

Key Learning

Gaming & Storyboards

Key Vocabulary

- 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.

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.




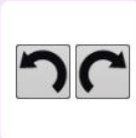
Debug - Identify and remove errors from (computer hardware or software).

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 Images

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?

A type of game that uses text to tell the story instead of graphics. The player normally selects the next move from a series of 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.