Computing Year 6

Spring 1

Focus	Themes:	Resi	lience
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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.

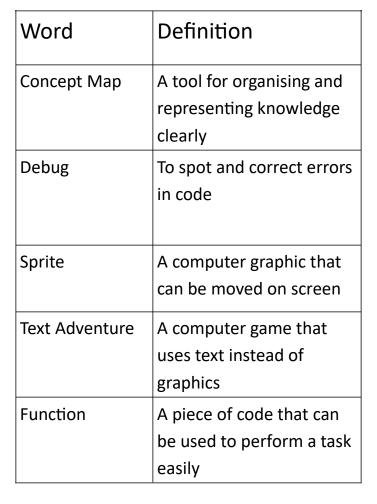
- How can I make my text adventure easy to follow?
- How can I keep the user engaged?
- Can I make sure that every decision the user makes has an outcome?



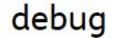


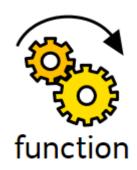


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Small building

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

