


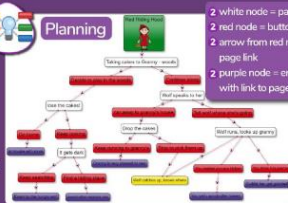
Enquiry Question: What is a text based adventure?

Adventure Story




- 2 buttons
- 2 sprites
- 2 page linkages


Planning




- 2 white node = page
- 2 red node = button
- 2 arrow from red node = page link
- 2 purple node = ending page with link to page 1.




Buttons: use for navigation



Sprites: Characters that can be animated



Map-Based Adventure



- 2 What do I want to happen?
- 2 Plan using a map.
- 2 What commands are needed in the code?
- 2 Think about variables and useful functions.
- 2 Debug by stepping through code.

Coding the game

Variable to store the room number

```
create number room = 0
```

Loop to control the program flow



```
repeat until finished equals 1
```

Function that tells the player where they are, what they can do, asks for the next action and sets the room number.

```
prompt "You are in a room where the walls are all mirrors. There are doors to the north and east. Which way would you like to go?"
```

What should I already know?	What will I know at the end of the unit?
<ul style="list-style-type: none"> I can plan a game. I can design and create the game environment. I can design and create the game quest. I can finish and share the game. I can self and peer evaluate. 	<ul style="list-style-type: none"> I can find out what a text adventure is. I can use 2Connect to plan a story adventure. I can make a story-based adventure using 2Create a Story. I can read and understand given code for a text adventure game. I can debug and improve a text adventure game.

Key Vocabulary	
Text-based Adventure Debug/Debugging Sprite Selection	Function Flow of Control Step Through

Key Resources	
 <p>2Create a Story</p>	 <p>2Connect</p>