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# 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.   
  **<a href="cave.html">go north</a>**
* Add line breaks (blank lines) with the markup **<br>.**

**Add “cheat” links for students to get directly to their page from the entrance.**

**Week 2 Tutor Notes**

**Objects**

*You can carry objects (the inventory)*

1. Load the script at the top of each page:

**<script src=”script.js”></script>**

1. Add a couple of lines to show what’s here. Use **here**() with the name of the room and the ID of where to show it.

**<div id=”stuff”></div>**

**<script>here(“entrance”,”stuff”)</script>**

1. Edit objects.json to show where objects can initially be found in the adventure.

**Actions**

Use objects to do things, like open doors. We can make hyperlinks conditional on **carrying** an object.

**<a onclick="carrying(this,'key'); return false;" href="building.html">go north</a>**