Tutorial 4: BRING TORCH

After the previous tutorial you'll find **BRING** very easy.

A large part of an adventure game is EXPLORING! Making a map! and ….. finding things. Then figuring out what we have to do with the things we find.

The most common way of finding things is to EXAMINE the objects that you find. You can also EXAMINE the locations by tapping on the **EYE**

which is in the top right hand corner of the game next to the **INVENTORY BAG**.

When you tap on the **EYE** if you have entered a detailed description on a location node, it will be displayed.

We can also **EXAMINE** objects in the game. Either objects we are carrying or objects too heavy to carry.
In the demo game we will examine the chair at the bridge and find a torch, which we need later in the game.

We will add a torch to **ROOM ZERO**,   then add code to the bridge location node that **BRING**s this torch to the room when the player **EXAMINE**s the **CHAIR**.

Add the torch to **ROOM ZERO**. Give it a weight of 10 and make sure it can be carried.

On the BRIDGE location node enter the following code

IF EXAMINE CHAIR THEN ACTION BRING TORCH MESSAGE 'You examine the captain's chair. You've found something!'.

When the player taps on the EYE The Adventure Creator refreshes and displays the detailed location description and now we can see that a new object has been found, the TORCH is listed in the **You can see** field.

BRING is an easy way to get someone playing the game to start interacting and EXAMINING objects to try and DISCOVER things in the game. In the same way that we want them to try and work out HOW to use objects, we also want them to try and work what needs to be EXAMINED and interacted with to FIND things!

There are two videos for this tutorial, these can be found: www.theadventurecreator.com or on YouTube here

http://youtu.be/97ALdv4Uw2Q

The game file up to this point is also available to download from the TAC website.

VIDEOS