**PURPLE MASH COMPUTING SCHEME OF WORK - KNOWLEDGE ORGANISER**

**Unit: 6.5 – Text Adventures**



**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.

**Key Resources**

**Key Vocabulary**

**Key Learning**

To find out what a text adventure is.

To plan a story adventure.

To make a story-based adventure.

To introduce map-based text adventures.

To code a map-based text adventure.

**Key Images**

**Key Questions**

What is a text based adventure?

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.

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| Create an adventure story in 2Create a Story |  |
| Plan out your story |  |
| Add a button to the story |  |
| Add a sprite to the story |  |
| Add sound to the story |  |
| Choose a background |  |
| Undo or redo the last action |  |
| Play your text based adventure |  |

Why is it important to plan a text based adventure?

Text based adventures can often be complicated and give the player lots of options about what to do next. Planning the game ensures the player doesn’t make a decision that has no outcome.