



Does a game need pictures?

Key Knowledge and Concepts

Unit 6.5 Text Adventures

- To understand the term 'text adventure'
- To use different programs to effectively plan and create their text adventure
- To debug their work accurately and effectively
- To use others' work to adapt own
- To use 'functions' command
- To use 'if/else' statements and 'repeat' statements



sprite



if

Word	Definition
Concept Map	A tool for organising and representing knowledge
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

