

TAC Classroom Projects



ACTIVITY 4: BRING your game to life

Use the BRING command learned in TUTORIAL 4 to start adding objects to **ROOM ZERO** that will be found when players **EXAMINE** objects in your game.

After the previous tutorial you will find this pretty easy, but in fact **EXAMINE** and **BRING** add a lot of interaction to your game and needs a lot of thought to add variety to the game play.

Here are some examples:

EXAMINING a FRIDGE brings a DRINK. (if you don't have the drink later you will die through thirst)

EXAMINING a WALL brings a HOLE (if you ENTER this HOLE you find yourself in a dungeon)

EXAMINING a TREE brings a NEST

EXAMINING the NEST brings a GOLD RING (the ring is magical of course!)

EXAMINING a MAP BRINGS a CLUE!

EXAMINE the CLUE to get a message that says 'Dig in the forest to get the treasure'

EXAMINING a CHEST BRINGS a SWORD (you need the sword to cut down the tree)

EXAMINING a DUNGEON brings a SKELETON

EXAMINING the SKELETON brings a BONE (you need the bone to pick the lock to get out of the dungeon).



VIDEOS

The video for this tutorial, these can be found: at www.theadventurecreator.com or on YouTube here <http://youtu.be/97ALdv4Uw2Q>



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