

# Text Adventure Game

(A linear programme very easily adapted to any series of events that need responses from the user)

Mid & Top

By Phil Bagge

@baggiepr

<http://code-it.co.uk>

Please note this is older planning and for a complete up to date free Primary Scratch Plan consisting of 29 modules of work suitable for Year 3, 4, 5 & 6 please visit

<http://code-it.co.uk/scratch/scratchplan.html>

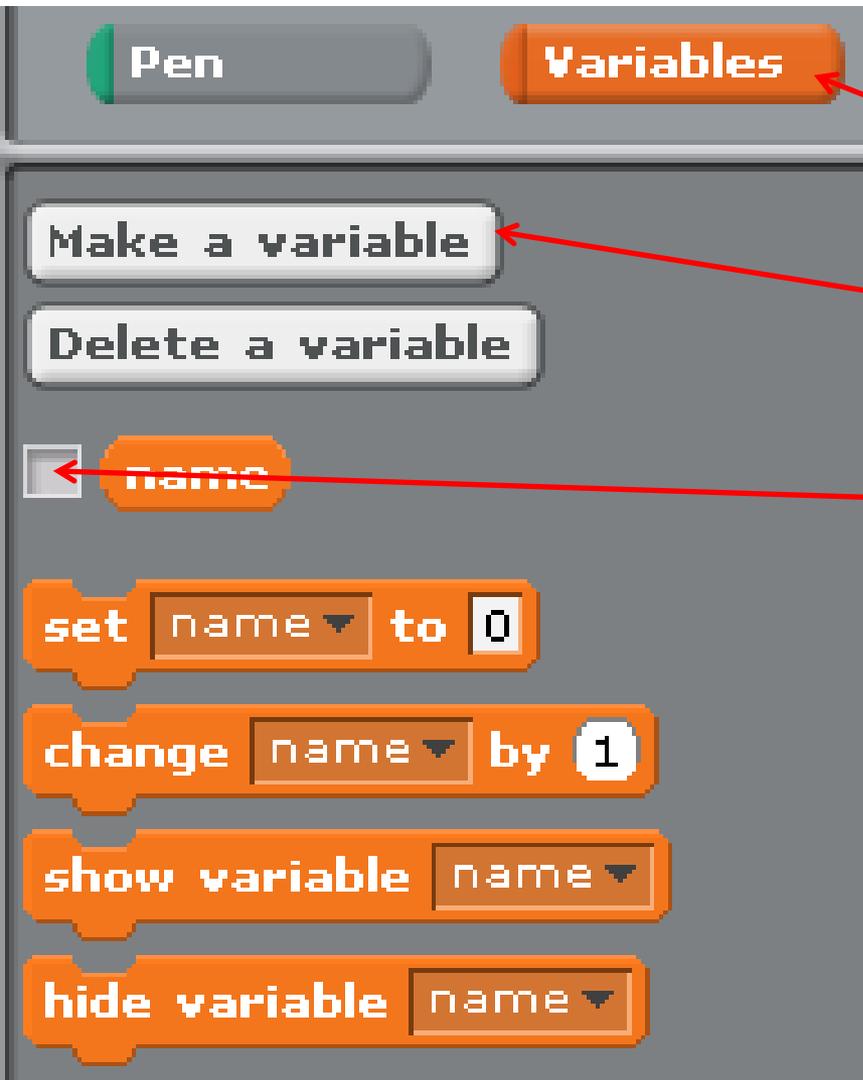
# Programming Concepts

- If Else selection or multiple if Selection
- Simple single variable
- Simple broadcasting to activate backgrounds and other characters

## Pre Prepared Data

If the user downloads **text\_adventure\_blank** then there are multiple cave and tunnel backgrounds and a narrator sprite which is setup as a dot in the top left corner. I recommend not having a main character sprite as it is a first person adventure. Sprites can be drawn or imported when needed for encounters.

# Create a variable called name to hold the users choice of name



Click on variables

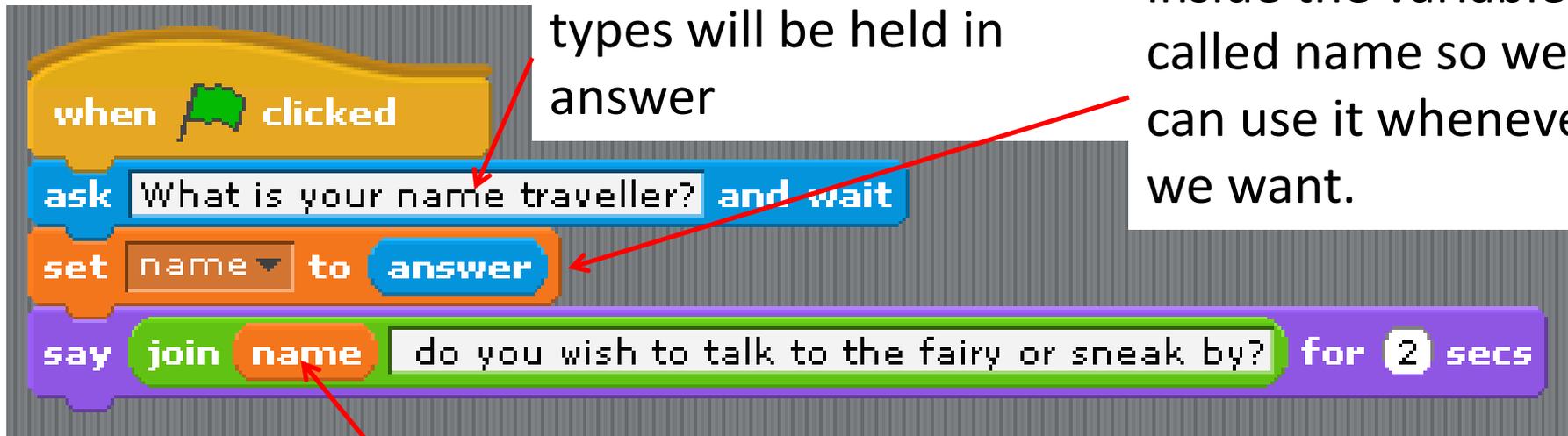
Click on make a variable

Un-tick name

# Introducing the story and getting the user to name the adventurer

This block asks the user for a typed response. Whatever the user types will be held in answer

The information held in answer is then put inside the variable called name so we can use it whenever we want.



We can now use name within a say command to refer to our adventurer

Create this block inside the narrator sprite where most of the code will go

# Moving the adventure on with good text blocks

```
say The tunnel seems to be cut in a perfect arc for 2 secs
```

```
say What manner of sorcery is this? for 2 secs
```

Will your choice of language entice the user to play on or switch off?

# Ask the user what they want to do and then respond to their choice

This block asks the user to type a response which goes inside the answer block

The image shows a Scratch script with the following blocks:

- say** Do you wish to enter? for 2 secs
- ask** y=yes n=no and wait
- if** **answer** = y
  - say** You step into the cave and your eyes take a while to respond to the dark for 2 secs
- else**
  - say** Farewell traveller for 2 secs
  - stop all**

Red arrows point from the explanatory text to the 'ask' block, the 'answer = y' condition, the 'say' block in the 'if' branch, and the 'stop all' block.

If the answer is equal to y then the top block will be run. If the answer is not a y then the bottom else commands will be run

Most of the text adventure is made up of if else choices

Have a look at another example of this on the next slide

# Ask the user what they want to do and then respond to their choice (Example 2)

This block asks the user to type a response which goes inside the answer block

```
say up ahead a fairy appears for 2 secs
say join name do you wish to talk to the fairy or sneak by? for 2 secs
ask t=talk s=sneak and wait
if answer = t
  say A strange look comes over its face for 2 secs
  say It waves its wand and you feel braver for 2 secs
  broadcast fairyhide
else
  say It floats through the wall for 2 secs
  broadcast fairyhide
```

The image shows a Scratch script with the following blocks:

- A purple 'say' block: 'up ahead a fairy appears' for 2 seconds.
- A purple 'say' block with a 'join name' block: 'do you wish to talk to the fairy or sneak by?' for 2 seconds.
- A blue 'ask' block: 't=talk s=sneak and wait'.
- An orange 'if' block with a green 'answer = t' block.
- Inside the 'if' block:
  - A purple 'say' block: 'A strange look comes over its face' for 2 seconds.
  - A purple 'say' block: 'It waves its wand and you feel braver' for 2 seconds.
  - An orange 'broadcast' block: 'fairyhide'.
- An orange 'else' block:
  - A purple 'say' block: 'It floats through the wall' for 2 seconds.
  - An orange 'broadcast' block: 'fairyhide'.

Red arrows point from the explanatory text to the 'do you wish to talk to the fairy or sneak by?' block, the 'answer = t' block, and the 'It waves its wand...' and 'It floats through the wall' blocks.

If the answer is equal to t then the top block will be run. If the answer is not a t then the bottom else commands will be run

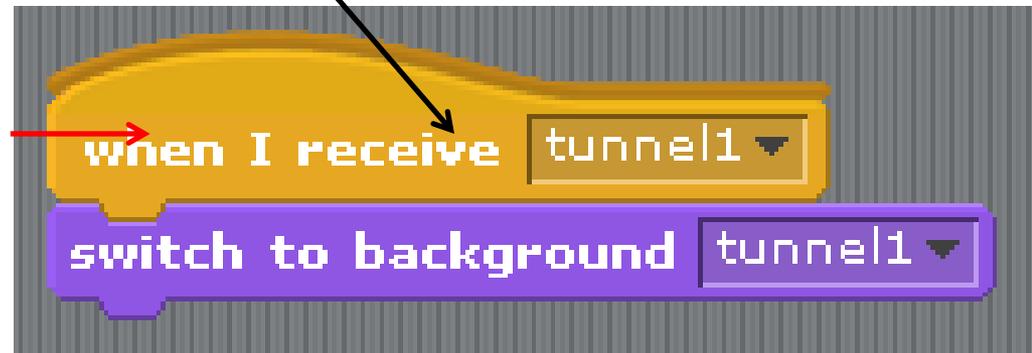
# Broadcast to change the background



Create a broadcast block underneath the if else selection block on the narrator sprite to trigger a background change in the stage

Left click on the black triangle and select new

Create a receive broadcast block in the **stage** scripts area to pick up the broadcast and switch backgrounds



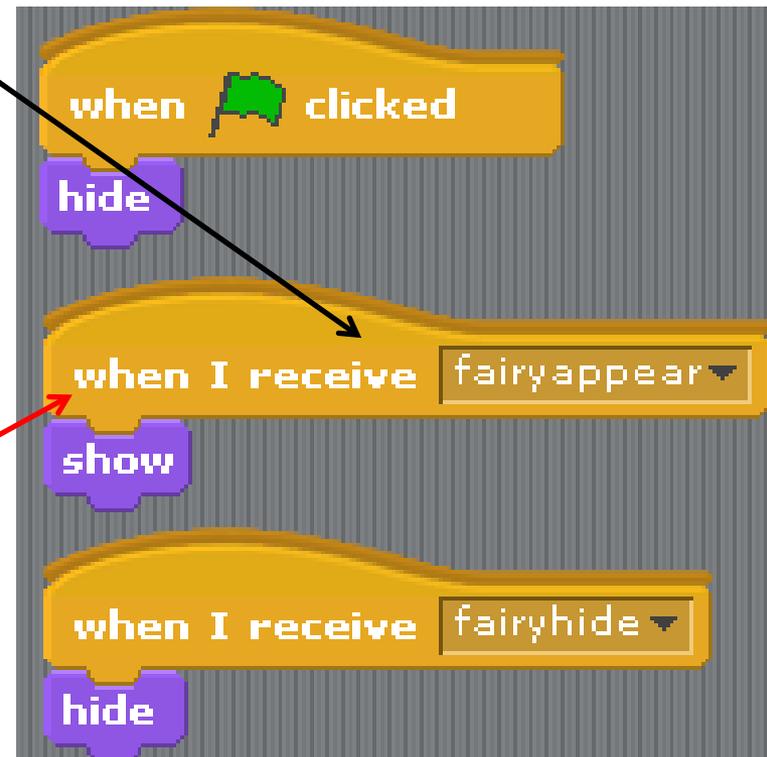
# Broadcast to interact with another sprite/character



Create a broadcast block on the **narrator sprite** to trigger a character to appear or disappear change in the stage

Left click on the black triangle and select new

Create a receive broadcast block in the **new sprite** scripts area to pick up the broadcast and show or hide the sprite



# Overview

A good adventure will have many if else blocks and lots of characters to interact with

You can extend the adventure by

- Adding hitpoints or lives variables
- Adding moving blocks to your non narrator sprites