

Planning a Story Adventure Guide

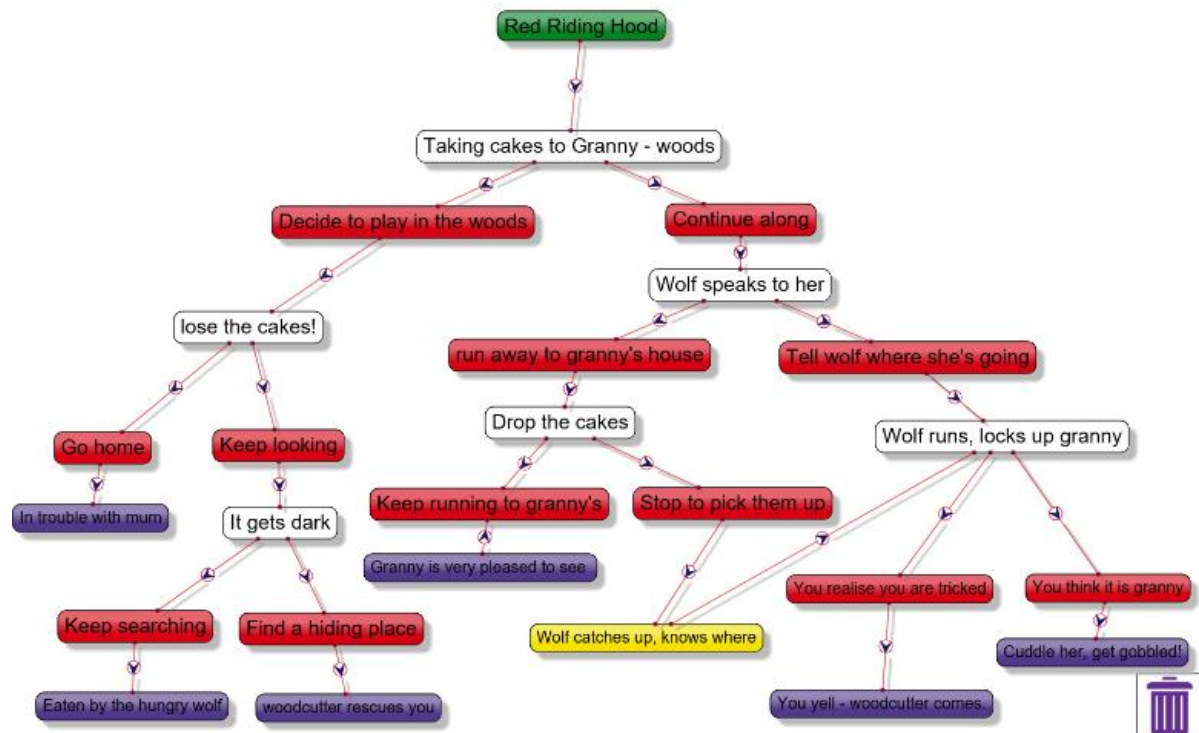
A text adventure is a computer game that uses text instead of graphics. They were very popular before graphics-based games were invented. Despite the lack of graphics, they are still fun to play and often require you to think and solve puzzles. Modern games such as 'escape the room' adventures are much like text adventures, but with the addition of visual clues.

Most computer games have a story, and many take you on an adventure determined by the choices that you make. The game is designed in a way that reacts to the choices that you make and gives you a selection of options to choose from.

Many adventure games today are based upon books or films. The theme can be quite simple. For example, a scenario of walking to the shops to run an errand and being presented with choices such as do you continue to the shops or play in the park. The main idea in a story adventure is a narrative where you are presented with choices that have different consequences.

Before making a story adventure, you need to plan it. In Purple Mash, you can use a tool called 2Connect to do this - you should have had a go on this last week.

Look at the Red Riding Hood plan. What happens if she chooses to play in the woods? Which path does the traditional story take?

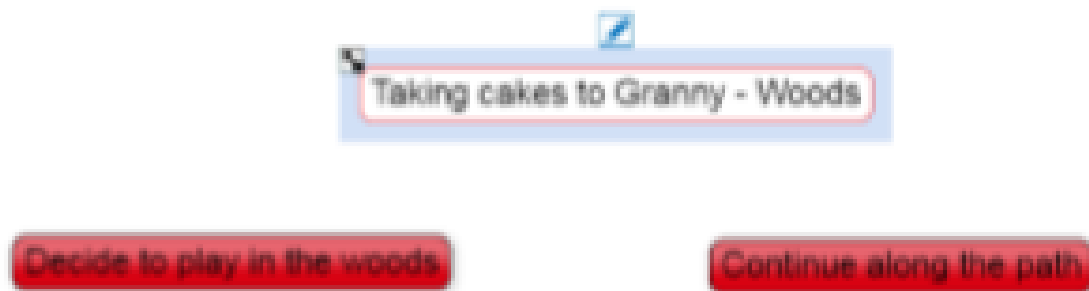


Notice how the colours represent different things. Choices are coloured red, the story endings are purple and the yellow shows a decision that will take you to a different storyline. You will use a similar system to this as it will make coding your adventure much more straightforward.

Now open a blank 2Connect file (it has been set as a 2Do). In 2Connect you can click and type anywhere in the document. If you click on the page and a node appears that you don't want, it will disappear when you don't write in it. The boxes of writing are called nodes.

Click somewhere near the top of the document and write the title - Red Riding Hood Adventure. When you click on a node a pencil will appear, as will arrows in the top corner. The arrows allow you to make the node bigger and smaller. To add a background colour to a node, click on the pencil and then choose the colour.

Once you have added a title, add the next steps in the story.



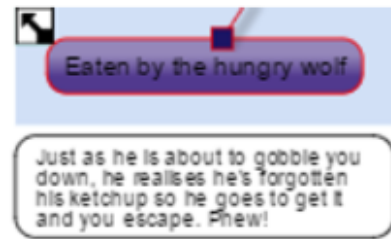
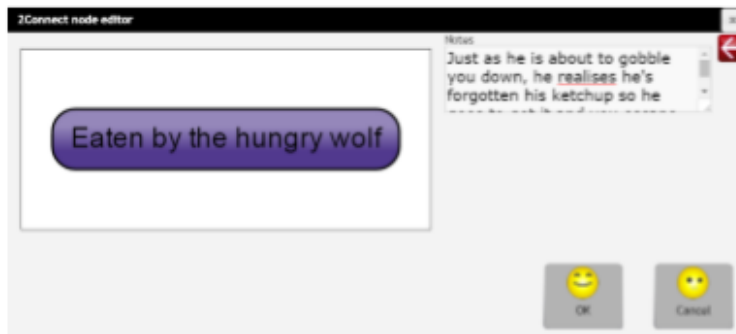
To add a link, hover the mouse over the edge of the selected node where the border is pale blue. The arrow will turn to a hand. Click and drag the line to the node you wish to link. To remove a link, click on the small purple box, drag it away from the box and drop it on the blank page somewhere.

To change the direction of the link or colour of the link, click on the arrow on the line.

You will need to rearrange the boxes as you go to make the diagram look clear. Nodes can be dragged around and the links will remain attached.

Notes allow the user to add some information to the node; this can be useful as only a few characters of text can be inserted in a node. These appear when the

node is clicked on. Click on the pencil and then on the  button.



Before starting on your plan, decide on a theme for your story; perhaps a famous historical figure that you are studying would make a good main character? Your story should contain just a few choices to begin with. You will code the stories next week and the more choices, the more complex the code. Start off with a simple story to get the idea of how to do it or decide in advance if you will only aim to create a portion of your story next week.

When your plan is finished, it is a good idea to try print your plan.