

Unit: Text Adventures

Key Vocabulary

Debug/Debugging	Fixing code that has errors so that the code will run the way it was designed to.
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.
Selection	When selection is used, a program will choose a different outcome depending on a condition.
Sprite	A computer graphic which may be programmed to move on-screen.
Text-based Adventures	A computer game that uses text instead of graphics.

Key Question

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.

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

Important icons



2Connect



2Create a Story