

List the objects you will need to make



Magic Carpet Decomposition Sheet
Name _____

Class

I debugged

Teacher



code-it.co.uk

Circle all the things the game does at the moment

- Move when the 1 key is pressed
- Zoom when the z key is pressed
- Move further when the 2 key is pressed
- Darken the background when the k key is pressed
- Turn to the right when right arrow key is pressed
- Spin round when the s key is pressed
- Turn to the left when the left arrow key is pressed
- Grow the carpet when the b key is pressed
- Leave a trail when d key is pressed
- Stop leaving a trail when the u key is pressed
- Clear all lines when the c key is pressed
- Show instructions when the i key is pressed
- Change to a new background when the x key is pressed
- Shrink the carpet when the t key is pressed

What would you add to the game?

