

## Planning a Story Adventure Guide

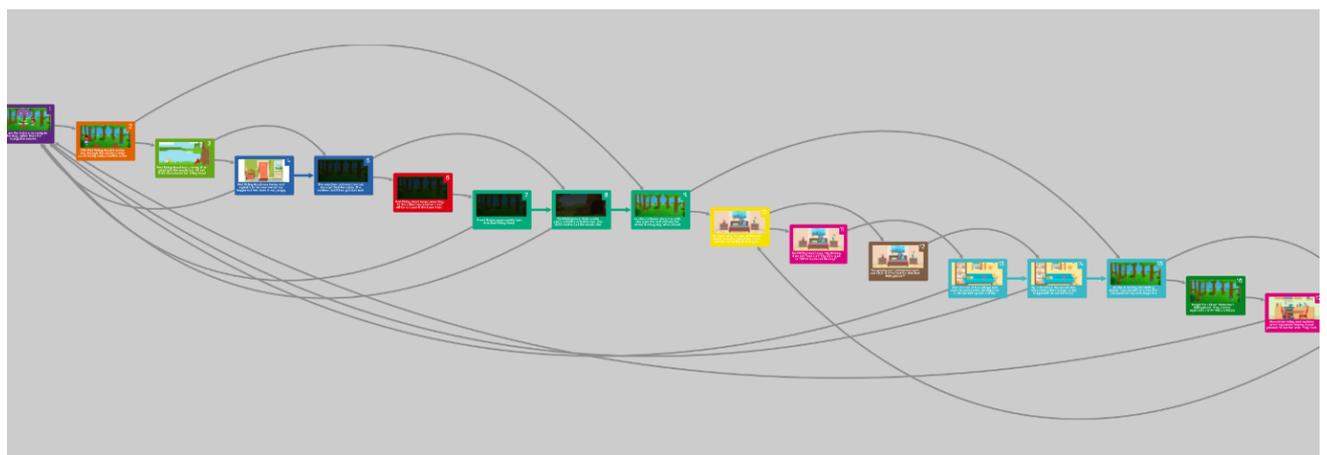
You are going to be using your plan to make an adventure game using 2Create a Story Adventure on Purple Mash.

Open the 'Adventure in the Woods' example (this should be set as a 2Do).



Note the drawing and text areas.

Click on the overview button. This shows the story planner view which shows how the story flows. When debugging your story, it can be useful to check that each page has the expected number of links coming from it. You can also click on it to go straight to a page (even in play mode) and zoom in using the mouse.



The play buttons: . This button appears both in the top and bottom menu-bars. The top bar button will 'play' the whole story from page 1. The bottom bar

will open the current page in a preview window and play any associated sounds and animations.

Backgrounds; . Use this button to add backgrounds. You can upload images, use clip-art and edit uploaded images. Look at the pages of the example book. You will see that the same forest background has been used several times. On page 5 a filter  has been used to make the same background look like night time. On page 10, the background has had a wolf added to it. On page 3, Red Riding Hood's cape has been drawn onto the background.

Sounds;  Some sounds have been added to the example book, they can be set for pages or for when a sprite is clicked on. Add these extras at the end otherwise you will not finish the story.

Buttons; . These are used throughout the story to navigate to the desired page. Look at the example book and double click on the buttons to see how the different options are used. The most important being 'Go to Page'.

Sprites; . These are the characters in the story. Look at the sprites in the example story. They can be animated to achieve a variety of effects, they can also respond to mouse clicks. On page 10, the wolf's and Red's animations have delays set to make it look like he is getting into bed just as Red arrives. On several pages, the sprites clipart have been edited to change the facial expression on the characters.

The bottom menu-bar contains various editing tools:



The arrows buttons navigate between the pages of the book. Pressing the right arrow on the last page will add a page.



Text button: click here to edit the font, size and colour of the text. A screen will pop up allowing you to do this.



Copy page button: this will copy the current page. You can use this to make duplicate pages and then edit them individually so that the whole picture does not

need to be redrawn each time. Many of the pages in the example were started this way.



Paste page: the clipboard will be coloured brown when there is something that can be pasted. Go to the page on which you want to paste the copied page and then click the button. A confirmation message will make sure that this is what you want to do to avoid accidentally overwriting pages. All animations and sounds will be copied.



Delete current page: a confirmation box will check that this is what you want to do.

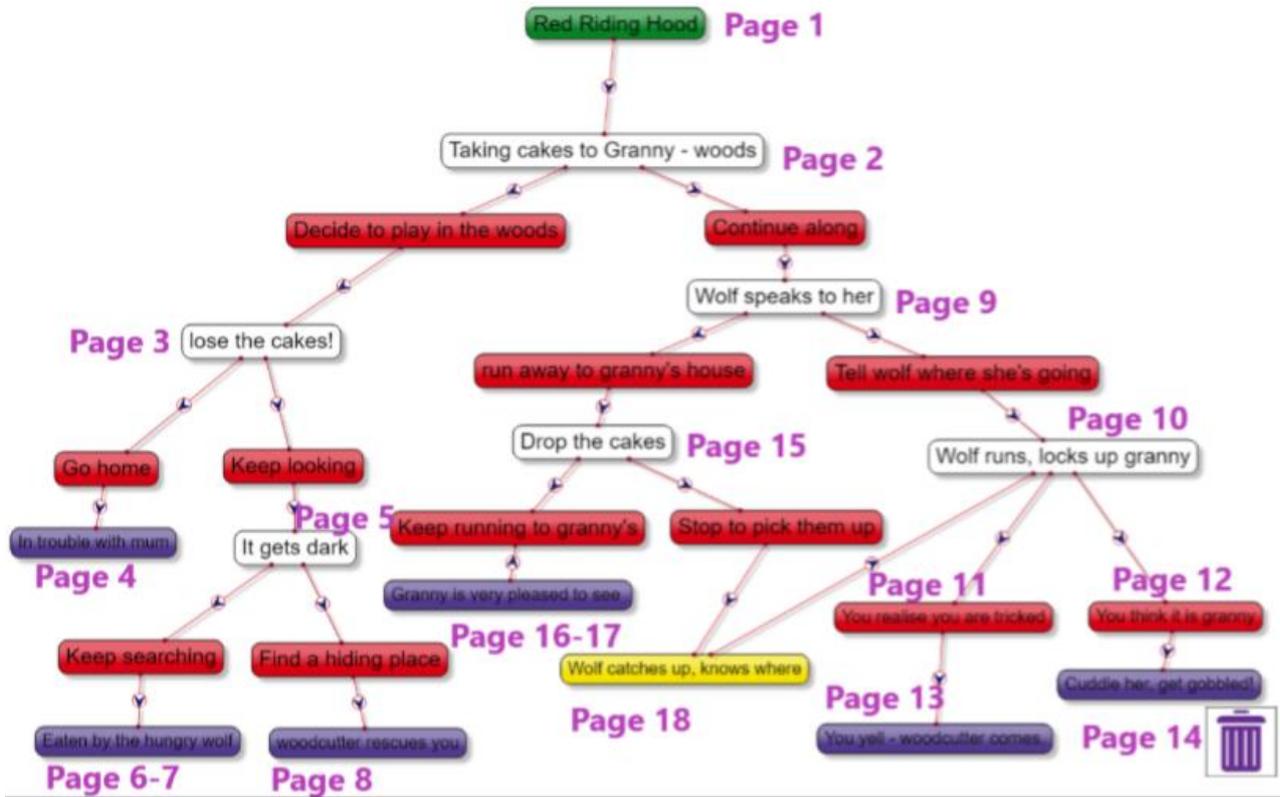


Clear current page: a confirmation box will check that this is what you want to do. This will clear the content but not the page itself.

Once you have familiarised yourself with the various buttons, you need to open '2Create a Story' and select 'My Adventure Story'.

Use should use your plans from last week on 2Connect to guide you. Each of the white nodes will be a page and the red nodes will be buttons. The arrow to the next white node shows where the button should link to. The blue nodes are ending pages will will have a restart button on them to go back to page 1.

As you create pages, you will find it useful to add page numbers. Here is a plan for the example program.



Remember to save regularly and test and debug the story as you go.