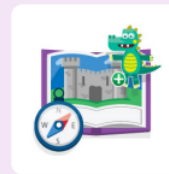
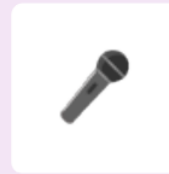|			
Create an adventure story in 2Create a Story	Plan out your story	Add a button to the story	Add a sprite to the story
Add sound to the story	Choose a background	Undo or redo the last action	Play your text based adventure