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 introduce an alternative model for a text adventure which has a less sequential narrative.
- To use written plans to code a map-based adventure in 2Code.

Key Resources

purple mash

2Create a Story

2Connect

Key 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.
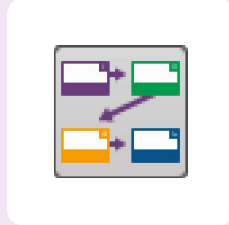
2 simple
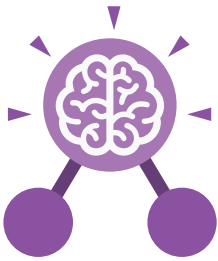
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Key Images

Create an adventure story in 2Create a Story
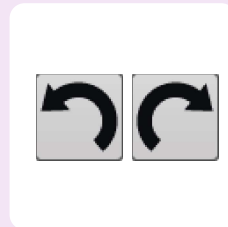
Plan out your story

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.

2simple