



## Does a game need pictures?

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.

- How can I make my text adventure easy to follow?
- How can I keep the user engaged?
- Can I make sure that every decision the user makes has an outcome?



sprite



if

Word	Definition
Concept Map	A tool for organising and representing knowledge clearly
Debug	To spot and correct errors in code
Sprite	A computer graphic that can be moved on screen
Text Adventure	A computer game that uses text instead of graphics
Function	A piece of code that can be used to perform a task easily



concept map



debug



function

```
Small building

You are inside the small building. You discover
that this is a one room house. There are broken
windows in all four walls. There is debris spread
over the entire floor and it is obvious that there
hasn't been anyone here for a long time. Over in
the corner there is a large open trophy case.
There is a large rug covering most of the floor.
There is a large gas lamp.

What would you like to do?
> GET LAMP
```

