

Adventures in HTML

• 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).



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:

• 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.