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# 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).

*We 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 connected rooms with how you get there:

e.g. **<a>go north</a>**

* Add the name of the connected room after the first ‘a’ with **href** – *a* *hypertext reference*  
  e.g. **<a href=“cave.html”>go north</a>**
* 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.

**More markup**

* You can add line breaks (blank lines) with the markup **<br>**
* Actions
* You can carry objects
* make sure you load the script at the top of your page:
* <script src="script.js"></script>
* Then add a couple of lines to show what’s here:
* <div id="stuff"></div>
* <script>here("entrance","stuff")</script>
* Edit objects.json to show where objects can be found in the adventure.
* We can use objects to do things, like open doors.
* <button>There is a key here, pick it up</button>