

TAC Classroom Projects



Tutorial 5: Descriptions and Images

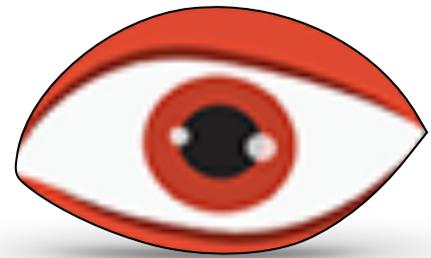
This tutorial is about **ATMOSPHERE**

TAC allows you to create longer descriptions that are shown when you tap on the eye.

Compare these two descriptions of a location:

You are in the engine room

OR



A vast expanse of gleaming metal dazzles your eyes and a deep pulsating sound fills your ears. A central console whirrs and clicks as data flickers on a large screen in a bewildering light show of superior technology.

Descriptions take some time and thought, but they can add so much to your game AND with a little imagination you can leave some clues in them! In the second description there is a large screen, maybe there is something we need to read and find a clue?

For our demo game I have added the following descriptions, you can download the TAC demo game file with these added here:

<http://www.theadventurecreator.com/education.html>

**The
Adventure
Creator**

www.theadventurecreator.com

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

Cryogenic Chamber

A strange silence hangs in the air, it is slightly cold and your movements echo through the chamber.

The Bridge

The control centre of the spaceship hums as a vast array of technology that is the nerve centre of the spaceship pulses with life.

Airlock

A large curved wheel of steel seals the space ship from the danger of airless space. A small glass window allows you to look out into deep space.

Space Pod Chamber

Spherical pods line the walls of the chamber. Short range transportation to any planets you may meet on your quest through space.

Engine Room

A vast expanse of gleaming metal dazzles your eyes and a deep pulsating sound fills your ears. A central console whirrs and clicks as data flickers on a large screen in a bewildering light show of superior technology.

TAC allows makes it easy for you to add images and sound to each location and together with your descriptions these will add a lot of atmosphere to your game.

IMAGES

Images are add to a location node by tapping on the image icon and selecting to library images or using the camera to take a picture directly into TAC. You can draw your own images on paper and just take a picture of them, or use one of the many drawing applications available or find suitable images online.

Below are images for our demo game - they are just examples, as well as the image used for the 'cover' of the game.





THE BRIDGE



AIR LOCK



CRYOGENIC CHAMBER



SPACE POD CHAMBER



ENGINE ROOM



VIDEOS

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

<http://youtu.be/cofxyMPRjpY>

