



# Game Creator!

## Key Words

**Animation** – creating an illusion of movement.

**Computer game**- a game played using a computer, typically a video game.

**Customise**- modify (something) to suit an individual task.

**Evaluation**- the making of a judgement about the value of something.

**Image**- in this case, the picture displayed on the computer screen.

**Instructions**- detailed information about how something should be done or operated.

**Interactive**- responding to a user's input on a computer or device.

**Screenshot**- an image of the data displayed on the screen of a computer or mobile device.

**Texture**- high frequency detail or colour information on a computer-generated graphic.

**Perspective**- representing three-dimensional objects on a two-dimensional surface to give the right impression of their height, width, depth, and position in relation to each other.

**Playability**- a measure of either the ease by which a video game may be played, or of the overall quality of its gameplay.

## Key Learning

- To plan a game.
- To design and create the game environment.
- To design and create the game quest.
- To finish and share the game.
- To self and peer evaluate.

## Key Resources



## Key Questions

- What makes a good computer game?
- Why is it important to continually evaluate your game?
- How can I make improvements to my code?

## Key Resources



Open, close and share work



Change the settings of your game



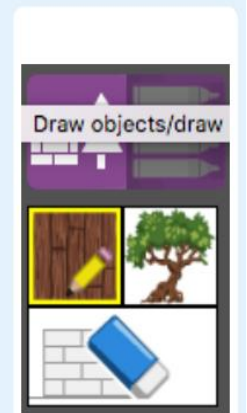
Insert enemies into your game



Drag to set the start position of your game



Insert treasure into your game



Add images to your game



Play your game