Designing a Computer Game

There are many kinds of computer games. The kinds of games that we will make in this class will be games where the object is to touch something (or things), or avoid something (or things), or a combination of both.

Step 1: Use words or sketches to plan your game, answering these questions.

1. Where does the game take place?	
2. Who is the main player character? What will the sprite look like?	
3. What is the story in your game? What problem is getting solved or goal is being met by the player?	
4. What does the player sprite want to touch? What happens when the player touches this sprite or color?	
5. What does the player sprite want to avoid touching? What happens when the player touches this sprite or color?	
6. How does a player win? What happens when the player wins?	

Step 2: Plan what your main pages will look like. Make sketches here.

Introduction background and rules

Main game scene

Final "you win" scene

Step 3: Talk about your idea and plans with a teacher, then start your game.