

Programming Task - Adventure Game

This task is designed to help you to prioritise instructions and to work on a problem with as much scope as possible. You are in charge, you have to decide on how you want to structure the game and make it work for someone.

At the end of 2 lessons you will have to show your work to someone else in the group and get them to evaluate your work.

When I was young adventure games had very little graphics and some of them came in books. These were called "choose your own adventure" or "fighting fantasy" books. Your task is to recreate this idea using code.

To start you off I've given you a section of code. This allows you to see the idea and plan out your story. If you don't plan your game (pseudocode?) you **will** get in a mess.

```
'Visual Basic adventure game

'Define the direction variable
Dim direction as string = ''

'Print out a statement setting the scene for the user
Console.WriteLine("As you step into the cave you can smell musty cobwebs and
the dank odour of dripping water. At the back of the cave the path forks and
you can see two directions to travel, left and right.")

# Keep doing this until they have entered either left or right
while direction <> "left" AND direction <> "right"

    'Ask the user where they want to go
    direction = Console.WriteLine("Do you want to go left or right?")

    'Decide what happens
    if direction = "left" then
        Console.WriteLine("You have entered the bear's lair!")
        Console.WriteLine("Sadly all that is left of you is a pile of bones.")
    elseif direction = "right" then
        Console.WriteLine("The back of this passage seems to lead
somewhere...")
    else
        Console.WriteLine("That is not a direction")
    endif
endwhile
```

I want you to think about solving the following problems:

- What is the aim of your adventure game? (how will the game end?, multiple outcomes?)
- How will you organize it so that you understand the code? (sub procedures, commenting?)
- What about things like items? How can you use items in the game? (keys, swords etc.)

You will have 3 lessons on this and any time you spend outside of the classroom. There will be a prize for the best game/code.

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You will be assessed on the quality of your code and your design. COMMENTING IS ESSENTIAL!