

## Computing Task – Year 6

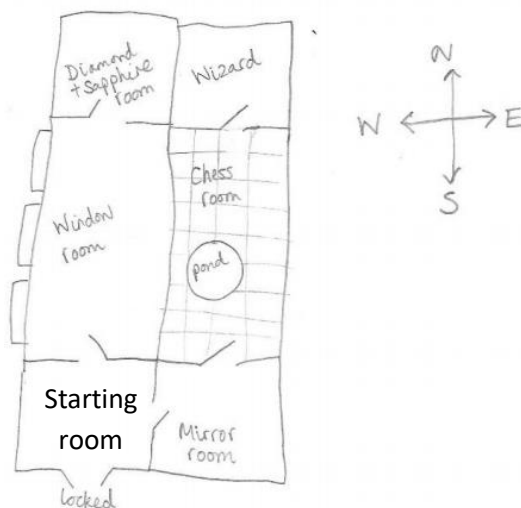
You will be creating your own text-based adventure game. A text-based game is a game that uses text instead of graphics. An adventure game is different to a story-based game as it is not sequential; you can go backwards as well as forwards. The main goal is to solve puzzles/problems to reach the end. You either solve the puzzle and finish the game or you do not – there is no alternative ending.

**Task 1: Play and familiarise yourself with 2Code adventure game. Can you solve the puzzle?**

[https://www.purplemash.com/app/code/examples/2code\\_example\\_year6\\_text\\_adventure](https://www.purplemash.com/app/code/examples/2code_example_year6_text_adventure)

**Task 2: Plan/map out your own rooms, like the game above.**

It would be helpful to draw out a map, so you can understand your route and the order you need to go in, to find your clues/objects. Look at this example:



You will need your starting room and then to create 5 more rooms to explore. Use this link to draw and upload your design:

[https://www.purplemash.com/#app/pup/text\\_adventure\\_planner](https://www.purplemash.com/#app/pup/text_adventure_planner)

### Task 3: Create your game

Using the example, you are going to change the variables and route of your adventure game to match your plan. Use the table below to help you.

[https://www.purplemash.com/app/code/examples/2code\\_example\\_year6\\_text\\_adventure](https://www.purplemash.com/app/code/examples/2code_example_year6_text_adventure)

The variables are:

Variable name	Type	Purpose
haveDiamond	number	0 if the player doesn't have the diamond 1 if the player does
haveKey	number	0 if the player doesn't have the key 1 if the player does
room	number	The number of the room that the player is in
finished	number	0 if the player has not escaped 1 if the player has escaped
answer	text	This gets set to whatever the player types in

**REMEMBER TO SAVE YOUR WORK OFTEN IN CASE YOU MAKE MISTAKES AND NEED TO DEBUG!**