

Text Adventure Game

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

Assisted

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Programming Concepts

- Selection using if else choice blocks
- Broadcasting to change the background

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.

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 sequence of Scratch code blocks. At the top is a purple 'say' block with the text 'Do you wish to enter?' and a duration of 2 seconds. Below it is a blue 'ask' block with the prompt 'y=yes n=no' and the 'and wait' option checked. This is followed by an orange 'if' block with a green flag icon and the condition 'answer = y'. Inside the 'if' block, there are two paths: the top path contains a purple 'say' block with the text 'You step into the cave and your eyes take a while to respond to the dark.' and a duration of 2 seconds; the bottom path, labeled 'else', contains a purple 'say' block with the text 'Farewell traveller' and a duration of 2 seconds, followed by a red 'stop all' block. Red arrows point from the explanatory text to the 'ask' block, the 'if' condition, the top 'say' block, 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

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?

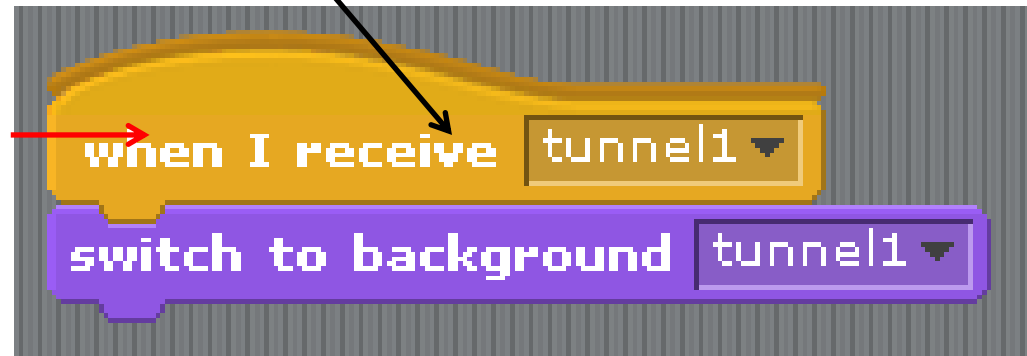
Broadcast to change the background



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



Overview

A good adventure will have many if else blocks with different things that happen in each cave.

You can extend the adventure by

- Adding different sprites in each cave