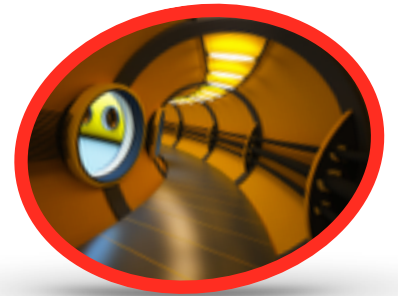


TAC Classroom Projects



ACTIVITY 5: BRING your game to life



Add the long descriptions and images to your adventure.

The descriptions and images in an adventure can do many things:

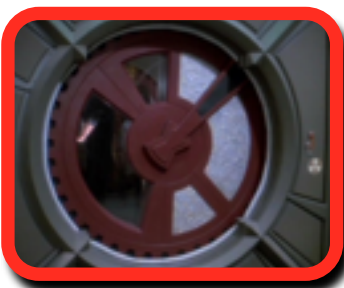
1 Bring your adventure to life in the imagination of the person playing your game. We want them to really 'see' your game and imagine that they are there.

2 Add atmosphere to the game experience

3 **Possibly** give clues to solving the game! We want the person playing the game to look around a location by tapping on the eye icon. So..... reward them! When they tap on the eye, give them something worthwhile to read, make your descriptions get their creative and imaginative juices going so that they feel they are interacting with your game and most important, start to feel that:

THEY ARE REALLY THERE!

Don't forget to add your cover art image!



VIDEOS

The video for this tutorial can be found here :
www.theadventurecreator.com or on YouTube later this week



**The
Adventure
Creator**

www.theadventurecreator.com

For more support materials, videos etc visit the TAC website and follow @adventure_tac on twitter