



## 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.

#### Debug\ Debugging

Fixing code that has errors so that the code will run the way it was designed to.

#### Sprite

A computer graphic which may be programmed to move on-screen.

#### Selection

When selection is used, a program will choose a different outcome depending on a condition.

#### 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.



## Text Adventures

### 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.



### Key Learning

- To learn about what the Internet consists of.
- To find out what a LAN and a WAN are.
- To find out how the Internet is accessed in school.
- To research and find out about the age of the Internet.
- To think about what the future might hold.

### Key Resources

purple  
mash



Tim Berners- Lee  
Profile



Communication  
Questionnaire

### Key Vocabulary

#### Hub\Switch

The connection point for networks where data packets from many locations converge and are then sent out to different devices.

#### Internet

A global computer network providing a variety of information and communication facilities consisting of interconnected networks using standardized communication protocols.

#### Local area network (LAN)

A computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.

#### Router

A device which forwards data packets to the appropriate parts of a computer network.

#### Wi-Fi

A facility allowing computers, smartphones, or other devices to connect to the Internet or communicate with one another wirelessly within a particular area.

#### Network

Several interconnected computers, machines, or operations.

#### Wide area network (WAN)

A collection of local-area networks (LANs) or other networks that communicate with one another over a large physical area or even globally.

#### World Wide Web

An information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.



### Key Questions

#### What is the difference between the Internet and the World Wide Web?

The Internet is a global network of networks while the Web, also referred formally as the World Wide Web (www) is collection of information which is accessed via the Internet.

#### What is the difference between a LAN and a WAN?

Both are networks that connect computers together. A LAN (Local Area Network) is normally for computers connected less than 1KM distance, whilst a WAN (Wide Area Network) extends over a large geographical area.

#### Who is Tim Berners-Lee?

Tim Berners-Lee is the inventor of the World Wide Web. The WWW is the system that delivers webpages over the internet.