

My Game Plan

Class _____

Name _____

Task Level (what will my game do?)

Design Level (What objects, what will each object do? Initialisation)

Draw game layout here

Design Level Algorithms

Repeat until finished
Write algorithm for a part
Program that part
Test it



```

move 1 steps
move -1 steps
turn 15 degrees
turn 15 degrees
point in direction 0
point in direction 90
point in direction -90
point in direction 180
say Hello!
think Hmm...
show
hide
switch costume to costume2
switch costume to costume1
next costume
change color effect by 25
change fisheye effect by 25
change whirl effect by 25
clear graphic effects
change size by 10
change size by -10
set size to 100 %
set size to 50 %
pen down
pen up

```

```

touching Beetle ?
touching mouse-pointer ?
touching edge ?
key space pressed?
key left arrow pressed?
key a pressed?
touching color green ?
touching color blue ?
color pink is touching brown ?
color olive is touching red ?
answer = Football
answer = Little Mix
answer = 12

```

Touching other sprites

Touching the mouse

Touching the edge of the board

Touching keys

Touching colours on stage or other sprites

Quiz type conditions

Loop always
 If key b is pressed
 Hide

Repeat until touching edge
 Think I am not touching the edge!

Loop always
 If touching colour blue
 Say I love blue
 Else
 Say Where is that blue?

Condition algorithm examples