

Computing

Lesson 5: Design to Code

Variables in Games

Andy Bush



Task 1 - Identifying variables in a program

Go to oaknat.uk/comp-p6a5-1

- What is being set and changed during the running of the program?

(You don't need to look at the code yet.)



Task 2 - Naming variables

Look inside the chatbot project (oaknat.uk/comp-p6a5-1)

Find the variable names and note them down.

Do the variable names help you understand what the variable is for?

Can you think of better variable names?



Task 3 - Create your project

Create a 'catching' game, which includes a score and at least three falling objects, each falling at a different speed.

Add your own artwork (sprites and a background).

Use the project template provided - oaknat.uk/comp-p6a5-2



Task 4 - Coding

Use the algorithms you created last lesson to guide your coding.

Create a 'catching' game, which includes a score and at least three falling objects, each falling at a different speed.



Task 5 - Testing

Test your code to check it works as you intended.

