

Quest Game

A quest is a journey with a mission or a goal. Usually a quest requires great effort on the part of the hero (heroes, heroines), who must travel long distances, and overcome many obstacles and difficulties. The aim of any given quest is to obtain something or someone, and return with this object or person.

For thousands of years, a quest has been a common story-telling narrative. Many ancient, classical, and modern myths, tales, stories, and plays are based on a quest. Countless movies made over the last 100 years are about a quest, and it is hard to find a role-player video game that is not based on the idea of a quest.

In making your Quest Game there are so many quest narratives to explore or borrow from. Using Scratch your Quest Game will unfold like a graphic story with interactive features and dynamic elements like animations and graphic effects to create interest and excitement.

Quest Game - Requirements

The first requirement for your Quest Game is that you complete at least five settings for your quest. Each setting will include backdrops, characters, and objects, any of which can be changed later.

One setting is at the start of the quest, three settings are for the middle of the quest, and one is for the end of the quest.

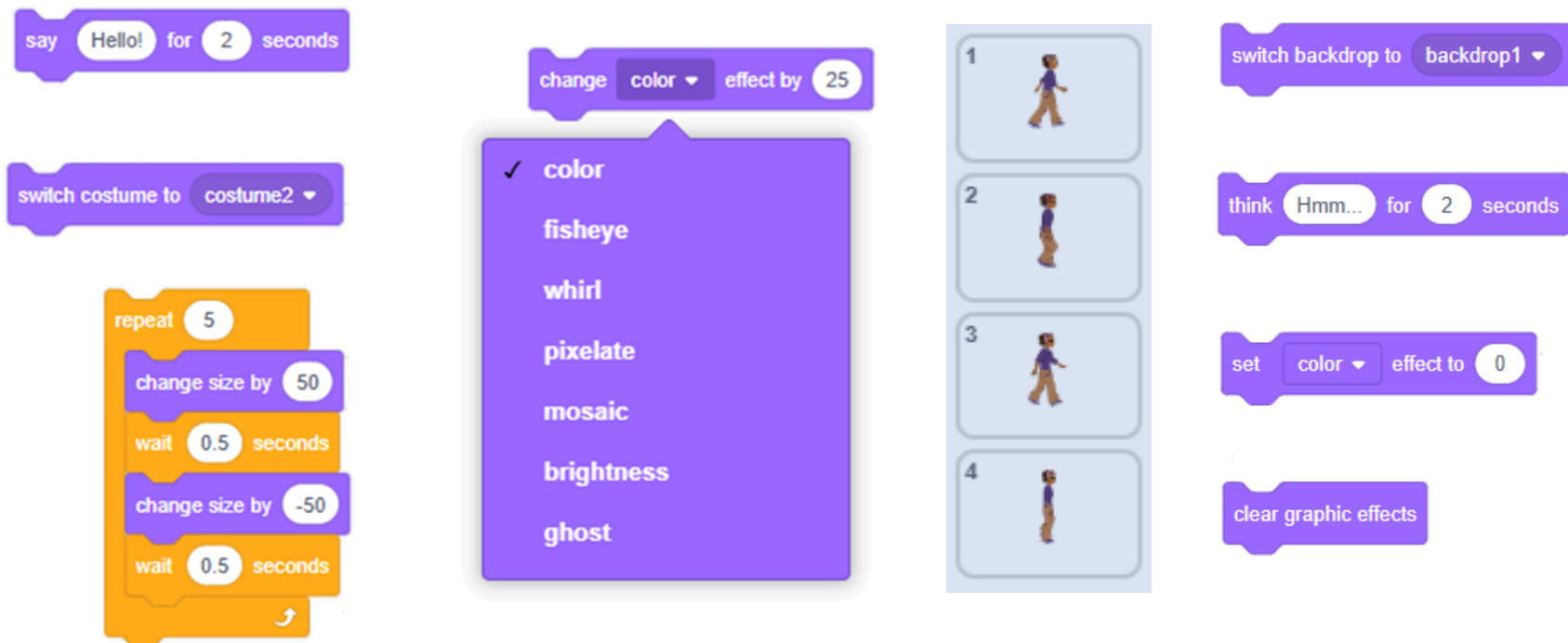
More settings can be added later, but this will only happen after you have completed the basic requirements for your Quest Game.

You should **not** need to spend time working with the paint tools to create or modify the existing backdrops, characters, or objects. If you truly do need to use the paint tools keep your efforts simple and purposeful. Do not spend long periods of time being a graphic artist. There is much to do to make your Quest Game.

Quest Game - Requirements

The second requirement for your Quest Game is that your characters will move and say things in each of the settings. Your characters will interact with each other, the setting, and any objects in the scene.

Use code blocks, especially the Looks blocks, to animate characters, change the way things look, and add graphic effects. These elements will give your Quest Game a dynamic look and feel, and will create a much more interesting game.



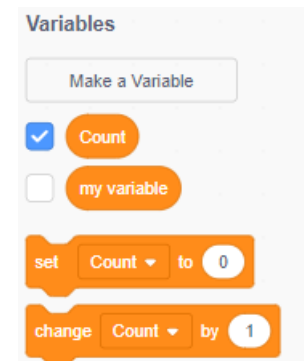
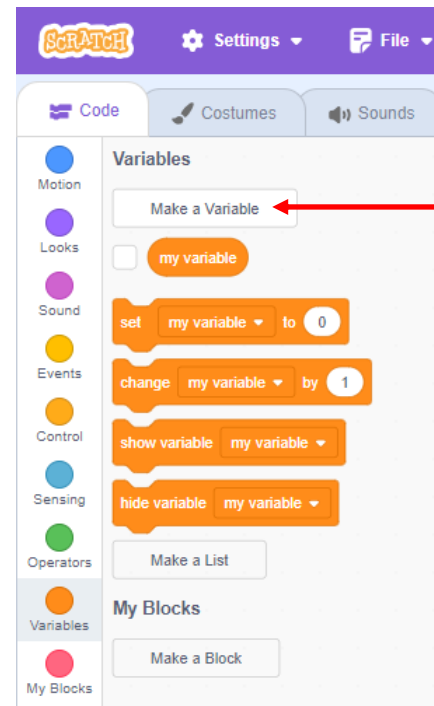
Quest Game - Requirements

The third requirement for your Quest Game is that you devise a way for your quest characters to gain and lose points. The aim of any given quest is to obtain something or someone, and return with this object or person. Your quest characters will need to overcome many obstacles and difficulties. While they are doing so, things in your game will happen that will cause your characters to gain or lose points. That will be part of the fun of your Quest Game.



This is an example of a code sequence to gain points.

The **if touching** idea shown here will be very useful in your game.



Check on to make the variable visible on the stage or check off to hide it.

Quest Game - Getting Started

You must develop a plan of what you are going to do for your quest.

Open Scratch and look at the various backdrops (backgrounds) that are available to use. Consider how you could use some of these backdrops as locations for different parts of your quest. Next look at the various sprites (characters and objects) that are available to use. Consider how you could use some of these characters and objects for your quest.

To complete the Quest Game you need realistic ideas and the skills to complete it. If you don't know how to code it, go with a simpler idea instead. Other people will not be coding for you.

Keep your plans and ideas simple. Build your Quest Game in parts or layers and make it increasingly more complex as you go.

Quest Game - Getting Started

So what will your quest be?

On a piece of paper write down an overview of what your quest will be about.

What is the mission or goal? Where will your characters go? What will happen at the beginning? What will happen along the way? How will it come to an end?

Write your overview as if you were creating a plot summary.

Include in your overview a list of characters that will feature in your quest and their role in the story of the quest.

Show your overview to Mr. Desmond. You need approval to continue.

Quest Game - Tutorial Links

There are links in Scratch to tutorials.



These tutorials may help you with some coding ideas if you are unsure how to work with some of the basic elements of Scratch.

If you need help these are the Scratch tutorials you should consider using.

[There are other tutorials in Scratch, but they are not recommended as useful ways to help you with this project.]

