

## Unit: 6.5

# 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

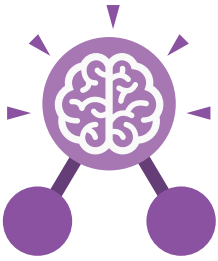
In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

#### 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.



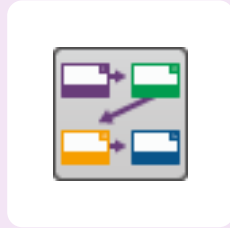
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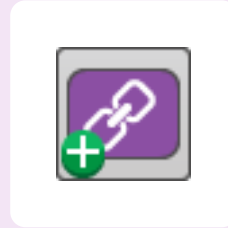
### Key Images



Create an adventure story in 2Create a Story



Plan out your story



Add a button to the story



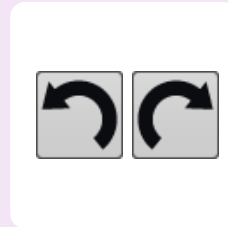
Add a sprite to the story



Add sound to the story



Choose a background



Undo or redo the last action



Play your text based adventure

### 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.