Purple Mash Computing Scheme of Work: Knowledge organisers

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 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.

Debu
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.

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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.

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