

TAC Classroom Projects



Tutorial 6: Open Door

We make a return to coding in this tutorial with **Open Door**. With this tutorial we will create code specific to a location.

QUESTION: How to we stop someone going from one location to another?

ANSWER: Put a door in their way!

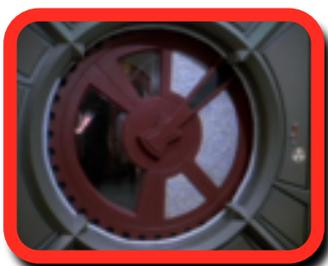
Doors are an easy way of adding complexity and problem solving to a game. If the player does not **OPEN DOOR** they cannot go further in that direction. We'll add a door to our game in the first location, The Cryogenic chamber. The door stops you from going WEST into the air lock.

To make this work we need to introduce **MARKERS**.

What is a marker? A marker is like a switch, it can either be SET or UNSET, they're great for adding complexity to a game and in this case we need it to test whether the player has OPENed the DOOR or not.

It works like this.

- 1 We'll add a marker to our game called DOOR MARKER1
- 2 We'll set this MARKER TO UNSET
- 3 If this marker is unset you cannot get into the airlock



AIRLOCK



DOOR



CRYOGENIC CHAMBER

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Here's how to do this in detail:

1 Add a door to the **CRYOGENIC CHAMBER** location and **deselect** CAN CARRY, so that the door cannot be carried

2 Add a marker to this location (tap on the plus sign above marker) and name it DOOR MARKER1

3 Add this code to the **CRYOGENIC CHAMBER** location

IF ENTER ROOM DOOR MARKER1 UNSET

When you do this, make sure you select DOOR MARKER1 UNSET from the ACTION menu, not the marker creation menu.

4 On the **AIRLOCK** Location node add the code

IF DOOR MARKER1 UNSET DISALLOW ACCESS

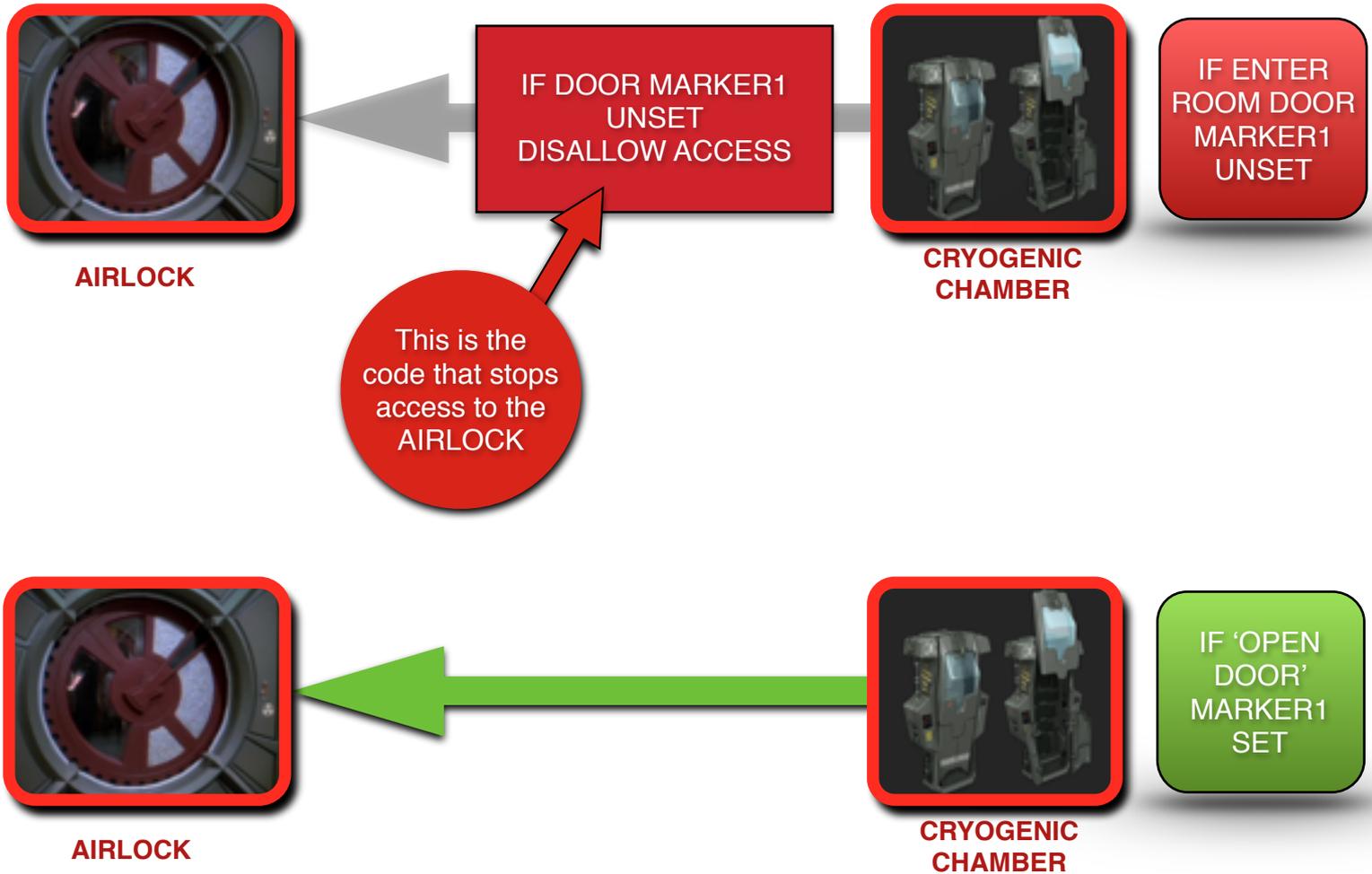
and make sure you select door marker1 unset from the marker creation menu.

5 Our final bit of code to add to the **CRYOGENIC CHAMBER** location is:

IF OPEN DOOR DOOR THEN ACTION MARKER1 SET message "You open the door"

This means if the player types in **OPEN DOOR**, DOOR MARKER1 is now SET and they can go WEST into the AIRLOCK.

We can also look at this with the following diagram, DOOR MARKER1 can be UNSET or SET depending on whether you ENTER ROOM or OPEN DOOR



Watch the video for this tutorial on the website www.theadventurecreator.com

and on YouTube here <http://youtu.be/5xjEFnHs7v4>

