SPIRIT OF ADVENTURE

Adventure gaming is an extremely popular pastime among home computer users. But playing a game is only half the fun; writing your own adventure is an enjoyable and creative activity. We begin an extensive programming project in which we take you through all the stages of building up an adventure game.

Adventure game playing became popular in the early 1970s when the game Dungeons and Dragons was devised. In this game, the players take on the roles of various characters within an imaginary world designed by the Dungeonmaster. This imagined world generally consists of an intricate maze of rooms, containing objects and perils, which the players have to negotiate. Generally, the aim of the game is to escape from the maze, usually rescuing someone or something

along the way. Mainframe programmers were the first to apply the game to computers, constructing complex labyrinths for other mainframe users to wander through. The advantage of computer-based Dungeons and Dragons was that the Dungeonmaster and the players did not have to be present at the same time, allowing individuals to play whenever they wished. Since then the Dungeons and Dragons type of game has widened its scope and appeal considerably — the Multi-User Dungeon (see page 384) is an excellent example of how sophisticated some have become.

Some adventure games are purely text-based, whereas others make use of colour and graphics to provide screen images. However, some critics argue that the addition of graphics uses up valuable memory space that could otherwise be used to add intricacies to the game's structure. They also point out that a computer graphic picture of a scene or location is no match for one's

All Mapped Out

The first step in designing an adventure game is to draw a map showing the various locations that can be visited by players. Each location on the map has a brief description of the scene, indicating whether any objects are present and if the location has some special significance within the framework of the game. Numbering the locations enables the map to be easily coded and stored by the program

POSSIBLE MOVES
FROM LOCATION 7
EX$(7) = "08000306"

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