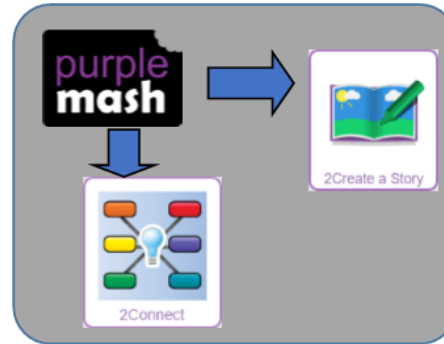


## Unit: 6.5 – Text Adventures

Key Learning

To find out what a text adventure is.  
To plan a story adventure.  
To make a story-based adventure.  
To introduce map-based text adventures.  
To code a map-based text adventure.

Key ImagesKey ResourcesKey Vocabulary

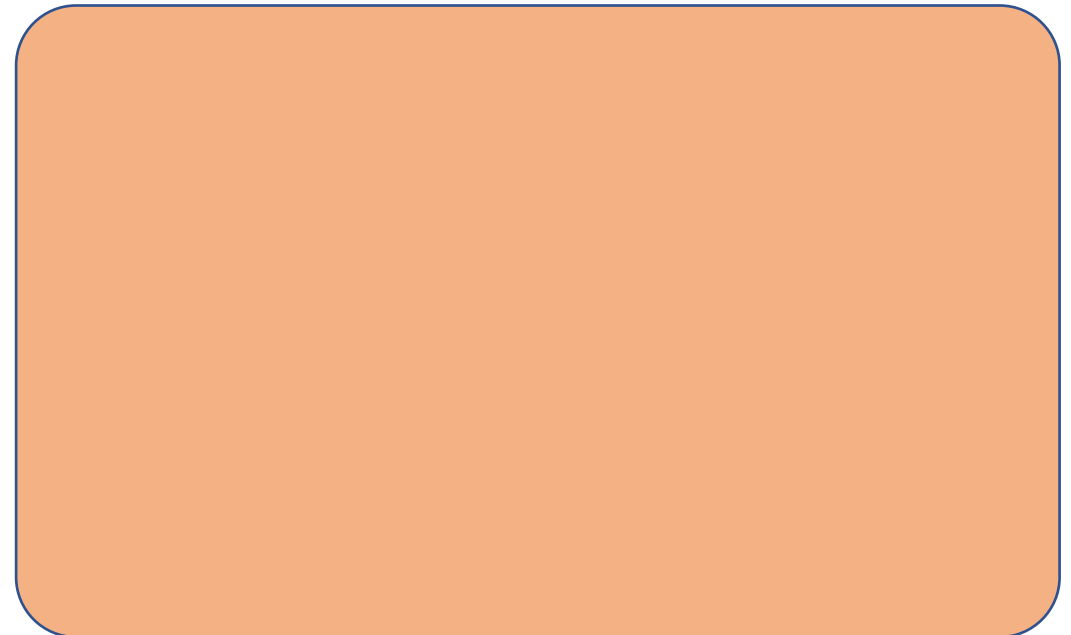
**Text-based adventure** - A computer game that uses text instead of graphics.

**Concept map** - A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.

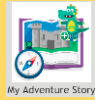
**Debug** - Identify and remove errors from (computer hardware or software).

**Sprite** - A computer graphic which may be moved on-screen.

**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.

Key Questions

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



What is a text based adventure?

Why is it important to plan 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.

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.