Over Hall Community School	Year: 6	Strand: Computing– Text Adventures

What should I already know?

- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome. · Debugging
- Algorithms · Logical decision making · Sequencing instructions · Following instructions
- Use of 2Create a Story tool
- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome. · Debugging
- · Logical decision processing. · Forward planning to achieve a solution. · Binary decision making.
- Presenting a narrative in alternative ways.
- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome. · Debugging
- · Logical decision processing · Modelling selection on a binary model.
- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome. · Debugging
- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome.
- Game Design planning · Refining and reviewing games
- Use of 2Connect in a variety of ways for different purposes
- Familiarity with the functionality of 2Code · Planning and designing for a logical outcome. · Debugging
- Use of 2Dos, saving, opening and editing work, sharing work, copying and pasting , mouse, keyboard and device skills.

What will I know by the end of the unit?

What Is a Text Adventure?
- You can describe what a text adventure is. You can map out a story-based text adventure. · You can use 2Connect to record their ideas.

How do I use 2Connect plans for a story adventure to make the adventure using 2Create a Story?
- You can use the full functionality of 2Create a Story Adventure mode to create, test and debug using their plan. · You can split their adventure game design into appropriate sections to facilitate creating it.

How do I read and understand given code for a text adventure game?
- You can explain the features and purpose of code within a given text adventure. You are able to step through each line of code and follow the flow of execution.

How can I independently design and implement improvements to a text adventure game?
- You can make logical attempts to debug more complex code involving a combination of functions, variables and a loop. You can suggest and implement ideas to further develop the program

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 out-come 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.
- Flow of Control The order that the computer program executes the commands it contains.
- Step Through A way of executing one line of code at a time to help programmers see what happens at each stage of a program. This can be helpful when debugging.

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.

Purple Mash Resources

- 2Create a story
- 2Connect

2Create a Story   2Connect

Add sound to the story

Choose a background

Undo or redo the last action

Play your text based adventure

Create an adventure story in 2Create a Story

Plan out your story

Add a button to the story

Add a sprite to the story