Adventures on the Web

Week 1 Tutor Notes:

- We all login to **replit.com** with the login: CodeClub67
- Password hint: El*******2

To create a new Adventure:
1. From replit Home > + Create App > Choose a Template > Select HTML, CSS, JS
2. Change the title > + Create App e.g. "Colossal Cave Adventure"
3. You can close the Assistant and remove the code from index.html.
4. Create the entrance to the Adventure in index.html as below:

```
<script src="script.js"></script>
<script>start()</script>
```

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.
`<br>`

The start script loads objects from the JSON file into HTML local store. Only do this in the entrance. If you return to the entrance the game resets.

To open an existing Adventure:
1. From Apps, select the adventure e.g. "Colossal Cave Adventure"
2. Open the Files panel to the left

Planning the Adventure:
- You need a big sheet of paper and pens
- Map out the cardinal points: North, South, East, West
- Each student has (at least) one room
- Connections between rooms can be cardinal directions, doorways, spells,
- Students create a new html file for their rooms by clicking "File" (bottom left of the screen) and typing in the name of their room.
- The AI will suggest text - you can ignore it by continuing to type or accept the suggestion by pressing the tab key.
- Click on the preview button at the left of the window (looks like a tiny screen).
- Pages don't need to be fully marked up
- Put in the connections between rooms.
  go north
- Add line breaks (blank lines) with the markup **
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Add "cheat" links for students to get directly to their page from the entrance.