**Text Adventure games:**

These games rely on text to tell storylines, describe the world, and allows players to make decision that impact the game. They do not have advanced graphics or sound effects, so the player reads text descriptions and enters commands to interact and control the game. The game involves exploration, decision making, puzzles and storytelling. Players must imagine the game to visualise what’s going on.

There are 3 common text adventure games:

The Dreamhold – It is a short length and low difficulty. The plot here revolves around you waking up inside a cell, but you don’t remember how you got there and you need to explore to figure it out.

Zork – it was released in the late 1970’s and has survived due to its high quality storytelling and advanced text recognition. After your working your way into the house, you will begin the adventure properly and need to collect as much treasure as you can.

Spider and web – it was created in 1998 by the same person as dreamhold. When asked questions you can only answer with yes, no or you stay silent. In this game you are a spy who has been captured. You gradually find out what’s going on at the same time your character does.

Scroll down for flow chart.

A diagram of a flowchart

Description automatically generated