



Game Creator!

Key Words

2D Game – A flat game where characters move side to side or up and down on the screen.

3D Game – A game that looks more real, where you can move around in all directions.

Game Design – Planning how a video game looks, works and feels before making it real.

Game Environment – Everything around the player in a game, like walls, floors, objects and backgrounds.

Game Feedback – When someone who plays your game shares helpful ideas to improve it, like fixing bugs or making it more fun.

Game Genre – A category describing the style and gameplay of a game.

Playability – How fun and enjoyable a game is to play and enjoy.

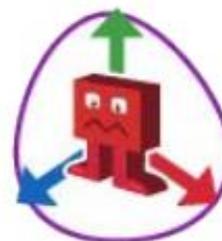
Sprite – 2D image that represents something on screen like a baddie or a collectable.

Sprite Animation – How the sprite moves or changes in appearance.

Key Learning

- To evaluate the features of a successful video game.
- To plan a game in 2DIY3D.
- To design and use game sprites.
- To add features to a game world and check playability.
- To evaluate games created by others.

Key Resources



2DIY3D

Key Resources



Information screen



Insert baddie



Insert collectable



Insert sky



Customise ceiling



Customise ground



Insert game features

Key Questions

What makes a good computer game?

A good game designer gives the player continuous challenges in a visually stimulating environment, each of which leads to another challenge, to keep the game challenging and fun.

How can a sprite be customised in 2DIY3D?

The design of the sprite can be customised to match the theme of the game, using images from the gallery, hand-drawn artwork, or pictures inserted from the internet. A range of movements can be added to the sprite to make it appear more realistic. Music and consequences can also be added to the game sprites to enhance interactivity.

What aspects of the game world can be added and customised in 2DIY3D?

In 2DIY3D, you can customise the game world by designing walls, floors, scenery, backgrounds and level layouts. You can also add music, sound effects and clear instructions. These all help to make a more engaging and interactive experience.