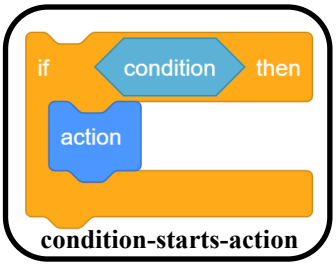
Diving Beetle Game
Example Planner

Sometimes it can be useful to see how a game was planned before doing your own planning.



Idea Level *My game will... My characters will be... The aim of the game will be....*

A beetle tries to catch a small fish whilst avoiding clouds of pollution.

Design Level What will your characters do?

Beetle – Move ① – Touch pollution end game
② – Turn right right arrow key
③ – Turn left left arrow key
④ – Touch fish end game

fish – touch beetle hide ⑤
– Move + bounce ⑥
– Touch pollution move/water ⑦

Pollution – start anywhere
– Move any direction

Design Level (Draw your game simply and use **condition-starts-action** in your algorithms)

① Beetle Move
Loop always
Move ½ step
Bounce on edge

② Loop always
If press right arrow
turn right 20°

③ Loop always
If press left arrow
turn left 20°

④ Loop always
If touch fish sprite
end game

⑤ Loop always
If touch beetle
hide

Beetle
start
(x+y)

⑥ Loop always
Move 2 steps
Bounce

⑦ Loop always
If touch colour
of pollution
Move Move steps

fish start
(x+y)

Pollution

Random

Initialisation Jot down how your sprites will always start in the same place

x+y blocks for start of fish and Beetle.

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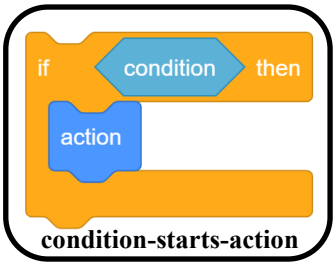
You can share design ideas but must plan and code separately



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Name

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