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

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
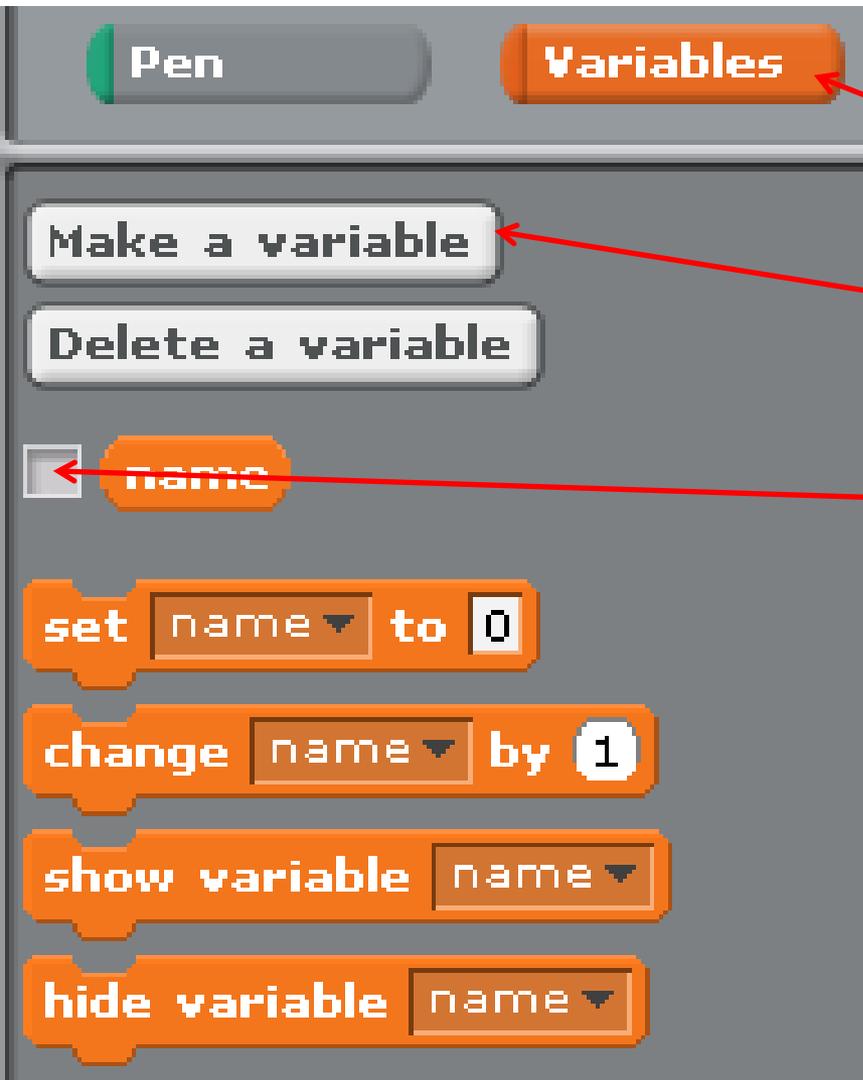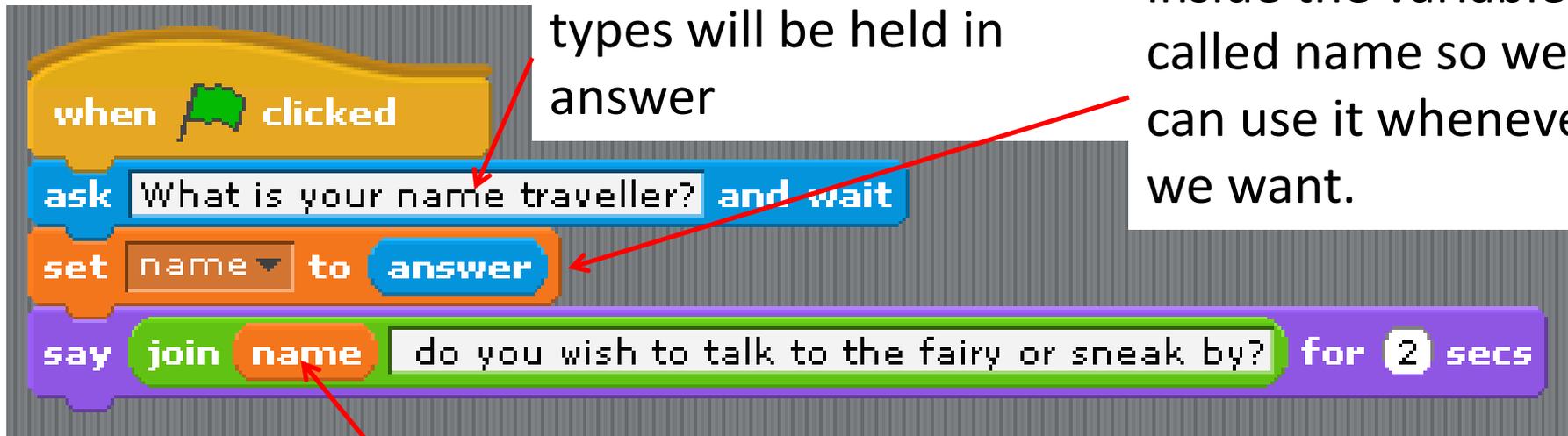

Click on variables

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.

```
when [green flag] clicked
ask What is your name traveller? and wait
set name to answer
say join name do you wish to talk to the fairy or sneak by? for 2 secs
```

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

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
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
```

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
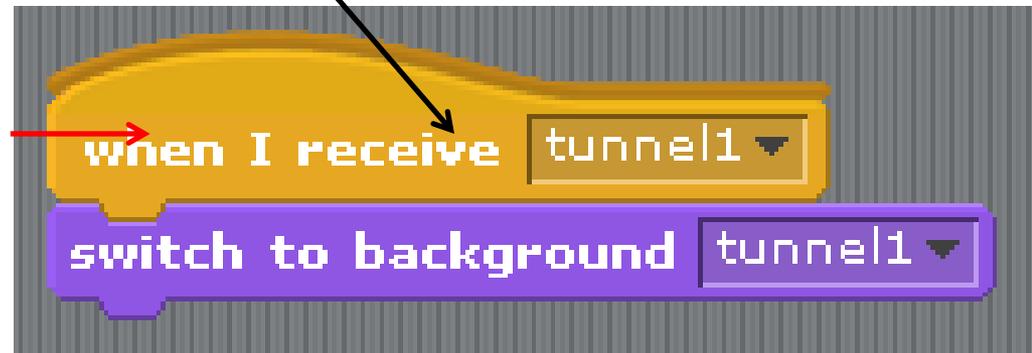
Broadcast to change the background

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

```
say  What manner of sorcery is this?  for
broadcast  fairyappear ▼
say  up ahead a fairy appears  for 2  se
```

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

```
when  🏳  clicked
hide

when I receive  fairyappear ▼
show

when I receive  fairyhide ▼
hide
```

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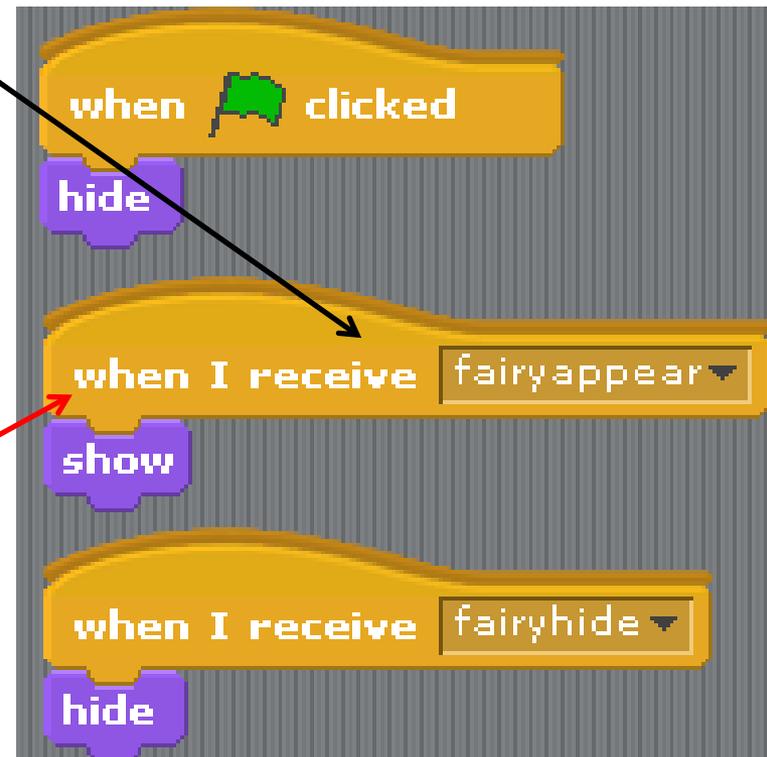
Overview

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