

TEXT ADVENTURES

Knowledge Organiser



Year 6, Autumn 1: Text Adventures
Computing Strand: Computer Science

Key Vocabulary

debug/ debugging	Fixing code that has errors so that the code will run the way it was designed to.
function	A section of code that gets run when it is called the main code.
sprite	A computer graphic which may be programmed to move on-screen.
selection	When election is used, a program will choose a different outcome depending on a condition.

What will I know by the end of this topic?

- Know what a text adventure is.
- How to use written plans to code a map-based adventure.

Key Resources

purple
mash



2Create a Story



2Connect

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.

Online Safety Follow the SMART rules to help stay safe online.

- S** Stay **safe** online by not sharing your personal information.
- M** Do not **meet** anyone who you have only become friends with online.
- A** Do not **accept** messages and friend requests from people you do not know.
- R** Not everything online is **reliable**. People online are strangers and you can't always trust everything they say.
- T** Tell an adult you trust if anything happens online that you do not like.

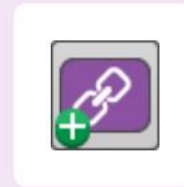
Be careful what you share online!
Stop and think before you share information online.
Don't say or do anything that you wouldn't do in the real world!



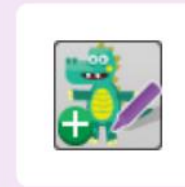
Create an adventure story in 2Create a Story



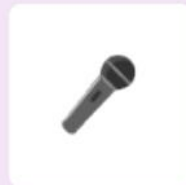
Plan out your story



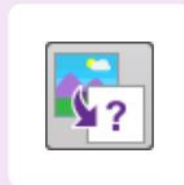
Add a button to the story



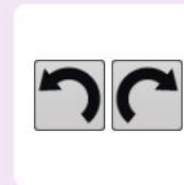
Add a sprite to the story



Add sound to the story



Choose a background



Undo or redo the last action



Play your text based adventure

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.