

Computing

# Lesson 4: Designing a Game

## Variables in Games

Andy Bush



# Task 1 - Analysing a game

Go to [oaknat.uk/comp-p6a4-1](https://oaknat.uk/comp-p6a4-1)

Play the game and also look inside the project.

Note down your answers to these questions:

- How do you play the game?
- How many sprites are there?
- What do the sprites do?
- How do you know how well you have done?



## Task 2 - Choosing artwork

Look at the resources in Scratch:

- Choose two more 'falling' sprites
- Choose a background

Create your own design choices sheet. Add the names and sketches of the choices you've made.



# Task 3 - Design your algorithms

Add algorithms for the additional 2 sprites to the design template. Each algorithm should include a **drawing** and a **description**.

## Design suggestions:

- Each sprite should change the score by a different amount (you could use a negative number)
- Each sprite can move at a different speed
- Sprites can be different sizes

Make sure that any design choices are included in your algorithms.



# Task 4 - Other algorithms

Which other algorithms can you identify in this project?

[oaknat.uk/comp-p6a4-4](http://oaknat.uk/comp-p6a4-4)

