ADVENTURE GAME TEMPLATE

This base code for a sprite sets up a map for you to explore. A new backdrop is revealed by moving to any edge of the screen. The example below features a knight that you can control with the directional keys.

Create a variable (such as Treasure in the example above) to set a goal for you to discover and collect as your adventure progresses. You can program a variety of additional sprites to give you treasure as you explore.
You can add randomly generated features to each new screen of the map by adding additional sprites (such as trees and rocks) with the following code: