ACTIVITY 3: **Adding code to your objects**

Tutorial sheet 3 takes you through how to add your first code to the demo game. Now its time to come up with some interesting objects and code for your own game. List your objects you want to add, how the player can use them, and the message they will get when they do use them correctly and then add them to your game.

To help you further, this activity sheet is going to show you how to add add a robot to the demo game in the tutorials. One small point to add, the robot **doesn't work!** So the player will need to fix it. Once we fix it the robot will give us an important message that will give an important clue to playing the game. A bit like Luke Skywalker in Star Wars repairing R2D2 and getting the recorded video message from Princess Leia.

STAGE ONE

Let's add the robot to the engine room. After **Tutorial 2** this should be quite easy.

Double tap on the location node engine room and add ROBOT to the objects in this location and make sure that the robot cannot be carried, **(Its a heavy robot!).**

FIX ME!

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Select the **LOCAL CONDITIONS** and add the VERB **FIX** to the list.

Now add the condition **IF FIX ROBOT THEN MESSAGE 'The robot whirrs into life, the main panel glitters with lights and a mechanical voice says, "You need to gain access to the computer laboratory using the code 1234"**

This mean that if the player types in **FIX ROBOT AT THIS LOCATION** they will get that message.

Lets add **STAGE TWO** to this idea - we can make this more difficult for the player quite easily by changing the condition to this:

IF HAVE CHARGED SCREWDRIVER AND IF FIX ROBOT THEN…

This means that the player would have to complete certain things in order to fix the robot.
1.charge the electric screwdriver at the **ENGINE ROOM.**
2.type **FIX ROBOT** to get the message.

Your objects and how they are used need to make SENSE, so that the person playing your game has a chance of working out what they need to do!

Add several objects to your game in this way. Plan **HOW** and **WHY** they are needed and **WHERE** they are needed!

At this stage of creating your game, sharing your game with others and seeing how difficult or easy they find your puzzles is pretty important! TOO difficult and people give up, TOO easy and they'll get bored!