



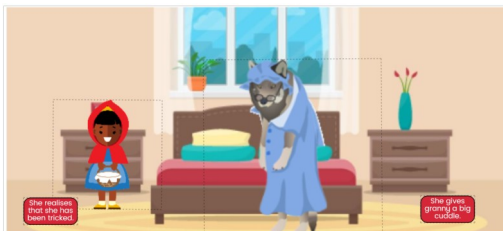
# Mossfield Primary School Knowledge Organiser



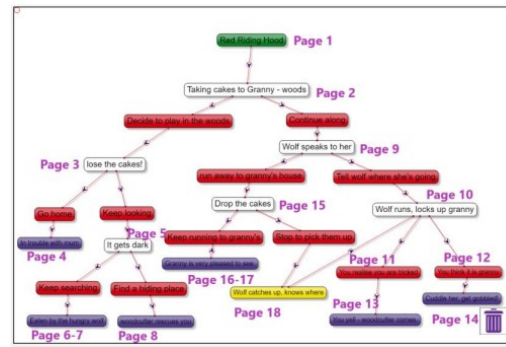
Year 6 — **Text Adventure**. A text based adventure is a type of game that uses text rather than graphics to tell the story. It can often be complicated and give the player lots of options about what to do next.

## Key Learning

To find out what a text adventure is.



Oh dear! Why did she tell the wolf where she was going? Her mum told her not to talk to strangers. The wolf runs at full speed to Granny's cottage. He locks her in a cupboard. He puts on Granny's clothes and leaps into her bed..... just as Red Riding Hood arrives. What does she do?



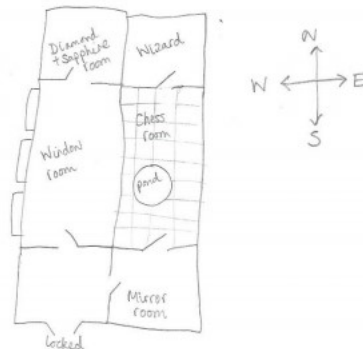
To plan a story adventure.

To make a story-based adventure.



Note: use the buttons to navigate the story rather than the navigation arrows.

To introduce map-based text adventures.



Variable name	Type	Purpose
haveDiamond	number	0 if the player doesn't have the diamond 1 if the player does
haveKey	number	0 if the player doesn't have the key 1 if the player does
room	number	The number of the room that the player is in
finished	number	0 if the player has not escaped 1 if the player has escaped
answer	text	This gets set to whatever the player types in



To code a map-based text adventure.

# Key Vocabulary

Text-based adventure	A computer game that uses text instead of graphics.
Concept map	A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.
Debug	Identify and remove errors from (computer hardware or software).
Sprite	A computer graphic which may be moved on-screen.
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.