**Game design**

This last half term we would have been using Kodu to create and program a computer game.

The tasks are on the sheets below; you can complete on the sheets below or use separate paper.

Computing is scheduled on the suggested timetable once every two weeks so one task can be completed each lesson.

Task 1 – Come up with an idea of what your game will be about and complete the task 1 plan sheet

Task 2 – Come up with a name for your game and write out the instructions

Task 3 – Design the box the game comes in

Task 4 – Complete a range of merchandise for the completed game

Extension – Think about the code needed to make your game work

**Task 1**

*Come up with an idea of what your game will be about and complete the below questions.*

Ideas for types of games: maze, race, penalty football game, dance game, story book

What is the game about?

How many people can play the game?

Who is the game aimed at (Young children, Teenagers)

What is the aim of the game?

How do you win?

What controls do you need to use? (Arrow keys, mouse, controller)

Draw out the background of your game on the back of this page, on the space below or on a separate piece of paper

**Task 2**

*Come up with a name for your game and write out the instructions*

Name of your game:

Why have you named it that?

How to play the game:

(Remember to include what controls you need, how you win, anything exciting that happens in the game that players might need to know)

**Task 3**

*Design the box the game comes in*

Remember to make it colourful and eye catching as you want everyone to buy your game. Make sure the back of the box has a description of the game and the aim of it. You can add unique touches like barcode, price, age rating. You can draw the box however you want but I suggest drawing the front, spine of the box and the back.

**Task 4**

*Complete a range of merchandise for the completed game*

Design a poster that can be displayed on social media advertising the release of you game. Include the name of the game, any other important information and don’t forget to make it colourful and eye-catching. The poster can be done on a separate sheet or the back of this one.

Plan out a storyboard of an advert for the TV advertising your games release. Make sure it is suitable for the games audience and includes relevant information such as price and where they can buy the game. You need to draw out 6 boxes – this is where you will draw what will happen in your advert. Under each box write a brief explanation as to what is happening and what the voice over the picture might be saying. You can use a separate sheet or use the back of one of the other tasks.

**Extension**

*Think about the code needed to make your game work*

Kodu works using WHEN and DO commands. You follow WHEN and DO commands every day. This is an extension task so can be completed if you have used Kodu before or if the help makes sense. Don’t worry if it doesn’t and you miss this task out.

For example:

**WHEN** alarm clock goes off **DO** get up

**WHEN** green at pedestrian crossing **DO** cross the road safely

Your task is to write down the code for how your game would work. The code you need to think about for your game depends on what controls you have decided to use. For example, if I was going to make a maze game that uses the arrows on a keyboard my code would look like below.

**WHEN** right arrow pressed **DO** turn right

**WHEN** left arrow pressed **DO** turn left

**WHEN** up arrow pressed **DO** move forward