



- Login to replit.com with the login provided.

Map out your adventure on a big sheet of paper

- Draw your room on the map.
- Add the name of your room on the map.
- Which other rooms is your room connected to?
- How do you get to the other room, by going in a direction?
Through a doorway?
- Draw connecting lines or doorways between rooms.
- Can we make this into a story?
- What is the quest or the end-goal of the story?
To rescue the prince/princess? defeat the dragon?

*We're going to create a hypertext, like a book but the pages aren't in order.
This is **HTML** – Hypertext Markup Language.*

In replit, create a new html file for your room

1. Click on "File" (bottom left of the screen).
2. Enter the name of the room with (dot) "**html**" at the end.
e.g. "cave.html" and press the **return** key on the keyboard (the big one at the right of the keyboard).
3. In the big panel start typing a description of your room. The AI (Artificial Intelligence) will suggest ideas - you can ignore it by continuing to type – or accept the suggestion by pressing the **tab** key (the big arrow to the left of the keyboard).

A dark blue button with a white document icon and the text "File".

Connect rooms together using **HTML markup** in `<angle>` brackets. It marks up the text but is invisible on the page

Add connections between rooms – hyperlinks

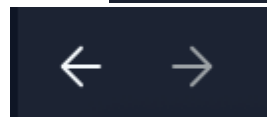
This might be moving in a direction (e.g. north, south, east, west) or going through a door, etc.

- Add an **anchor** (**a** for “anchor”) to connect rooms. Add text to describe how to get there from your room. For example:
- Add the name of the connected room after the first ‘a’ with **href** – a *hypertext reference*. For example:

`<a>go north`

`go north`

- Click on the preview button at the left of the window (looks like a tiny computer screen) and navigate to your room from the entrance.
- Once the preview is open, refresh it after you make a change.
- You can also use back and forward buttons.



More markup

- You can add line breaks (blank lines) with the markup:

`
`

Your work is saved automatically.