Make Your Own Adventure

A Teknowledge Activity

Student Learning Goals:

- *Learn about*: Functions -- applications and use

1.0 Let's Get Adventurous

We made a sample adventure game for you. Go to tinyurl.com/adventureEx in your internet browser and play the game for a few minutes.

- How many ways can you win?
- How many ways can you lose?

Now, look at the code.

- Why is **input** used everywhere instead of **print**?
- How are functions used to create different rooms?
- Why does the function **startRoom** call itself on line 37?

It is very important that you understand how to call a function, and where the computer reads the next line of code after a function is called/returned. Ask your mentor if you are confused.

2.0 Make Your Own!

Go to tinyurl.com/advTemplate and start creating your own adventure game from our blank template. It already contains a start room and functions to call if the player wins or loses. Here are some potential ideas for your adventure game:

- Build a maze of rooms for the player to navigate.
- Add a character which the player can talk to.
- Add a monster who can only be defeated if you answer their riddle.
- Incorporate your fortune teller code from last time to have a fortune telling room.
- Add random elements so the game is a little different every time you play.

When you are finished, click the share button and email the code to yourself or your mentor so you can continue working on your game next time.

Save Your Code