

My Game Plan

Class _____

Name _____

Task Level (what will my game do?)

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

Draw game layout here (Where will sprites start? Initialisation)

Design Level Algorithms

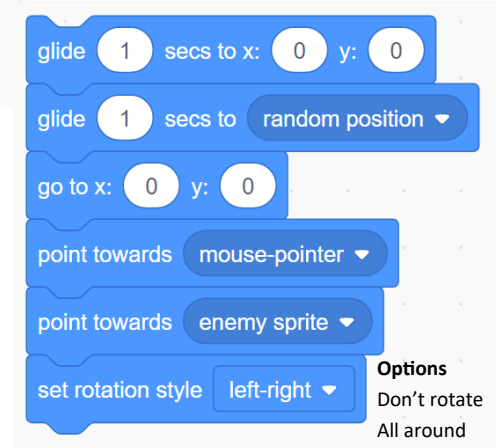
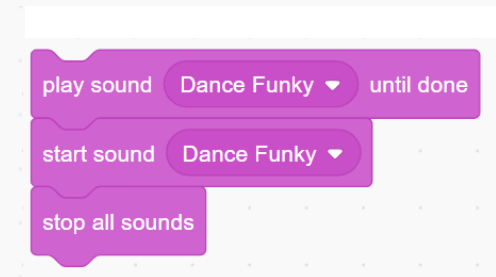
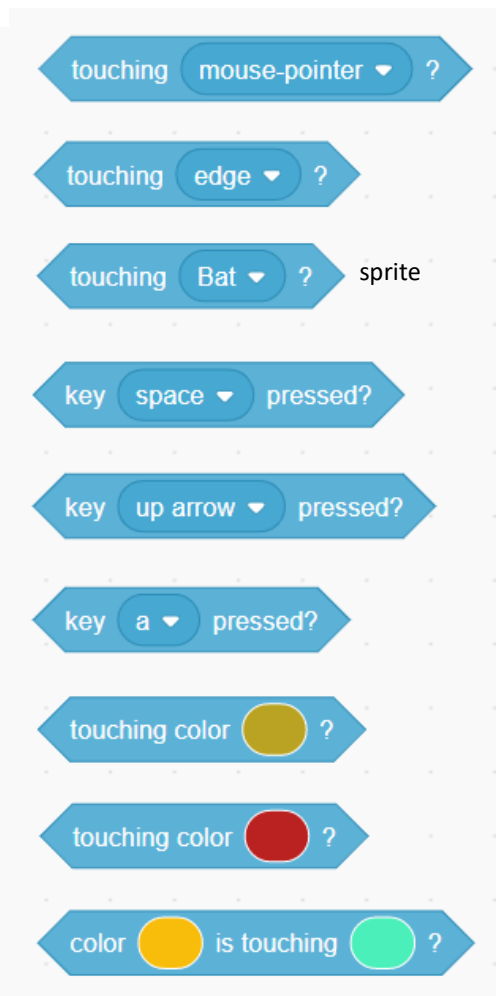
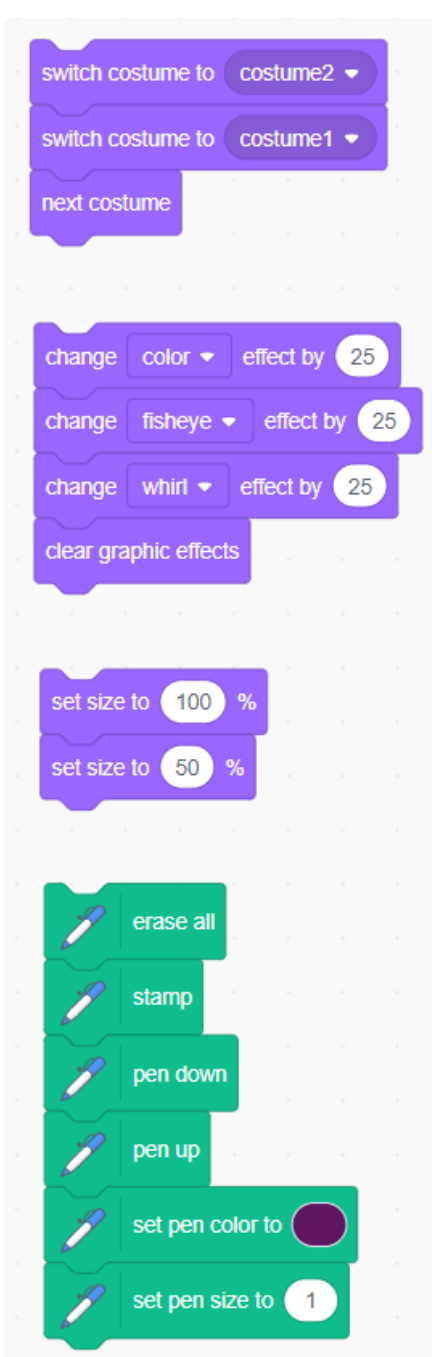
Repeat until finished

Write algorithm for a part

Program that part

Test it





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?

algorithm examples

