

Planning a Story Adventure Guide




Play the 2Code Football Game (set as a 2Do). You need to use the arrow keys to move around the screen to head butt the ball.

This game is different from a story-based adventure as it is not sequential; you can go backwards and forwards. You must solve a puzzle rather than take a route and you either solve the puzzle and finish the game or you don't - there is no alternative ending.

Map-based adventures don't have to do any of these things; it is up to the designer how they develop the game.

You are going to create your own map and story. You should spend time planning your scenario, planning your quest and drawing a map for the game. You may find it easy to plan a simple game. The example game - Y6 Text Adventure (set as a 2Do) has six rooms, but you could have fewer if you wanted. Remember, the more rooms you have, the harder the game is to code as there is more to keep track of.

The Text Adventure Planner document (set as a 2Do) can be used to note ideas and upload images. If you draw your map freehand, you can take a photo and upload it to the computer. Then you can insert it into the front cover of the document. To add pictures from your computer to the boxes in the planner, click

on the green cross buttons . Next click the  button and locate the file. When you are happy with the image, click .

You could also fill in the sections about the scenario and aim of the game.